



MODERN

Roleplaying Game

Even More

MODERN



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The *d20 MODERN Roleplaying Game* brings the excitement of roleplaying gaming to the modern world. It uses the d20 System's core mechanics to let you experience a wide range of adventures, from modern high fantasy complete with magic and monsters, to gritty, realistic technothrillers that pit players against terrorists, criminals, and other real-world threats.

To further enhance your modern gaming experience, here are a few extras you can use in your d20 MODERN campaign right away! From vehicles to spells to new rules, this web enhancement gives you a wide range of more great material to drop into the game.

To use this web enhancement, you should already have a copy of the *d20 MODERN Roleplaying Game*. This bonus material is brought to you by the official d20 MODERN website: www.wizards.com/d20modern.

ADDITIONAL EQUIPMENT

In Chapter 4 you can choose from a wide range of equipment. Here are a few additional items you can add to your game as well.

Heavy Weapons

RPG-7: This Russian-made rocket-propelled grenade is common throughout the third world. Consisting of a relatively simple firing tube into which a rocket-propelled explosive can be loaded, it's something between a grenade launcher and a true rocket launcher.

When the RPG-7 round hits its target, it explodes like a grenade or other explosive, dealing 6d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 16 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the RPG-7 ignores up to 10 points of hardness if it strikes a vehicle, building, or object.

However, this only applies to the target struck, not to other objects within the burst radius.

The RPG-7 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

This weapon requires the Exotic Firearms Proficiency (rocket launchers) feat.

ADDITIONAL AMMUNITION

Ammunition Type (Quantity)	Purchase DC
RPG-7 (4)	17

Explosives

Claymore Mine: This weapon is an anti-personnel explosive that uses a shaped charge to launch hundreds of pieces of shrapnel in a fan-shaped arc, with devastating effect.

When the claymore is set off, the brunt of its force explodes outward in a cone (just like a cone-shaped FX effect; see Chapter 10). Creatures and objects within the cone take 6d6 points of damage; those within the burst radius but not within the cone take 2d6 points of damage. (Reflex save for half in both cases). The user aims the claymore (setting the direction of the cone) while placing it.

Claymores come with disposable wired detonators, but can be used with other types of detonators as well.

The purchase DC given is for a bandolier containing two claymores and detonators.

Flash-Bang Grenade: A flash-bang grenade is a non-lethal device that uses a bright flash and loud report to disable victims within its burst radius.

All creatures within the burst radius must succeed at a Fortitude save (DC 16) or become dazed (can take no actions) for 1d6 rounds.

The purchase DC given in the table below is for a box of six grenades.

Surveillance Gear

Concealable Camera: This tiny camera is about the size of a matchbox. It has a fixed focus, meaning that it can only photograph objects from a specific distance (specified when the camera is purchased). It requires special film, which comes in 24-exposure rolls (purchase DC 4).

Concealable Microphone: This tiny device is about the size of two stacked dimes. It picks up sounds up to 10 feet away and transmits them by radio with a range of 500 feet. A professional walkie-talkie programmed to its frequency can pick up the signal.

ADDITIONAL HEAVY WEAPONS

Weapon	Dmg	Crit	Dmg Type	Range Increment	ROF	Magazine	Size	Weight	Purchase DC	Restriction
RPG-7	6d6*	—	—	100 ft.	1	1 int.	Large	18 lb.	12	Mil (+3)

ADDITIONAL EXPLOSIVES

Weapon	Damage	Burst Radius	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restrictions
Claymore Mine	6d6*	40 ft.	16	—	Small	2 lb.	15	Mil (+3)
Flash-Bang Grenade	—*	15 ft.	—*	10 ft.	Tiny	1 lb.	14	Res (+3)

* This weapon does special damage. See the weapon description.

Concealable Video Camera: About 2 inches long and half that in diameter, this tiny camera can be used with or without a snake-eye lens (below). Unlike a portable video camera, this concealable unit does not have a viewfinder or any means of recording its images. Instead, it passes images on to whatever device it is connected to (a television monitor or recording unit). Connecting the concealable video camera to a recording or monitoring device requires a Craft (electronics) check (DC 10).

Explosives Detector: About the size of a large megaphone, this device sniffs out nitrogen compounds—the basis for all common explosives. It provides a +10 equipment bonus on all Search checks involving explosives.

