

# BASIC D20

Basic d20 is a simplified version of the d20 system suitable for use in any d20-based campaign. This system has been designed for quick character generation and ease of play. The focus is to make it simpler for players. The GM, however, must be well-versed in the d20 system to make use of this set of rules. Of course, all d20 resources can be used with this set of rules, without conversion.

## ABILITY SCORE MODIFIERS

Basic d20 uses the ability score modifiers for the six ability scores (normally ranging from -4 to +4). This makes it easier on the players to figure out what to add to a d20 roll (as in, “Everyone roll a d20 and add your Dexterity to see who goes first.”).

## ABILITY SCORE DESCRIPTIONS

The table below is used to randomly generate each of the character’s ability score modifiers. Apply any racial bonuses and penalties to this roll (not the ability score modifier). Also, a descriptor for each score along with its meaning is given so that you can explain what these scores mean to your players in plain terms (such as, “You have a +2 Intelligence, this means your character is significantly above average.”).

Roll (3d6)	Ability Score Modifier	Descriptor	Meaning
1 or less	-5	Abysmal	Severely Handicapped
2-3	-4	Awful	Severely Impaired
4-5	-3	Bad	Impaired
6-7	-2	Poor	Significantly Below Average
8-9	-1	Mediocre	Below Average
10-11	+0	Fair	Average or Normal
12-13	+1	Good	Above Average
14-15	+2	Great	Significantly Above Average
16-17	+3	Exceptional	Gifted
18-19	+4	Amazing	Highly Gifted
20 or more	+5	Phenomenal	Exceptionally Gifted

Do not use more “favorable” methods of rolling on this table.

## BROAD SKILLS

Basic d20 uses a broad skill system that groups traditional d20 skills into twelve broad skill areas. Furthermore, it adds four broad skills that define offensive and defensive combat ability (Fight, Shoot, Dodge, and Parry). Finally, the three save bonuses and hit dice are made into four additional broad skills (Fortitude, Reflex, Toughness, and Will). This totals 20 broad skills.

The full Basic d20 skill list is below. Not all campaigns will use all skills or use them the same way. For example, in a mainstream D&D-like campaign, Dodge and Parry will not be used, since these skills

provide a Defense Bonus. Also, GMs can change the “d20 Skill Equivalents” area as needed. Perhaps you’d like to put Appraise into the Awareness category?

Any traditional d20 skill is now referred to as a “specialty.” For example, Bluff is a specialty under the Interaction broad skill. Any feats or other types of bonuses that apply to normal d20 skills must be applied to the appropriate specialty. So, if a character gets Skill Focus (bluff), this applies only to Interaction skill rolls involving the Bluff specialty. For simplicity, the GM can avoid using specialties altogether, if desired. Note that a normal d20 skill can be part of more than one skill area (Ride is part of Athletics and Wilderness, for example).

