

MODERN WEAPONS, ARMOR, VEHICLES AND ITEMS

Most fire arms deal ballistic damage. Ballistic damage can be regarded as a subclass of piercing damage. Meaning, any creature or armor with piercing damage resistance also has resistance against ballistic damage. The reverse, however is not true. Creatures or armor with ballistic resistance still take full damage from piercing damage sources.

When a firearm has a **damage (Burst)** notation, it can attack with increased damage at a trade-off for ammo. A single attack with burst-fire costs five bullets, as opposed to the usual one bullet. When a weapon runs out of ammo it costs a full action to reload, unless the character reloading has the quick-draw feat.

The amount of ammo a gun's magazine can hold is determined by the **Mag** column in the firearms table. Some guns have space for extra ammo internally (indicated by, int) which can be pre-loaded but won't be refilled during combat. In addition, some guns have the option to use bulletbelts. This is indicated by the *linked* in the **Mag** column.

Attack Rolls with firearms are made with your strength ability modifier. Attack Rolls for Side arms can also be made with your dexterity modifier.

from <http://dndwizards.com/articles/features/my-new-d20-modern-campaign>

FIREARM PROFICIENCIES BY CLASS

Class	Firearm Proficiency
Bard	Sidearm
Barbarian	Long Arms
Cleric	None
Druid	None
Fighter	Long Arms and Sidearms
Monk	Sidearms
Paladin	Long Arms and Sidearms
Ranger	Long Arms and Sidearms
Rogue	Long Arms or Sidearms
Sorcerer	none
Warlock	None
Wizard	None

Heavy weapon proficiencies can be gained by trading away any other weapon proficiency.

FIREARM PROFICIENCIES

ARMOR

from <http://dndwizards.com/articles/features/my-new-d20-modern-campaign>

MODERN ARMOR

Armor	AC	Strength	Stealth	Properties	Weight
<i>Light Armor</i>					
Heavy Coat	11+Dex	-	Disadvantage	-	6 lb.
Leather Jacket	11 + Dex	-	-	-	4 lb.
Light undercover shirt	11 + Dex	-	-	DR-2 Ballistic	2 lb.
Kevlar-Lined Coat	12+ Dex	-	-	DR-2 Ballistic	8 lb.
Undercover vest	13+ Dex	-	-	DR-2 Ballistic	3 lb.
<i>Medium Armor</i>					
Concealable vest	13 + Dex (max. 2)	-	-	DR-3 Ballistic	4 lb.
Light-duty vest	14 + Dex (max. 3)	-	-	DR-3 Ballistic	8 lb.
Tactical Vest	15 + Dex (max 2)	Str 10	Disadvantage	Resistance: Ballistic	10 lb.
<i>Heavy Armor</i>					
Special Response Vest	15	str 10	Disadvantage	Resistance: Ballistic	15 lb.
Land Warrior Armor	17	str 13	Disadvantage	DR-5 Ballistic/Slashing	10 lb.
Forced Entry Unit	18	str 15	Disadvantage	Resistance: ballistic/slashing	20 lb.

FIREARMS AND EXPLOSIVES

Inspired by the Shadowrun D20 Rulebook

SIDEARMS

Weapon	Damage	Damage (burst)	Range	Mag
Ares Predator (.45 autoloader)	2d8	n/a	30/60 ft.	15
Ares Viper (10mm autoloader)	2d6	4d6	20/40 ft.	30
Beretta Model 101T (9mm autoloader)	1d10	n/a	30/60 ft.	12
Browning Max Power (10mm autoloader)	2d6	n/a	30/60 ft.	10
Colt American L36 (9mm autoloader)	1d10	n/a	25/60 ft.	11
Fichetti Security 500 (9mm autoloader)	1d10	n/a	30/60 ft.	12
Fichetti Security 500a (9mm autoloader)	1d10	n/a	30/60 ft.	25
Remington Roomsweeper (20-g shotgun) ✕	Varies	n/a	10 ft.	8+1 int
Ruger Super Warhawk (.44 magnum rev)	1d10+1d4	n/a	30/60 ft.	6
Streetline Special (.32 autoloader)	1d8	n/a	30/60 ft.	6
Walther Palm Pistol (9mm breech-loader)	1d10	n/a	20/40 ft.	2 int
Defiance Super Shock Taser †	1d6	n/a	5/10 ft.	2 int