Laser Microphone: This device bounces an invisible light beam off a window, using the return signal to convert the window's vibrations into the sounds within the room. Using this device, a person can make a Listen check as though he was standing just inside the window. It is only useful for eavesdropping on indoor conversations from without, and vacuum-sealed double-paned glass defeats it.

Night-Vision Imager: This unique electro-optical device mounts easily on top of most cameras, portable video cameras, and standard scopes, directing its image into the device's existing lens. It gives the device the darkvision capabilities of night vision goggles.

Parabolic Microphone: Looking like a hand-held transparent satellite dish 10 inches across, this device focuses in on sound sources. When directed at a particular source of sound (such as two people having a conversation), it reduces the Listen check penalty from -1 for every 10 feet to -1 for every 100 feet. It works only if it has an unobstructed line of sight to the source of the sound.

Snake-Eye Lens: This device has a tiny lens—about a quarter-inch across—on the end of a flexible 10-inch-long wand. The other end adapts to a 35mm camera, digital camera, or portable video camera. The lens can be poked around corners, under doors, or through holes, or it can be hidden in a vent, emergency sprinkler, or similar innocuous architectural feature.

Transistor Detector: This device, about the size of a walkie-talkie, detects bugs and taps that contain radio transmitters, whether or not the transmitters are functioning at the time. It provides a +10 equipment bonus on all Search checks involving electronic transmitters. It does not work on wired microphones, cameras, or other devices that don't contain transmitters.

ADDITIONAL GENERAL EQUIPMENT: SURVEILLANCE GEAR

Item	Size	Weight	Purchase DC	Restriction
Concealable camera	Dim	0.5	14	—
Concealable microphone	Fine	—	15	—
Concealable video camera	Dim	0.5	13	—
Explosives detector	Tiny	3	20	—
Laser microphone	Tiny	2	21	—
Night-vision imager	Tiny	2	22	—
Parabolic microphone	Tiny	3	14	—
Snake-eye lens	Dim	0.5	14	—
Transistor detector	Tiny	2	21	—

ADDITIONAL GENERAL EQUIPMENT: PROFESSIONAL EQUIPMENT

Item	Size	Weight	Purchase DC	Restriction
Camouflage compact	Dim	—	3	—
Scuba diving gear	Small	25	17	—

ADDITIONAL GENERAL EQUIPMENT: WEAPON ACCESSORIES

Item	Size	Weight	Purchase DC	Restriction
Booby trap kit	Dim	—	4	—

Professional Equipment

Camouflage Compact: This small plastic item looks like an olive-drab makeup compact. Inside are three or four pats of grease-paint, in camouflage colors. Compacts are available in woodland, desert, winter, and urban color schemes. Using the makeup in conjunction with fatigues of the same pattern increases the bonus on Hide checks from +2 to +4. A camouflage compact contains 10 applications of makeup.

Scuba Diving Gear: Scuba gear allows a swimmer to remain underwater for a lengthy period of time. Scuba gear consists of a buoyancy compensator and weight belt to keep a diver's buoyancy neutral in the water, an air tank and regulator to allow the diver to breathe, fins to aid in swimming, and a mask for visibility.

When using scuba gear, a diver can remain underwater for up to an hour if she does not exceed a depth of 30 feet, 30 minutes if she doesn't exceed a depth of 60 feet, and 15 minutes if she doesn't exceed a depth of 90 feet.

It takes five minutes to don or remove scuba gear.

Scuba gear imposes a penalty of -2 on all Dexterity checks, Dexterity-based skill checks, and melee and ranged attack rolls while in the water. On land, these penalties double. In addition, the wearer's speed falls to one-quarter the normal speed (removing the fins eliminates this speed penalty).

Weapon Accessories

Booby Trap Kit: This small package consists of a spring-loaded device with a hair-trigger pin. It can be wired to a blasting cap or other detonator (not included with the kit), and is used by attaching the pin to a tripwire or pull-cord. If someone trips or cuts the tripwire, the spring action sets off the detonator (and hence the explosive).

Civilian Motorcycles

Harley Davidson FLHTPI Electra Glide: This model is in common service as a police motorcycle; the stats shown in

the table reflect the options common to police use. A large bike, it's powered by a 1,450cc engine. It is one square wide and two squares long.