Broad Skills	Default	d20 Skill Equivalents (Specialty Skills)
	Ability	D&D 3/3.5E, Pathfinder, Modern, CoC, Star Wars, Gamma World and M&M
<b>Athletics</b>	Dex	Acrobatics, Balance, Climb, Fly, Jump, Ride, Swim, Tumble
<b>Awareness</b>	Wis	Concentration, Investigate, Listen, Notice, Perception, Search, Sense Motive, Spot
<b>Dodge</b>	Dex	Ranged Defense (unless denied the Dex bonus to AC)
<b>Fight</b>	Str	Base Attack Bonus for Melee Attacks, “Fighter Level” for feats
<b>Fortitude</b>	Con	Fortitude Save
<b>Interaction</b>	Cha	Bluff, Diplomacy, Innuendo, Gamble, Gather Information, Knowledge (gossip), Intimidate, Read Lips
<b>Knowledge</b>	Int	Appraise, Knowledge (all subskills not mentioned elsewhere), Research
<b>Languages</b>	Int	Decipher Script, Linguistics, Read/Write Language, Speak Language, Speak Other Language
<b>Parry</b>	Dex	Melee Defense (unless denied the Dex bonus to AC)
<b>Performance</b>	Cha	Craft (artistic, visual art, writing), Disguise, Entertain, Perform
<b>Profession</b>	Wis	Profession (all subskills), Reputation (Ranks/4)
<b>Reflex</b>	Dex	Reflex Save
<b>Science</b>	Int	Alchemy, Craft (alchemy), Craft (pharmaceutical), Heal, Knowledge (architecture and engineering, behavioral sciences, earth and life sciences, physical sciences), Medicine, Psicraft, Psychoanalysis, Spellcraft, Treat Injury
<b>Shoot</b>	Dex	Base Attack Bonus for Ranged Attacks, “Fighter Level” for feats
<b>Technology</b>	Int	Computer Use, Computers, Craft (all not mentioned elsewhere), Demolitions, Knowledge (technology), Repair, Scry, Use Magic Device, Use Psionic Device
<b>Thievery</b>	Dex	Disable Device, Escape Artist, Forgery, Hide, Knowledge (streetwise), Move Silently, Open Lock, Pick Pocket, Sleight of Hand, Stealth
<b>Toughness</b>	Con	Toughness Save or Hit Dice (1d6 per rank) or Hit Points or Vitality (4 per rank)
<b>Vehicles</b>	Dex	Astrogate, Drive, Navigate, Operate Heavy Machinery, Pilot
<b>Wilderness</b>	Wis	Animal Empathy, Handle Animal, Intuit Direction, Knowledge (dungeoneering, nature), Ride, Survival, Use Rope, Wilderness Lore
<b>Will</b>	Wis	Will Save, Autohypnosis, Psychic Focus

The Default Ability is simply an aid to the GM. Obviously, not all d20 uses will call for the default ability. GMs can use any Ability + Skill add for a d20 check. For example, the GM could decide to call for an Int + Thievery roll if the character creates a forgery (instead of Dex + Thievery).

The Toughness skill is a special case, and its use varies according to the style of the campaign and the preference of the GM. Toughness ranks can be used to gain a bonus to the Toughness save, gain hit dice, hit points, or vitality points depending on the campaign. The Toughness feat is not used if the Toughness skill represents a save bonus (like in M&M). If the Toughness skill will behave as hit dice, then the default hit die is d6. If the Toughness skill is used to determine hit points or vitality points, then one rank gives four points to the character. Characters may purchase up to two Toughness feats per rank of Toughness skill (but no more). Each Toughness feat gives the character three additional hit points or vitality points. Therefore, the maximum number of hit points or vitality points a character can gain is ten per Toughness rank (if two Toughness feats are purchased per rank). If a character has no ranks in Toughness, then he has a +0 Toughness save bonus, 1 hit point, or 0 vitality points.

The Skill Focus feat (and equivalents) can still be used. Simply apply the feat to one particular specialty in the broad skill (like Use Rope for Wilderness). Most of the time, the Profession skill should be used this way. Also, you needn't have ranks in a skill to take Skill Focus. You could have zero ranks in Knowledge and take a Skill Focus feat for Appraise (for example) to make a character who is better at judging the value of items, but doesn't really know much about academics.

## SKILL AND POWER DESCRIPTIONS

Use the tables below to describe to the players what certain skill ranks and resistances mean in plain language. For example, you could tell a player that "Your character is Tough and Nimble, but Unassertive," if his character has a Fort Save of +4, a Ref Save of +2, and a Will Save of -2. Most characters will start as Novices in their broad skills and powers, but as the campaign progresses they will become Experts and Masters. Descriptions bring the numbers alive and help the players imagine what their characters are like.