† The Defiance SST uses the sidearms skill. On a successful hit, a single dart deals 1d6 damage (Low Impact) plus 1d6 points of electricity (Energy) damage and the victim must roll a Fortitude save (DC 15 + electrical damage) or be paralyzed for 1d8 rounds. Both darts can be fired simultaneously; in this case, roll one attack roll. On a successful hit, the target suffers 1d6 +1d6 (Low Impact) damage plus 1d6 +1d6 electrical damage and must roll a Fortitude save (DC 15 + electrical damage) or be paralyzed for 2d8 rounds. If the target's armor negates the electrical damage, the victim is not required to make a saving throw

LONG ARMS

Weapon	Damage	Damage (burst)	Range	Mag
AK-97 assault rifle	2d8	4d8	70/140 ft.	38
AK-97 SMG	2d8	4d8	40/80 ft.	30
AK-98 assault rifle	2d10	4d10	70/140 ft.	38
Defiance T-250 (10-gauge shotgun) ✕	Varies	n/a	10ft.	5+1 int
Enfield AS-7 (12-gauge shotgun) ✕	Varies	Varies	30ft.	10
FN HAR (7.62mm assault rifle)	2d10	4d10	90/180 ft.	35
HK HK227 (9mm submachine gun)	1d10	2d10	50/100 ft.	28
HK HK227S (9mm submachine gun)	1d10	2d10	40/80 ft.	28
Ingram Valiant (5.56mm LMG)	2d8	4d8	100/200 ft.	Linked
Ranger Arms SM-3 (7.62mm sniper rifle)	2d10	n/a	100/200 ft.	6+1 int
Remington 750 (7.62mm hunting rifle)	2d10	n/a	80/160 ft.	5+1 int
Remington 950 (7.62mm hunting rifle)	2d10	n/a	90/180 ft.	5+1 int
Uzi III (9mm submachine gun)	1d10	2d10	40/80 ft.	24+1

✕ The amount of damage done by a shotgun depends on the distance of the target. For every range increment (i.e. 10 ft. for the Defiance T-250) the amount of damage decreases according to the shotgun damage table below

SHOTGUN DAMAGE TABLE

Caliber	1x Range	2x Range	3x Range
10-guage	3d8	2d8	1d8
12-guage	3d6	2d6	1d6
20-guage	2d6	1d6	1d4
28-guage	2d4	1d4	1d3

HEAVY WEAPONS

Weapon	Strenght req.	Damage	Range	Damage type	Mag
Assault cannon	20	4d10	120 ft. / 240 ft.	Ballistic	20
Heavy Machine Gun	19	4d8	110 ft. / 220 ft.	Balistic	Linked
Rocket Launcher	2	Varies	70 ft. / 140 ft.	Varies	6
Medium Machine Gun	13	2d10	100 ft. / 200 ft.	Ballistic	Linked
Missile Launcher	10	Varies	300 ft.	Varies	4

Rocket- and Missile Launchers can use varying ordinances. These ordinances can be found in the Explosives and ordanance table.

In order to use a Missle Launcher it needs to be set up. assembling or disassembling takes 1d6 turns.

EXPLOSIVES AND ORDANANCE

Weapon	Damage	Radius	Detonation	Damage type
Commercial Explosive	3d6	10 ft./20 ft.	Remote	Force
Concussion Grenade	4d6	10 ft. / 30 ft.	Timed (end turn)	Concusion
Frag. Grenade	4d6	5 ft. / 15 ft.	Timed (end turn)	Slashing
Plastic Explosive	6d6	10 ft./30 ft.	Remote	Force
Anti Personel Rocket/Missle	10d6	10 ft. /25 ft.	Impact	Slashing
Anti-vehicle Rocket/Missle	12d6	5 ft.	Impact	Force
High Explosive Rocket/Missle	10d6	10 ft./40 ft.	Impact	Concusion

The Radius on explosive weapons indicates the size of the explosion. The first number indicate the distance from which the explosion deals full damage. The second number indicates the distance from which the explosion does half damage. Throwing a grenade requires a DC15 dexterity check. On a succes the grenade is thrown up to 60 ft., on a failure the grenade lands in a random spot.