Kawasaki Ninja ZX-9R: A mid-range racing-style street bike, the Ninja is powered by an 899cc engine. It is one square wide and two squares long.

Civilian Trucks

Jeep Grand Cherokee Laredo: A popular SUV with excellent off-road credentials, the four-door Grand Cherokee is powered by a 4.0-liter V8 engine. It is two squares wide and four squares long.

Jeep Wrangler Sport: The modern version of the World War II-era army jeep, the Wrangler is a small, rugged SUV with a retractable canvas top. It's powered by a 4.0-liter 6-cylinder engine, and is two squares wide and three squares long. The Wrangler provides one-quarter cover for crew and passengers.

Civilian Water Vehicles

Wellcraft Scarab 38 AVS: A top-of-the-line high-powered speedboat, the 38-foot Scarab reaches the kinds of velocities favored by rich speed junkies and flamboyant drug runners. Powered by two 600-horsepower engines, it features berths for four people, as well as a small galley (kitchen) and head (bathroom) belowdecks—but it's really built for speed over comfort.

The Scarab is two squares wide and eight squares long. It provides one-half cover to occupants in the cockpit, full cover to occupants belowdecks, and no cover to those on deck.

Zodiac Touring S Mark 2: This inflatable craft, common in the civilian world as a dinghy or tender but also used by special operations forces as an assault boat, is made of rugged reinforced rubber. It is powered by an outboard engine (the stats shown represent a 40-horsepower motor, the most powerful type the boat can accept). As this boat weighs more than 180 lb. and folds



into a cube almost 3 feet on a side, carrying it across country is possible but not easy. The boat does fit in the trunk of many cars, however. It inflates in 10 minutes using the included foot pump, or one minute with a compressed-air cartridge (purchase DC 6). The Zodiac's air chambers are compartmentalized, so a single puncture will not destroy the boat—like all other vehicles, it is disabled when its hit points fall to 0.

The Zodiac is two squares wide and three squares long. It provides no cover for its crew or passengers.

Other Civilian Vehicles

Bluebird Conventional: This is the standard school bus used throughout the United States. Due to its extreme ruggedness and relatively low cost, it's also common throughout the third world, where it serves as a transit bus. Unlike most buses, it has a rear emergency door in addition to the main door. This vehicle is two squares wide and eight squares long. It provides three-quarters cover for crew and passengers.

MCI D4500 Motor Coach: This is the sort of bus used by charter and tour companies as well as interstate bus lines. It features comfortable seating and a lavatory, and may include a number of luxury amenities, depending on use. Several large cargo bays are located under the passenger compartment, accessible from the outside. This vehicle is two squares wide and eight squares long. It provides three-quarters cover for crew and passengers.

Military Aircraft

Mi-8 Hip: A transport helicopter used by the Soviet Union, this aircraft has been manufactured in huge numbers since the 1960s and is in service with over 50 nations. Numerous military and civilian variants exist.

The Mi-8 has a door on its left side just behind the cockpit, and a large cargo door at the rear. It is two squares wide and eight squares long. It provides three-quarters cover for its crew, and nine-tenths cover for its passengers.

V22 Osprey: This unique aircraft is just entering production, although prototypes have existed for several years. The V22 is the first production tiltrotor aircraft, a new type of design that combines the best features of a helicopter with the strengths of a conventional fixed-wing aircraft.

The V22 is shaped much like a conventional airplane, with the cockpit at the front of a boxy fuselage. The wings sit high overhead, and a cargo door opens in the rear, much like that of most standard military cargo planes. It differs from normal aircraft, however, in the placement of its large turboprop engines, which are situated at the ends of the wings. The engines can pivot, angling the props forward (like the propellers on a normal airplane) or upward (like the rotors of a helicopter). The exceptionally large props function as helicopter rotors when angled upward, giving the aircraft the ability to lift off and land vertically, and to hover, just like a helicopter. For forward flight, the pilot angles the rotors forward, and the V22 begins to fly like a normal airplane, achieving the speeds and range of a conventional turboprop aircraft.