## SKILL RANK AND POWER LEVEL DESCRIPTIONS

Skill Ranks or Power Level	Descriptor	Meaning
0	Unskilled	Has no training, just natural ability
1-2	Beginner	A true beginner at the skill
3-4	Novice	Some practice in the skill
5-6	Amateur	A dabbler in the skill, apprentice-level
7-8	Competent	Can complete most skill-related tasks
9-10	Proficient	Can earn a living with this skill
11-12	Adept	Produces good work and can teach this skill
13-14	Expert	Can earn a very successful living with this skill
15-16	Accomplished	Produces exceptional results with this skill
17-18	Master	Invents new techniques in using this skill
19-20	World-Class	One of the best in the world at this skill

## RESISTANCE DESCRIPTIONS (OVERALL BONUS = ABILITY + RANKS)

Overall Bonus	Fortitude/Toughness	Dodge/Reflex/Parry	Will
-5	Decrepit	Unreactive	No Will
-4	Feeble	Lethargic	Spineless
-3	Frail	Sluggish	Weak
-2	Fragile	Slow	Unassertive
-1 or +0	Delicate	Hesitant	Diffident
+1 or +3	Sturdy	Nimble	Certain
+4 or +6	Tough	Fast	Confident
+7 or +9	Hardy	Quick	Determined
+10 or +12	Rugged	Rapid	Controlled
+13 or +15	Impervious	Lightning Fast	Iron-willed
+16 or +18	Nigh Invulnerable	Untouchable	Unshakeable
+19 or higher	Invulnerable	Perfect Reflexes	Closed Mind

## ADVANTAGES (FEATS AND CLASS SPECIAL ABILITIES)

Use whatever feats you want from D&D, Pathfinder, M&M, Modern, etc. Don't forget these. Armor proficiencies must be purchased as well as the feats for weapons. Simple Weapons gives you all simple weapons, but Martial Weapon Proficiency only gives you one weapon. If you allow Archaic Weapons Proficiency (from M&M), then you get all "archaic" weapons for 1 PP. The Toughness feat is used as described above. The so-called "skill" feats add bonuses to specialties within each broad skill (not the whole area itself). Acrobatic, for example, gives a +2 to Jump and Tumble only. Skill Focus grants a +3 bonus on one specialty, such as Bluff. You can use Item Creation feats or Artificer (depending on whether you're more D&D or M&M in your campaign). Some feats will become less useful in some campaigns (like the Dodge feat in a campaign that features the Dodge skill). Eliminate Great Fortitude, Iron Will, and Lightning Reflexes (since you'd be getting a +2 to a save for only 1 PP, where it normally costs 1 PP for a +1), unless you allow these feats to be taken only once for "niche protection" reasons (i.e., the character's save bonus can be higher than that normally allowed at the campaign's PL).

Remember too that all class special abilities are advantages (like Turning, etc.). Use the D&D5E or Custom Characters rulebook to find all available class special abilities. To find a "class level" use the appropriate skill. Profession (class) is the default skill, but others may be appropriate. For example, for Turning, you could use the character's ranks in Profession (cleric) or Knowledge (religion). As a last resort, simply use the character level (since there really aren't any classes under this system).

## POWERS

Use the system in M&M to develop the powers for your campaign. Players don't really have the ability to go in and build any power they want. The GM has to give players a list of approved powers.

For magic, you can default to Artificer and Ritualist feats. Ritualists who invest themselves with a ritual gain the ability to cast that ritual as a spell (i.e., they paid PP for it). Artificers who build permanent magic items gain Devices (i.e., they pay PP for it).

For d20-style spellcasting, refer to D&D5E or Custom Characters. To find the PP cost for anything from D&D5E/CC, divide the XP cost by 100 (do not round).

Powers	Cost (PP)	Per
<b>Artificer</b>	1	Artificer Feat from M&M
<b>Bardic Spellcasting</b>	1.5	Bard Spellcaster Level (3 PP for two levels)
<b>Clerical Spellcasting</b>	3	Cleric Spellcaster Level
<b>Druidic Spellcasting</b>	2	Druid Spellcaster Level
<b>Psion Manifesting</b>	5	Psion Manifester Level
<b>Ritualist</b>	1	Ritualist Feat from M&M
<b>Sorcerer Spellcasting</b>	5	Sorcerer Spellcaster Level
<b>Wizardly Spellcasting</b>	5	Wizard Spellcaster Level

Mutants & Masterminds can certainly be used for spellcasting if you do not desire to use d20-style spellcasters. Any power, with its appropriate PP cost, can be developed using M&M and made available for players in the campaign. Since this is a simplified system, the GM should construct the powers based on players' descriptions.

