BASIC D20 RULES CHECKLIST

It is quite obvious that Basic d20 is simply a modified version of Mutants & Masterminds that uses various optional rules from the Mastermind's Manual. This document spells out exactly what rules are used and gives an explanation of each. Page numbers in the Mastermind's Manual are given in parenthesis.

RANDOM ABILITY SCORES (20)

Basic d20 gives the GM the option of using randomly generated ability scores. Rolls to find your character's ability score modifiers should always be made with 3d6. More "favorable" rolling methods should not be used. GM's are encouraged to allow players to re-roll ability score modifiers if the sum of the modifiers is +0 or less or if the highest modifier is +1 or lower. In other words, characters should have a positive sum for all six ability score modifiers and the highest modifier should be +2 or higher.

SHORTHAND ABILITIES (20)

Basic d20 uses only the ability score modifier for numerical accounting of ability scores (such as -1, +0, or +2). Because of this, the normal cost to raise each ability score modifier is 2 PP.

INNATE ATTACK AND DODGE MODIFIERS (22)

If, in your campaign, the Strength ability score modifier is added to melee attack rolls, then it is suggested that Strength cost 3 PP per +1. If the Dexterity ability score modifier is applied to ranged attack rolls and the character's AC, Defense, or Dodge, then it is suggested that Dexterity cost 4 PP per +1.

AGING AND ABILITIES (22)

Use normal d20 rules for aging if appropriate to your campaign. For example, in a fantasy campaign, use the aging tables in D&D.

COMBAT SKILLS (29)

In Basic d20, Melee Attack is called Fight, Ranged Attack is called Shoot, Melee Defense is called Parry, and Ranged Defense is called Dodge. Each skill costs 1 PP per rank.

BROAD SKILLS (30)

The twelve broad skills detailed in the Mastermind's Manual are used and expanded upon in Basic d20.

SKILL SYNERGY (32)

Skill synergy is used. Look to your d20 source material (such as the SRD) to find particulars.

LANGUAGE CHECKS (35)

Language checks can be used for the Languages broad skill. If GMs prefer not to use this rule, then players should specify what language the character gains with each rank. Furthermore, characters can also use their skill ranks in Languages for Decipher Script checks if the campaign supports.

FEATS (36)

GMs can use any feats they desire from any d20 source for their campaign. As an example, consider weapon proficiency feats. If desired, the GM may simply offer the Archaic Weapon Proficiency feat (page 43) which allows a character to use all "archaic" weapons. This would, in essence, give a character proficiency with all weapons in the D&D game. Another option would be to use the normal SRD weapon proficiency feats. Simple Weapon Proficiency would grant a character proficiency in all simple weapons. The Martial and Exotic Weapon Proficiency feats would give the character proficiency in only one weapon each time one of these feats is purchased. Still another option is the use the Weapon Group feats from Unearthed Arcana. Depending on the complexity desired, and the amount of PP you want players to have to use for weapon proficiencies, any of the above choices could be used in a campaign.

Obviously, some feats should be removed from the game. Great Fortitude, Lightning Reflexes, and Iron Will give a character a +2 bonus to the appropriate saving throw at a cost of only 1 PP. Raising the base save bonus in each saving throw normally costs 1 PP per +1. GMs could allow these three feats to remain in the game, but count on every player purchasing them first before spending any more PP on saving throws! GMs should disallow any feats which "break" the system.

Another aspect to consider is feats that will have no effect in your campaign. If you don't use attacks of opportunity, then no player should buy Combat Reflexes.

The Toughness feat has a special use in Basic d20. Each Toughness feat gives the character three additional hit points, as stated. However, it may only be purchased two times for every rank the character has in the Toughness skill. This serves the purpose of mimicking the various hit dice in most d20 games. Each rank in the Toughness skill grants one hit die (normally a d6) or four hit points. Since most d20 games have character classes with d4, d6, d8, d10, and d12 hit dice, a distinction had to be made between the number of hit dice a character has and the total number of hit points. Toughness skill ranks correspond to hit dice, pure and simple. Toughness feats are used to mimic higher types of hit dice. Consider a character with one rank in the Toughness skill. This character has one d6 hit die. If a Toughness feat is purchased, the character still has one hit die, but now has 1d6+3 hit points. If a second Toughness feat is purchased, the character has one hit die, but has 1d6+6 hit points. With this system, each hit die can have a range of hit points from 1 (if you roll a '1' on a lone d6) to 12 (if you roll a '6' and apply a +6 for two Toughness feats). In this way, a range of hit dice can be simulated without violating the normal maximum number of hit points per hit die (the barbarian's d12).

POWERS (48)

Mutants & Masterminds can be used as-is for powers since everything is Basic d20 is calculated on a power point basis. A simple conversion of D&D spellcasting relies on the rules detailed in D&D5E and Custom Characters. Simply divide costs for spellcasting levels by 100 to find their corresponding PP costs. Bard spellcasting costs 1.5 PP per level, cleric spellcasting 3 PP per level, druid spellcasting 2 PP, sorcerer spellcasting 5 PP, and wizard spellcasting 5 PP. The spellcasting of the generic spellcaster described in Unearthed Arcana would cost 5 PP.

ENERGY POINTS (72)

If D&D-style spellcasting is used in your Basic d20 campaign, use spell slots or the spell point system.

CHARACTERISTICS (82)

Extra-effort and hero points are optional, but probably shouldn't be used since most d20 games don't have these features.

DEVICES & EQUIPMENT (92)

Most of the time, GMs should use the devices and equipment from their d20 source documents with corresponding statistics and costs. For example, if playing a fantasy game, use the gold piece standard and the equipment found in D&D. If playing a modern thriller campaign, use d20 Modern equipment and the wealth system.

COMBAT (104)

Many options found in this section (and corresponding sections of other rulebooks) can be used.

ITERATIVE ATTACKS (111)

Most d20 games use iterative attacks, so they should be used in Basic d20.

HIT POINTS (111)

Disregard what is written in this section and use the Basic d20 system. One Toughness skill rank grants either four hit points or 1d6 hit points (GM's option). Each Toughness skill rank corresponds to a hit die in d20. Up to two Toughness feats (but no more) may be purchased per Toughness skill rank. The normal maximum hit point total is equal to 200 + 20 X the Constitution ability score modifier or 20d6 + 120 + 20 X the Constitution ability score modifier. Most d20 games use hit points. A few use the wound/vitality system. Still fewer use the Toughness save.