ADDITIONAL VEHICLES: CIVILIAN MOTORCYCLES

Name	Crew	Pass.	Cargo	Init.	Maneuver	Top Speed	Defense	Hardness	HP	Size	Purchase DC	Restriction
Harley Davidson FLHTPI Electra Glide (police motorcycle)	1	0	40 lb.	-1	+1	176 (18)	9	5	20	L	28	Lic (+1)
Kawasaki Ninja ZX-9R (racing bike)	1	1	0 lb.	+0	+3	317 (32)	10	5	18	M	26	Lic (+1)

ADDITIONAL VEHICLES: CIVILIAN TRUCKS

Name	Crew	Pass.	Cargo	Init.	Maneuver	Top Speed	Defense	Hardness	HP	Size	Purchase DC	Restriction
Jeep Grand Cherokee Laredo (SUV)	1	4	250 lb.	-2	-2	194 (19)	8	5	34	H	30	Lic (+1)
Jeep Wrangler Sport (SUV)	1	3	200 lb.	-1	-1	176 (18)	9	5	32	L	29	Lic (+1)

ADDITIONAL VEHICLES: CIVILIAN WATER VEHICLES

Name	Crew	Pass.	Cargo	Init.	Maneuver	Top Speed	Defense	Hardness	HP	Size	Purchase DC	Restriction
Wellcraft Scarab 38 AVS (speedboat)	1	3	1,000 lb.	-4	-4	141 (14)	6	5	42	G	45	Lic (+1)
Zodiac Touring S Mk2 (inflatable)	1	6	450 lb.	-1	+0	62 (6)	9	0	8	L	23	Lic (+1)

ADDITIONAL VEHICLES: OTHER CIVILIAN VEHICLES

Name	Crew	Pass.	Cargo	Init.	Maneuver	Top Speed	Defense	Hardness	HP	Size	Purchase DC	Restriction
Bluebird Conventional (school bus)	1	77	0 lb.	-4	-4	120 (12)	6	5	52	G	36	Lic (+1)
MCI D4500 Motor Coach (charter bus)	1	55	1,500 lb.	-4	-4	150 (15)	6	5	52	G	38	Lic (+1)

ADDITIONAL VEHICLES: MILITARY AIRCRAFT

Name	Crew	Pass.	Cargo	Init.	Maneuver	Top Speed	Defense	Hardness	HP	Size	Purchase DC	Restriction
Mi-8 Hip (transport helicopter)	3	24	6,600 lb.	-4	-4	211 (21)	6	5	46	G	42	Lic (+1)
V22 Osprey (transport tiltrotor)	2	24	4,000 lb.	-4	-4	484 (48)	6	5	52	G	57	Mil (+3)

The V22's large rotors do not allow it to land like a conventional aircraft; it can only take off and land vertically with its rotors angled upward.

The V22 has two doors just behind the cockpit that can serve as gunner stations, and a large cargo ramp at the rear. This vehicle is eight squares wide (including the wings; the hull is only two squares wide) and 12 squares long. It provides three-quarters cover for its crew and gunners, and nine-tenths cover for all other passengers.

ADDITIONAL SPELLS

Magic is an ancient tradition, and many of its effects reflect its venerable roots. The modern world has given magic new applications, however, a few of which are reflected here.

Burglar's Buddy

Illusion (Glamer)

Level: Mage 2

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 15-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 minute/level

Saving Throw: None and Will negates (object)

Spell Resistance: Yes and no (object)

This spell suppresses all mechanical or electronic intrusion alarms and alarm sensors in the affected area. Burglar alarms or other intrusion alarms within the affected area simply fail to function; sensors for intrusion alarm systems (such as motion detectors, IR detectors, pressure sensors, electric eyes, etc.) also fail to function, sending no signal to monitoring stations. Video surveillance devices continue to send whatever image they were photographing at the moment the spell was cast.

Arcane Material Components: A camera lens cover.

Caller ID

Divination

Level: Acolyte 0, Mage 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One telephone or walkie-talkie

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You determine the identity of the caller on a telephone that is ringing or connected, or a walkie-talkie that is receiv-

ing a transmission, without having to touch or answer the device. You must be able to see or hear the device.

Camera-Shy

Illusion (Glamer)

Level: Mage 2

Components: V, S, M

Casting Time: 1 action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 10 minutes/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or yes (harmless, object)

The creature or object touched cannot be photographed. It simply does not appear on any photograph, still or video (making it invisible to surveillance cameras, for example). If the recipient is a creature carrying gear, the gear does not show up, either.