## TRAIT COSTS

Use the table below for trait costs in Basic d20. Remember that Basic d20 uses ability score modifiers, so it costs 2 PP for each +1 in ability score modifier. Skills cost 1 PP per rank (since they are broad skills). Advantages (feats and class special abilities) cost 1 PP each. Powers have a variable cost.

Trait	Measured by	Default Cost (PP)	Per
<b>Ability Scores</b>	Modifier	2	+1 to ability score modifier
<b>Skills</b>	Rank	1	+1 skill rank
<b>Advantages</b>	--	1	Additional feat or class special ability
<b>Powers</b>	Level	Variable	All other powers and effects

## CHARACTER GENERATION

This is about as basic as it can get. You have six ability scores and twenty skills. Roll 3d6 for your six ability scores (consulting Ability Score Descriptions above). Racial bonuses and penalties may lower the roll below 3 or raise it above 18. After that, you get 20 PP to spend on ability scores, skills, advantages, and powers. For characters starting at Level 1, ability scores cannot be raised above +4 with these points, powers cannot exceed Level 1, and skills cannot exceed 1 rank. After play begins, ability scores can be raised up to its starting value + 3. Skills and Powers can be raised up to 20 ranks or levels, respectively.

## GENERIC STEPS TO CREATE A CHARACTER

1. Generate your character's ability score modifiers.
  - a. Random Generation - Roll 3d6 and consult "Ability Score Descriptions" to get each ability score modifier. If the GM allows, you may roll all six scores and then assign them to abilities as you desire. You may reroll if the sum of your modifiers is +0 or less or if your highest modifier is +1 or lower. Always roll 3d6, do not use a more "favorable" method.
  - b. Point Buy - If the GM is using a "point buy" system, give your character a total of +6 for ability score modifiers (such as a +1 in each score or perhaps a +4 in one score and a +3 in another, a -1 in one ability, leaving the other three at +0).
2. Choose or generate your character's characteristics according to the genre of the campaign. Some examples are: gender, race, occupation, profession, languages, alignment, allegiances, height, weight, coloration, age, starting wealth, military rank, mutations, etc. The GM will have specific information which will come from d20 source material (such as Pathfinder, Call of Cthulhu, Gamma World, Prime Directive, etc.). Some characteristics may be left uncommitted until Step 4, below.
3. Consult "Starting Character PP and Maximums" to find the number of PP you start with and the maximums for abilities, skills, and powers. Spend these PP to gain increased ability score modifiers, skill ranks, power levels, and advantages for your character. Abilities cannot be raised above racial maximums (normally +4 for humans). The GM will provide the source material for advantages and powers that are used in your campaign.
  - a. Skill Ranks – Purchase ranks in the 20 skills listed. Consult the appropriate d20 rulebook for your campaign to find specialties. Skills cost 1 PP per rank.
  - b. Advantages – Purchase feats from any d20 rulebooks allowed by your GM. Consult D&D5E or Custom Characters to find class special abilities to purchase (such as Turn Undead and Favored Enemy). Each advantage costs 1 PP.
  - c. Powers – Your GM will have information on the powers available for your campaign which could include spellcasting, psionics, superpowers, Force skills, psychic feats, cybernetics, mutations, etc. Powers have no set cost, but vary depending on the power.
4. Finish your character by recording Melee Defense (or AC), Ranged Defense (or AC), Skill Ranks, Advantages, Hit Points (or Toughness Bonus, Vitality Points), Power Levels and Power Effects. Record any special characteristics necessary for your campaign (such as Sanity for Call of Cthulhu or military rank for Prime Directive). Purchase equipment and determine any characteristics left uncommitted from Step 2.

## STARTING CHARACTER PP AND MAXIMUMS

Most campaigns will start with 1st level characters. If higher-level characters are desired, use this table to determine starting PP and the maximums in ability score modifiers, skill ranks, and power levels.