MISSILES

Missiles are guided explosives, and as such never miss. Missiles fired from a launcher do not arm until they pass 30 ft. Within 30 ft., the round will not detonate, but an impact against a creature or vehicle deals 5d6 bludgeoning damage.

Characters caught in an explosian can make a DC 15 Dexterity save, on succes they take half damage.

ABILITY CHECKS AND HACKING TOOLS

From Unearthed Arcana: Modern Magic.

Most characters in a modern campaign setting are well versed in using computers, and are automatically successful when employing technology for mundane tasks (searching a hard drive or the Internet, using the normal functions of an electronic device, and so on.

For especially challenging technological tasks (finding hidden information on a computer, restoring information from a device that's been erased, and so on , a character makes an Intelligence check against a DC set by the DM.

† Concequences are up to the DM's discession.

However, some technical tasks—including breaking into protected computer systems, accessing hidden functions of electronic devices, or using a device in a way it was not designed for—require the use of specialized hacking tools.

Hacking Tools. This kit contains the hardware and software necessary to allow access into most computer systems and electronic devices. Proficiency with hacking tools lets you add your proficiency bonus to any Intelligence checks you make to connect to or make use of a computer system or electronic device. The kit fits snugly in a backpack or toolbox.

VEHICLES

Vehicle chases and combat is something any modern adventurer comes across, these encounters can ofcourse be played loose and with imagination, but for a more tactical experience you can refer to any or all of the following rules. (Inspired by Brainfist from www.rpgcrossing.com)

VEHICLE CONTROL BASICS

Vehicles require proficiencie to be driven safely. A character without proficiency risks penalization from authorities or accidents.† Vehicle proficiencies are divided into several catagories: **Civilian Cars, Civilian Bikes, Rowboats, Speedboats, Yachts, Sailing Ships, Oceanliners, Small Planes, Helicopters** and **Commercial Planes**. In addition, any vehicle in a Military list requires the **Military Vehicle** Proficiency.

Vehicle proficiencies can be gained instead of any other proficiency during character creation or leveling up.

VEHICLE PROFICIENCY CHECK

Pulling dangerous manouvres, avoiding accidents, driving without proficiency and similaire actions all require the following skillcheck:

d20 + dex + proficiency (+ military proficiency)

Piloting a vehicle is considered a move action.

Driving is never truly safe, but some situations are more dangerous than others. Whenever a vehicle moves more than 150 ft. in a single turn any accident risks injury or death. When a vehicle moves over difficult terrain it can move no faster 1/4th its speed or risk accidents.†

VEHICLE SIZE

The length of a vehicle is two times that of a character in the same size-category. For instance where a medium creature would occupy a 5x5 ft. area, a medium vehicle would occupy a 5x10 ft. area. A Large creature would occupy a 10x10 ft. area, but a Large vehicle would occupy a 10x20 ft. area.

ACCELERATION AND BRAKING

A vehicle can not achieve its top speed in a single turn. Vehicle Acceleration consists out of three phases.

Phase 1: Starting The vehicle can move any distance between 0 and 1/4th of its top speed.

Phase 2: cruising The vehicle can move any distance between 1/4th and 3/4th of its top speed.

Phase 3: Full Throttle The vehicle can move any distance between 3/4th and its top speed.

The acceleration phase of a stationary vehicle is always phase 1. If a vehicle is already moving, its acceleration phase can be determined by the distance it moved its previous turn.

The controller of a vehicle can change his acceleration phase up or down one tier at the end of his or her move action.

A vehicle can break to slow down to any speed or reach a full stop in one turn regardless of its acceleration phase. This is not, however, without consequence in all cases.†

TURNING AND SHIFTING LANES

A vehicle is always moving straightforward in the direction of its long axis. The only two exceptions are turning and shifting lanes.

SHIFTING LANES

Shifting lanes and similar manouvres cost a minor action, and are safe and easy to pull off. As such, there is no need to consider anything when a vehicle shifts lanes.

TURNING

Turning costs 1 Action. The amount of space a vehicle needs to complete a turn between 0 to 90 degrees is determined by its acceleration phase and its turn multiplier. The result of the multiplication is then evenly divided as distance moved in the current direction, and distance.