Items dropped or put down by an affected creature become visible to photography; items picked up disappear if tucked into clothing or a bag carried by the creature. Light never becomes invisible, although a source of light can become so (thus, the effect, in a photograph or video image, is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

The subject is invisible to photography in only the visible spectrum. It can be photographed by other means (such as a camera that photographs thermal images) or detected by sound, the step of a foot in a puddle, or other traces. The subject does appear visible via other optical means, such as binoculars, telescopes, and camera viewfinders.

Arcane Material Components: A small lens or prism.

Dataread

Divination

Level: Acolyte 2, Mage 2

Components: V, S, F/DF

Casting Time: 1 action

Range: Touch

Effect: Read machine-readable data

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You run your finger over any machine-readable data source (a barcode, a computer disk, a CD, magnetic tape, or any similar record) to understand the content of the data. You experience the data as it would normally be experienced through an appropriate machine. For example, if reading a music CD, you hear the music in your head. If read-

ing a word processor file, you visualize and read an image of the page. If reading a barcode, you see the serial number, pricing information, or other barcoded data.

The amount of time required to experience the data is the same as that required to read it by conventional means. You can normally read 2 pages of documents in one minute.

This spell does not decode encrypted data. Without the encryption code, an encrypted document or file normally appears as a seemingly random string of characters. If you know the encryption code, however, you can read encrypted data normally with this spell.

Degauss

Transmutation

Level: Acolyte 1, Mage 1

Components: V, S

Casting Time: 1 action

Range: Touch

Effect: Stored data is erased

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By touching a single device that contains electronic files, such as a computer, external hard drive, CD-ROM, or magnetic disk, you erase all files on that device. The device is rendered empty of data.

Divination

Divination

Level: Acolyte 4

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.

For example, suppose the question is "Will we do well if we venture into the ancient temple of the Snake Cult?" The GM knows that yuan-ti guard a huge treasure, but estimates that your party could beat the creatures after a hard fight. Therefore the divination response might be: "A steady will and sharp eye take the wealth of the serpent." In all cases, the GM controls what information you receive. Note that if your party doesn't act on the information, the conditions may change so that the information no longer proves useful. (For example, the yuan-ti could leave the temple and take their treasure with them.)

The base chance for a correct divination is 70% + 1% per caster level. The GM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against *divination* spells have been taken). If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with *augury*, multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination* and yield the same answer each time.

Material Component: Incense and a sacrificial offering appropriate to your religion with a purchase DC of at least 13.

Magic Driver's License

Illusion (Glamer)

Level: Mage 0

Components: V, S

Casting Time: 1 action

Range: Touch

Effect: Illusionary identification card

Duration: See description

Saving Throw: None

Spell Resistance: No

You make a small card or slip of paper appear to be a valid identification card of your choosing. For example, you might make a business card look like a driver's license, or a video club card look like an F.B.I. ID card. The card bears your name, likeness, and all other data expected by anyone examining such a card. However, it is only visually accurate, and does not contain any valid machine-readable data or electronic coding. You cannot use this spell to make an electronic passkey. The illusion lasts only as long as you touch the card, to a maximum of 5 rounds.

Mask Metal

Illusion (Glamer)

Level: Mage 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: A single metal object weighing no more than 10 lb./level

Duration: 10 minutes/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or yes (harmless, object)

This spell makes a metal object undetectable to metal detectors. When any creature or character makes a Search or Spot check to detect the object, he or she does not gain equipment bonuses from any device that detects metal.

Arcane Material Components: A magnet.

Red Light, Green Light

Transmutation

Level: Mage 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area: 250-ft.-radius emanation

Duration: Concentration + 1 round/level (D)

Saving Throw: No

Spell Resistance: No

Traffic lights turn green in your favor. If you move, traffic lights turn green when the spell area hits them, then turn red when you pass them.

Arcane Material Components: A remote control, such as those used for TVs, stereos, or garage door openers.

Shutdown

Transmutation

Level: Acolyte 3, Mage 3

Components: V, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 15-ft.-radius emanation centered on a point in space

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

All electrical devices within the area of effect—lights, computers, cell phones, digital watches, etc.—do not function for the duration of the spell. The spell does not prevent devices outside of the area of effect from operating normally, even if they are on the same electrical circuit as those affected. (Even if the spell is cast on a generator supplying power to devices outside the area of effect, those outside devices continue to remain powered.) At the end of the spell's duration, the devices operate again as if their operation had not been interrupted. (Computers do not need to be restarted, and clocks display the correct time.) Many sophisticated mechanical devices, including automobiles and aircraft, rely on electrical components, and so are usually affected by this spell.