Starting Character Level	Starting PP	Maximum Ability Score Modifier	Maximum Skill Rank	Maximum Power Level
0	10	Starting Value	0	0
1	20	Starting Value	1	1
2	30	Starting Value	2	2
3	40	Starting Value	3	3
4	50	Starting Value + 1	4	4
5	60	Starting Value + 1	5	5
6	70	Starting Value + 1	6	6
7	80	Starting Value + 1	7	7
8	90	Starting Value + 1	8	8
9	100	Starting Value + 1	9	9
10	110	Starting Value + 1	10	10
11	120	Starting Value + 1	11	11
12	130	Starting Value + 2	12	12
13	140	Starting Value + 2	13	13
14	150	Starting Value + 2	14	14
15	160	Starting Value + 2	15	15
16	170	Starting Value + 2	16	16
17	180	Starting Value + 2	17	17
18	190	Starting Value + 2	18	18
19	200	Starting Value + 2	19	19
20	210	Starting Value + 3	20	20

Zero level characters can buy ability score modifiers and advantages, but no skill ranks or power levels.

## POWER LEVELS (CHARACTER LEVELS)

You'll note that the Power Level limits are different for Basic d20 as compared to Mutants & Masterminds. This is because most d20 style games are closer to D&D in power levels. For simplicity, the power level or "character level" itself is the limit on skill ranks and the levels for powers (such as spellcasting). Maximum ability score modifiers are based on the d20 system advancement of +1 to an ability score per four levels. This translates to a +1 to the ability score modifier every eight levels. GMs can, of course, change the maximums at each power level as desired.

## RESOLUTION MECHANIC

Any ability score bonus can be paired with any skill. Thus, the normal roll is:

### D20 + ABILITY SCORE MODIFIER + SKILL BONUS vs. DC

Note that different combinations of Ability Score Modifiers and Skill Bonuses can achieve the same effect. A character could roll Dex + Thievery to escape bonds, or he could roll Str + Athletics (for example). One character may make his horse riding checks with Dex + Wilderness while another may use Wis + Profession (knight). There is no one, correct, way to make checks. The GM is the final authority, as ever.

## ACTIONS

The normal Difficulty Classes (DCs) from the d20 game remain unchanged for Basic d20.

Difficulty	DC	Example (Skill Used)
Very Easy	0	Notice something large in plain sight (Awareness)
Easy	5	Climb a knotted rope (Athletics)
Average	10	Hear an approaching guard (Awareness)
Tough	15	Rig a wagon wheel to fall off (Thievery)
Challenging	20	Swim in stormy water (Athletics)
Formidable	25	Open an average lock (Thievery)
Heroic	30	Leap across a 30-foot chasm (Athletics)
Superheroic	35	Bluff your way past very wary guards (Interaction)
Nearly Impossible	40	Track an orc across hard ground after 24 hours of rainfall (Wilderness)

## ADVANCEMENT

“Plot Points” or “Power Points” (PP) are awarded to players based on role-playing considerations only. Follow the M&M guidelines. One per session is the minimum (the reward for showing up). Another for exceptional role-playing (everyone can get this). One more can be given for good “game playing” as well. If you’re using a D&D module, you can calculate the number of XP they would have earned, figure out how far along that would’ve gotten a party of the indicated level for the module (in percent to next level) and then give the players a number of PP equal to 10 times that percent. Also, consider using the “Hero Points for Advancement” section in the Mastermind’s Manual (page 85).

## XP AND PP

If the GM is using a lot of D&D rules, then he needs to know how to handle the game when “XP” are called for. The basic rule is that 1 PP is equal to 100 XP times the character’s PL. For example, if a PL 17 character wants to cast a *wish* spell, then that normally costs 5,000 XP. This means that casting the spell will cost that character 3 PP (5,000 XP divided by 100 and then divided by 17, rounded as normal).

For example, a PL 10 character wishes to make a longsword +2. It has a base price of 8,000 gp, which means that the character needs to spend 320 XP. Since 1 PP for him equals 1,000 XP, he would sacrifice 1 PP and then have an additional 1,000 XP minus 320 XP, or 680 XP available in the future for such expenditures. Just keep track of those. The GM can also waive any XP requirements that would cost the character less than half a PP. Or you could just use the Device power in M&M (Device, easy to lose, Strike power, Mighty, etc.) and pay normal PP. The choice is yours, GM.