If, for instance, a vehicle has a turn multiplier of 50 and is in acceleration phase 2 and wants to make a 45 degree turn. In order to complete the turn it needs to move 50 ft. in its current direction and 50 ft. in a diagonal (approximately) 45 degrees from its current direction. Its new direction would then be along the 45 degree line. It is not necessary to move the distance in that order, any amount of the distance in the forward direction can be put in front or after the distance in the turn direction. It is possible to make a turn in more than one move action.

Attempting sharper turns is possible, but requires a vehicle proficiency check against a DC 25.

RAMMING

Ramming another vehicle requires a vehicle proficiency contest between the drivers. On a success you deal 10d6 damage to the opposing vehicle, and your vehicle takes half damage. On a fail your vehicle takes full damage and the opposing vehicle takes half damage. Then the occupants of both cars make a dexterity save, the engaging party does so with advantage. On a fail the occupant takes 3d6 damage.

VEHICLE TABLES

Below are vehicle tables for all available vehicles, divided by proficiency.

LAND VEHICLES CARS

Vehicle	Cost	Size	topspeed	Turn Multiplier	Crew/passengers	Properties
Sedan	\$1,700	Medium	820 ft.	50	1/4	Rollcage
Station wagon	\$3,000	Medium	820 ft.	50	1/6	Rollcage
Hatchback	\$2,100	Medium	650 ft.	45	1/4	Rollcage
Sportscar	\$500,000	Medium	1,640 ft.	60	1/1	High Performance
Van	\$23,000	Large	650 ft.	45	1/8	Rollcage
Truck	\$120,000	Large	550 ft.	40	1/1	
Armored Transport Vehicle	\$72,000	Large	380 ft.	25	1/8	Armored, Military
Tank	\$8.92M	Huge	130 ft.	15	4/1	Armored, Military, Off-road

BIKES

Vehicle	Cost	Size	topspeed	Turn Multiplier	Crew/passengers	Properties
Bycycle ⚡	\$300	Small	220 ft.	5	1/1	
Motorcycle	\$6,000	Small	820 ft.	30	1/0	Sidecar
Sport Motorcycle	\$30,000	small	1,750 ft.	35	1/1	High Performance
Chopper	10,000	Medium	800 ft.	30	1/1	Sidecar
Quad	\$4,300	small	790 ft.	30	1/0	Off-road

AQUATIC VEHICLES

ROWBOATS

Vehicle	Cost	Size	topspeed	Turn Multiplier	Crew/passengers	Properties

SPEEDBOATS

Vehicle	Cost	Size	topspeed	Turn Multiplier	Crew/passengers	Properties

YACHTS

Vehicle	Cost	Size	topspeed	Turn Multiplier	Crew/passengers	Properties

⚡No proficiency needed

SAILING SHIPS							
Vehicle	Cost	Size	topspeed	Turn Multiplier	Crew/passengers	Properties	

OCEANLINERS							
Vehicle	Cost	Size	topspeed	Turn Multiplier	Crew/passengers	Properties	

SMALL PLANES							
Vehicle	Cost	Size	topspeed	Turn Multiplier	Crew/passengers	Properties	

HELICOPTERS							
Vehicle	Cost	Size	topspeed	Turn Multiplier	Crew/passengers	Properties	

COMMERCIAL PLANES							
Vehicle	Cost	Size	topspeed	Turn Multiplier	Crew/passengers	Properties	

Armored Vehicles are immune to piercing and bludgeoning damage, and resistant to slashing damage.

High performance vehicles can move up two acceleration phases at the end of their move action instead of one. moving down remains unchanged.

Manouverable vehicles can make tighter turns and move through the smallest gaps, but come with a greater risk of injury†

Military Vehicles require the military vehicle proficiency to operate the vehicle safely.

Off-road Vehicles can move up to half speed on difficult terrain without any added danger.

Rollcage . Vehicles with **rollcage** reduce the risk of injury or death†.

Sidecar Vehicles can choose to attach a sidecar to the main vehicle, creating space for an extra passanger or cargo. When a vehicle uses the sidecar, it's turn multiplier increases by 5

† Concequences are up to the DM's discession.

⌘No proficiency needed