Arcane Material Components: The control, alt, and delete keys from a computer keyboard.

Sure Page

Transmutation

Level: Mage 2

Components: V, S

Casting Time: 1 action

Range: Unlimited

Effect: A message reaches an electronic device of someone known to you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cause a text message of up to 25 words to appear on the screen of an electronic device capable of receiving such messages, such as a cell phone, pager, PDA, or computer. If the device is turned on, the message appears instantly; if not, the message appears as soon as someone turns it on. The message remains onscreen until read, then disappears, leaving no electronic record of its appearance. You must have seen the device to send a message to it.

Trace Purge

Transmutation

Level: Acolyte 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 15-ft.-radius emanation centered on a point in space

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When you cast this spell, you touch one person (yourself or someone else). The spell eliminates all physical evidence left by that person's body within the affected area (fingerprints, fluids, hairs, etc.) along with any evidentiary materials accidentally deposited by that person's body, clothes, or gear (such as fibers, mud, dust, etc.; the spell only affects materials no larger than a few strands of hair or a few ounces of dirt). It does not change any disturbances that person created (including footprints, tool marks, or broken items), or remove any object the target person deliberately left.

Arcane Material Components: A pair of tweezers.

Wirewalk

Transmutation [Teleportation]

Level: Mage 4

Components: V

Casting Time: 1 action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures weighing up to 25 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and yes (object)

This spell allows you to teleport to the location of a telephone you call. The telephone must be answered; the spell only works over an open line. You arrive adjacent to the device (within 5 feet of it). For example, you might use a cell phone to call your home. As soon as anyone answers the phone (including an answering machine), you could use the spell to teleport home. You can travel any distance. You can bring along objects and willing creatures totaling up to 25 lb. per caster level. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is SR applicable to you. Only objects held in use (attended) by another person receive saving throws and SR.

ADDITIONAL RULES FOR RADIATION, POISONS, AND DISEASE

Modern medicine has led to greater health, but the world is still not without its dangers—some of which are unique to modern times. The following sections cover radiation sickness, a few venomous creatures of the modern world, and rules for using the Craft (chemical) skill to create poisons from scratch.

Radiation Sickness

When characters are exposed to radiation, they may be afflicted with radiation sickness. Radiation sickness functions exactly like exposure to any other disease, following the normal rules for diseases (Chapter 7). The Fortitude save necessary and the effects of radiation sickness vary with the dose of radiation to which the character is exposed.

Radiation exposure varies by degree, from mild to low, moderate, high, and severe. To determine the degree of exposure, start with the type of exposure: either an irradiated area (such as the area near where a nuclear explosion has occurred, or a lab that has been flooded with radioactive gas), or a specific source of radiation (such as a lump of radioactive material). Use the total time of exposure within a given 24-hour period, rounding up. For example, say a character is involved in a lab accident. He has to run into the lab (and hence be exposed to the radioactive materials) four times to evacuate unconscious colleagues. Each trip takes 3 rounds; the character is exposed to the radiation source for a total of 12 rounds. This counts as a 10-minute exposure, since 12 rounds is more than 1 minute.

RADIATION EXPOSURE

Situation	Time of Exposure				
	1 rd	1 min	10 min	1 hr	1 day
<i>Character in irradiated area:</i>					
Lightly irradiated	mild	mild	mild	mild	mild
Moderately irradiated	mild	mild	low	low	low
Highly irradiated	low	low	mod.	mod.	mod.
Severely irradiated	mod.	mod.	high	high	severe
<i>Character exposed to radiation source:</i>					
Mildly radioactive materials	mild	mild	low	low	low
Highly radioactive materials	mod.	mod.	high	high	severe
Severely radioactive materials	mod.	high	severe	severe	severe

The degree of the exposure determines the severity of the radiation sickness, as indicated on the following table.