## COMBAT STATISTICS

Combat statistics are derived from a combination of ability score modifiers and skill ranks.

Combat Statistic	Formula
Melee Attack Bonus	Fight + Str + Size Modifier
Ranged Attack Bonus	Shoot + Dex + Size Modifier + Range Penalty
Melee Defense	10 + Dex + Parry or Armor Bonus + Shield Bonus + Size Modifier
Ranged Defense	10 + Dex + Dodge or Armor Bonus + Shield Bonus + Size Modifier
Speed	30 feet/round (base for unarmored humans)
Hit Points (HP)	Toughness Skill Ranks X (4 + Con) + Toughness Feats X 3
Hit Points (HD)	(Toughness Ranks)d6 + Toughness Ranks X Con + Toughness Feats X 3
Number of Hit Dice	Number of Toughness Skill Ranks
Wound Points	(10 + Con X 2 ) X Wound Point Multiplier
Vitality Points	Toughness Skill Ranks X (4 + Con) + Toughness Feats X 3
Massive Damage Threshold	10 + 2 X (Con + Toughness Skill Ranks)
Natural Healing Rate	Toughness Skill Ranks per 8 hrs of rest (maximum 16 hrs per day)
Initiative	Dex
Fortitude Save	Fortitude Skill Ranks + Con
Reflex Save	Reflex Skill Ranks + Dex
Toughness Save	Toughness Skill Ranks + Con
Will Save	Will Save Ranks + Wis
Spell Save DC	10 + Level of Spell + Ability Score Modifier (Int, Wis, or Cha)
Spell Penetration	Spellcaster Level

## ABILITY SCORE MODIFIERS IN COMBAT-ORIENTED CAMPAIGNS

For campaigns featuring large amounts of combat, the PP costs to raise the physical ability score modifiers should be higher.

Trait	Measured by	Cost (PP)	Per
Strength	Modifier	3	+1 to Strength modifier
Dexterity	Modifier	4	+1 to Dexterity modifier
Other Abilities	Modifier	2	+1 to ability score modifier

## DODGE, PARRY, AND TOUGHNESS

The GM has some choice when implementing these skills. No doubt the type of game emulated will have a bearing on how these skills are used.

Use Dodge and Parry?	Toughness Option	Armor and Shield	Damage
No	Hit Dice or HP	As D&D	As D&D
Yes	Hit Dice or HP	As UA (Defense Bonus)	As D&D
No	Toughness Bonus	As D&D	As M&M
Yes	Toughness Bonus	As M&M	As M&M
No	Vitality Points	As D&D	As UA (Vitality and Wound Points)
Yes	Vitality Points	As UA (Defense Bonus)	As UA (Vitality and Wound Points)

If the Dodge and Parry skills are not used, then use the D&D rules for armor and shields. If the Dodge and Parry skills are used, then use the Unearthed Arcana rules for Defense Bonus (unless the Toughness Bonus is also used, in this case you have a system just like M&M). For your damage system, use D&D damage if hit dice or hit points are used. Use the M&M system for damage if the Toughness Bonus is used. Use the Unearthed Arcana entry on Vitality and Wound Points if this system is used. The default for the system should be Dodge, Parry, and Toughness Bonus for M&M-like campaigns and no Dodge or Parry skill along with Hit Dice or Hit Points for a D&D-like campaign. If Dodge and Parry are used along with D&D-style statistics for armor (armor bonus only, no DR), then the higher AC that results will be used (do not stack Dodge or Parry and the armor bonus, the ACs will be too high!). For example, if a character has a +2 Dexterity, Dodge 7 ranks, Parry 2 Ranks, and is wearing chain mail (armor bonus +5), then his Ranged AC should be 19 (10 + Dex + Dodge) because his Dodge is higher than his armor bonus and his Melee AC should be 17 (10 + Dex + Armor Bonus) because his armor bonus is higher than his Parry. If he raises his Parry to 6 ranks, then his Melee AC would be 18 (since Parry is now higher than the armor bonus; maybe he should get rid of the armor now!).