RADIATION SICKNESS

Degree of Exposure	Fort Save DC	Damage
Mild	12	1d4–2* Con
Low	15	1d6–2* Con
Moderate	18	1d6–1* Con
High	21	1d6 Con
Severe	24	2d6 Con

* Minimum damage 0 Con

At low levels, radiation sickness is a slow disease. Often, a sick character suffers no severe effects. This is reflected in the fact that even with a failed Fortitude save, the character might not suffer any Constitution loss.

In highly radioactive environments (such as a post-apocalyptic setting), a character might be exposed to radiation while already suffering from sickness. If the degree of exposure exceeds the exposure that caused the initial sickness, the character suffers radiation sickness at the increased severity. Otherwise, it does not change. For example, a character who has been exposed to a low dose of radiation does not get any sicker if she is later exposed to another mild or low dose. If she is exposed to a moderate or higher dose, however, her sickness becomes more severe.

Venomous Creatures

Our world harbors many venomous creatures. Most are small; in fact, few pose any threat to human beings aside from their poisons.

The creature descriptions in Chapter 8 cover poison effects and save DCs for snakes and spiders, among other types of venomous creatures. Those are general rules of thumb; many specific creature toxins have different effects. This section covers a variety of specific venomous creatures.

All creature poisons are injury poisons. Most are caused by bites or stings. A few, however, like the lionfish or Portuguese man-o-war, are injected at the creature's slightest touch. Any contact with the creature, regardless of whether it deals damage, is sufficient to administer the toxin.

Full stats are not included for these creatures. In the case of snakes and vermin, use the stats in Chapter 8.

Snakes

Black Mamba: This large snake (up to 13 feet in length) is fast and aggressive. Native to southern and central Africa, it is one of the most venomous snakes in the world.

Coral Snake: This relatively small snake is found throughout the southern United States and northern Mexico. It is relatively shy, but dangerous if disturbed.

Fer-de-Lance: This snake is native to tropical South and Central America. It isn't very aggressive, but tends to lie in ambush for prey and often strikes unsuspecting humans by mistake.

King Cobra: Another large snake (up to 14 feet long), the king cobra has a very dangerous venom. It is native to India and southeast Asia.

Water Moccasin: This snake favors water, living in and near creeks and ponds. It's found throughout the southeastern and southern midwest United States.

Spiders and Scorpions

Arizona Bark Scorpion: This creature is native to the southwestern United States and Mexico. It is one of the few scorpions in the world with a dangerous venom; most other species have stings that are painful but not generally harmful, much like a wasp sting.

Black Widow: A notorious spider, the black widow is found worldwide in all but the coldest climates.

Brown Recluse: This spider is found throughout the midwest and into the eastern United States. It is shy and only bites when disturbed. Its bite is nearly painless, and many victims are not aware they've been bitten until after the fact.

Funnel-Web Spider: This large, aggressive spider is native to Australia. (Related species are native to North and South America, but they are rarely dangerous to humans.)

Sea Creatures

Lionfish: This beautiful fish, a favorite in exotic aquariums, is native to the reefs of the Indian and South Pacific oceans. It carries its venom in spines in its fins.

Portuguese Man-o-War: A jellyfishlike creature found in warm ocean waters around the world, the Portuguese man-o-war floats on the surface (sometimes singly, but often in groups of tens, hundreds, or even thousands) trailing venomous tentacles in the water. Its sting is extremely painful.

CREATURE VENOMS

Creature (Type)	Fort Save DC	Initial Damage	Secondary Damage
<i>Snakes</i>			
Black mamba (Small viper)	15	2d6 Con	1d6 Con
Coral snake (Diminutive viper)	15	1d6 Dex	1d6 Dex
Fer-de-lance (Tiny viper)	14	1d6 Con	1d6 hp
King cobra (Small viper)	15	Paralysis	2d6 Con
Water moccasin (Tiny viper)	13	1d6 Con	1d4 Dex
<i>Spiders and Scorpions</i>			
Arizona bark scorpion (Fine scorpion)	17	1d6 Dex	1d6 Str
Black widow (Fine spider)	13	1d2 Dex	1d2 Str
Brown recluse (Fine spider)	18	1d2 hp	1d4 hp
Funnel-web spider (Fine spider)	19	2d4 Dex	2d4 hp
<i>Sea Creatures</i>			
Lionfish (Diminutive fish)	13	Paralysis	1d6–1 Con
Portuguese man-o-war (Diminutive jellyfish)	12	1d4 Str	1d4 Int

MAKING POISONS

Creating poisons is a function of the Craft (chemical) skill. The rules here give you a peek behind the curtain; these rules were used to determine the creation DCs and times required for the poisons included in the *d20 MODERN Role-playing Game*.

The DC of the Craft (chemical) check to create a poison is determined by the poison's delivery method, save DC, and initial and secondary damage. The purchase DC of the components, and the time required, are based on the creation check DC.

The base DC to create a poison is a function of the poison's delivery method. Poisons that are administered intravenously (by injection) are injury poisons. Begin the process of determining how to make a poison by choosing the delivery method.

Delivery Method	Base DC
Contact	15
Ingested	10
Inhaled	10
Injury	5

Next, determine the effects of the poison. Select initial effects and secondary effects (most poisons have one of each, but some have more than one effect at each stage). Each effect adds a modifier to the creation DC. For example, if the poison deals 1d3 points of Dexterity damage initially, followed by 1d6 points of Dexterity damage, the DC would be modified by +2 (initial damage 1d3 ability) and +2 (secondary damage 1d6 ability), for a total of +4.

Constitution damage is especially dangerous. For Constitution damage, use the appropriate ability damage, but double the DC modifier.

Effect	Initial	Secondary
none	0	0
1 ability damage*	+1	+1
1d2 ability damage*	+1	+1
1d3 ability damage*	+2	+1
1d4 ability damage*	+3	+2
1d6 ability damage*	+4	+2
2d4 ability damage*	+5	+3
2d6 ability damage*	+6	+4
3d6 ability damage*	+8	+5
1 ability drain*	+4	+4
1d2 ability drain*	+6	+6
1d3 ability drain*	+8	+8
1d3 hp	+2	+2
1d6 hp	+4	+3
2d6 hp	+8	+6
Per additional d6 hp	+4	+3
Blindness 1d6 rounds	+6	+3
Paralysis 2d6 minutes	+10	+5
Unconsciousness 1d3 hours	+12	+6

* If the poison deals Con damage, double the DC modifier.

Finally, set the Fortitude save DC for the poison. A save DC of 10 or lower does not modify the poison creation DC. For each point you increase the save DC above 10, however, the Craft (chemical) skill DC increases by +1. For example, if you set the save DC at 15, the DC to create the poison goes up by +5.

Save DC	DC Modifier
10	0
+1	+1

Once you know the total DC to create the poison, you can determine the purchase DC of the ingredients and the time required to create the poison.



Poison Creation DC	Purchase DC	Time
0–14	3	1 hour
15–19	6	2 hours
20–24	9	4 hours
25–29	12	8 hours
30–34	15	16 hours
35–39	18	24 hours
40–44	21	48 hours
45+	24	72 hours

The final product is 1d4 doses of the poison.

An Example: You wish to concoct a poison that deals 1d6 points of Dexterity damage initially, followed by unconsciousness. The poison is to be ingested, and you'd like the Fortitude save DC to be 18. The DC to create the poison is 10 because it's ingested, +4 for initial damage 1d6 ability, +6 for secondary damage unconsciousness, +8 for the Fortitude save DC. That's a total Craft (chemical) DC of 28.

With a Craft (chemical) DC of 28, the purchase DC for the components is 12, and it takes eight hours to concoct the poison. You end up with 1d4 doses.

ABOUT THE AUTHOR

Over a 12-year career in the adventure games industry that includes the founding of Chameleon Eclectic Entertainment, Inc. and positions at Pinnacle Entertainment Group, Last Unicorn Games, and Wizards of the Coast, Charles Ryan has guided the design and look of dozens of roleplaying, card, and tabletop games. His credits include such diverse titles as Deadlands, Millennium's End, The Last Crusade, Star Trek: Deep Space Nine, Dune: Chronicles of the Imperium, Star Trek: Red Alert!, and The Wheel of Time Roleplaying Game. His work has won or been nominated for numerous industry awards, and his writings have appeared in most major industry publications. Charles served as Chairman of the Academy of Adventure Gaming Arts & Design, the professional organization of the games industry, from 1996 through 2001. He lives in Kent, Washington, with his lovely wife Tammie, three cats, and a dog. He works for Wizards of the Coast.

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