The default system in Basic d20 is to use the Dodge and Parry broad skills, normal armor bonuses from D&D (without DR), hit points, and normal dice damage. Anytime a character would be denied the Dexterity bonus to AC, they are also denied their Dodge and Parry rank bonus to AC (but they can still use their armor bonus). However, the Dodge and Parry rank bonus to AC applies to touch attacks (whereas the armor bonus doesn't apply).

## **MAKING THE CHARACTER SHEET**

In Basic d20, everyone should make their own character sheet on notebook paper, by hand. It should contain:

**Ability Scores:** Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Ability scores in Basic d20 are simply the ability score modifier (-5 to +5).

**Skills:** list your ranks in as many skills as are used by the campaign (default is 20 skills). You may want to put an area next to each number of ranks to list bonuses provided by equipment, powers, feats, etc. List skills that you don't have ranks in as well, since you can make untrained rolls.

**Advantages:** have a section to list your feats and class special abilities along with effects.

**Powers:** have a section to list your powers and effects.

**Combat Statistics:** record the relevant combat statistics for your campaign.

**Equipment:** have a section to list your equipment with relevant details.

**PP/XP:** make a section to list your game rewards.

**Wealth:** have an area to record your money, Wealth bonus, or whatever system you're using.

Try to keep it to one side of a page.

## **OTHER GAME CONSIDERATIONS**

In general, default to the primary system that you're using for your campaign for all other game considerations. For example, for a Call of Cthulhu game, you'll need to use the Sanity rules. For a Mutants & Masterminds campaign, you'll want to award Hero Points. For Modern, you might use Action Points and the Wealth Bonus. GMs must be flexible and knowledgeable to use this system for the various d20 milieux.

## SETTINGS

Basic d20 is suitable for all d20 game settings. A partial list is below:

- D&D 3/3.5E (High Fantasy, Low Fantasy, Fantasy Horror, etc.)
- Pathfinder (Fantasy)
- Modern (Action, Cinematic, Thriller, Drama)
- Future (Science Fiction, Space Opera)
- Past (Age of Sail, Pulp, Victorian)
- Cyberscape (Cybernetics)
- Urban Arcana (Modern Magic)
- Apocalypse (Dark Future, Armageddon)
- Gamma World (Science Fantasy, Post-Apocalyptic)
- Call of Cthulhu (Horror, Mystery)
- Star Wars Revised Edition (Star Wars Universe)
- Mutants & Masterminds (Superhero)
- Blue Rose (Romantic Fantasy)
- Prime Directive (Star Trek Universe)
- Ravenloft/Masque Of The Red Death (Fantasy Horror/Victorian Horror)
- Mythic Vistas (Antiquity, Biblical Times, Homeric Epics)

What we don't have is a clear Sword & Planet setting, but with the above influences, one could easily be constructed (maybe Dark Sun with science fiction trappings or Encounter Critical). At any rate, Basic d20 is now truly a Basic Universal Role Playing System (BURPS).

## WHY DO THIS?

Basic d20 boils down the OGL system to its essential elements. Classes are gone and levels are less important. All of the traits that a character can have are broken down into ability score modifiers, skills, advantages, and powers. Gone are the strict calculations for the awarding of experience points. By using the Power Point system from Mutants & Masterminds, GMs can still control how fast characters advance without all of the hassle of designing encounters. In fact, the game should become less combat oriented with Basic d20, since players are awarded PP on the basis of roleplaying alone.

Since Basic d20 still uses all of the basic elements of the OGL system, modules, sourcebooks, and other game materials do not have to be altered at all. GMs should be familiar enough with the normal d20 system to use all reference materials with Basic d20. Also, players have an easier time constructing the exact types of characters they want. They don't have to plan out their character's level advancement for 20 levels just to find a new prestige class or feat that they would like, but can't get for their character due to restrictive level advancement schemes. GMs should consult D&D5E or Custom Characters and decide what class special abilities to offer players. In fact, Basic d20 is just a simpler version of these rulebooks.