

Players Handbook

[RULESET BASED ON BASIC D20](#)

ALL THE REFERENCES FOR CAMPAIGNS RUN BY STEVEN H.K. MA

Table of Contents

Character Generation	2
Steps to Create a Character	2
Starting Character – Power Points and Maxima	2
Power/Character Levels	3
Levelling Up and Trait Costs	3
The Dreaming of Ochre and Gold	5
TDOG – Characteristics	5
TDOG – Advantages	5
TDOG – Powers	5
TDOG - Special characteristics	5
Ruleset	6
<i>Abilities</i>	6
<i>Skills</i>	6
SKILL AND POWER DESCRIPTIONS	7
<i>Resistance Descriptions</i>	8
<i>Advantages</i>	8
<i>Powers</i>	9

Character Generation

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. You may roll all six scores and then assign them to abilities as you desire.
 - b. Top up with point buy – if you have less than +6 ability score modifiers, you may add to your scores until this is reached.
2. Choose your character's **characteristics** according to the campaign. Some characteristics may be left uncommitted until Step 4, below.
3. Consult “**Starting Character Power Points and Maximums**” to find the number of “Power Points” (PP) you start with and the maximums for abilities, skills, and powers. Spend these Power Points to gain increased ability score modifiers, skill ranks, power levels, and advantages for your character.
 - a. **Skill Ranks** – Purchase ranks in the 20 skills listed. Skills cost 1 Power Points per rank.
 - b. **Advantages** – Purchase feats from the campaign advantages list. Each advantage costs 1 PP.
 - c. **Powers** – Purchase powers from the campaign powers list. Powers have no set cost, but vary depending on the power.
4. Record the resulting Melee Defence (or AC), Ranged Defence (or AC), Skill Ranks, Advantages, Hit Points (or Toughness Bonus, Vitality Points), Power Levels and Power Effects.
5. Record any **special characteristics** for your campaign.
6. Purchase equipment and determine any characteristics left uncommitted from Step 2.

STARTING CHARACTER – POWER POINTS AND MAXIMA

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

HIGHER-LEVEL STARTING CHARACTER REFERENCE

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/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.

ADVANCEMENT

"Plot Points" or "Power Points" (PP) are awarded to players based on role-playing considerations only.

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.

LEVELLING UP AND TRAIT COSTS

Use the table below for trait costs in Basic d20. Remember that Basic d20 uses ability score modifiers, so it costs 2 Power Points for each +1 in ability score modifier. Skills cost 1 Power Points per rank (since they are broad skills).

Advantages (feats and class special abilities) cost 1 Power Points each. Powers have a variable cost.

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

Campaign Specifics

THE WALL | BIOPUNK 2080AD | AND OF DUCKS AND SKYPEOPLE

The Dreaming of Ochre and Gold

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.

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

This replaces feats and class special abilities.

Use whatever feats you want from D&D, Pathfinder, M&M, Modern, etc. Don't forget these.

Armour 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 Power Points 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

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.

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. 5 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 Power Points for it). Artificers who build permanent magic items gain Devices (i.e., they pay Power Points for it). For d20-style spellcasting, refer to D&D5E or Custom Characters. To find the Power Points cost for anything from D&D5E/CC, divide the XP cost by 100 (do not round).

Mutants & Masterminds can certainly be used for spellcasting if you do not desire to use d20-style spellcasters. Any power, with its appropriate Power Points 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.

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

Special characteristics

Ruleset

Abilities

ABILITIES REFERENCE TABLE

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
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+	+5	Phenomenal	Exceptionally Gifted

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.

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).

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).

SKILLS REFERENCE TABLE

Skills	Ability	d20 Skill Equivalents
--------	---------	-----------------------

Athletics	Dex	Acrobatics, Balance, Climb, Fly, Jump, Ride, Swim, Tumble
Awareness	Wis	Concentration, Investigate, Listen, Notice, Perception, Search, Sense Motive, Spot
Dodge	Dex	Ranged Defence (unless denied the Dex bonus to AC)
Fight	Str	Base Attack Bonus for Melee Attacks, "Fighter Level" for feats
<i>Fortitude</i>	Con	Fortitude Save
Interaction	Cha	Bluff, Diplomacy, Innuendo, Gamble, Gather Information, Knowledge (gossip), Intimidate, Read Lips
Knowledge	Int	Appraise, Knowledge (all subskills not mentioned elsewhere), Research
Languages	Int	Decipher Script, Linguistics, Read/Write Language, Speak Language, Speak Other Language
Parry	Dex	Melee Defence (unless denied the Dex bonus to AC)
Performance	Cha	Craft (artistic, visual art, writing), Disguise, Entertain, Perform
Profession	Wis	Profession (all subskills), Reputation (Ranks/4)
<i>Reflex</i>	Dex	Reflex Save
Science	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
Shoot	Dex	Base Attack Bonus for Ranged Attacks, "Fighter Level" for feats
Technology	Int	Computer Use, Computers, Craft (all not mentioned elsewhere), Demolitions, Knowledge (technology), Repair, Scry, Use Magic Device, Use Psionic Device
Thievery	Dex	Disable Device, Escape Artist, Forgery, Hide, Knowledge (streetwise), Move Silently, Open Lock, Pick Pocket, Sleight of Hand, Stealth
<i>Toughness</i>	Con	Toughness Save or Hit Dice (1d6 per rank) or Hit Points or Vitality (4 per rank)
Vehicles	Dex	Astrogate, Drive, Navigate, Operate Heavy Machinery, Pilot
Wilderness	Wis	Animal Empathy, Handle Animal, Intuit Direction, Knowledge (dungeoneering, nature), Ride, Survival, Use Rope, Wilderness Lore
<i>Will</i>	Wis	Will Save, Autohypnosis, Psychic Focus

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.

SKILL AND POWER DESCRIPTIONS

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 DESCRIPTION TABLE

Rank or Power Lvl	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

This table provides flavour to help the players imagine their character's capabilities when both skills and natural abilities are taken into account.

$$\text{Overall Bonus} = \text{Ability} + \text{Ranks}$$

RESISTANCE DESCRIPTION TABLE

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 to +0	Delicate	Hesitant	Diffident
+1 to +3	Sturdy	Nimble	Certain
+4 to +6	Tough	Fast	Confident
+7 to +9	Hardy	Quick	Determined
+10 to +12	Rugged	Rapid	Controlled
+13 to +15	Impervious	Lightning Fast	Iron-willed
+16 to +18	Nigh Invulnerable	Untouchable	Unshakeable
+19 or higher	Invulnerable	Perfect Reflexes	Closed Mind

Playing

RESOLUTION MECHANIC

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

$$\text{d20} + \text{ABILITY SCORE MODIFIER} + \text{SKILL BONUS VS. DC}$$

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.

ACTION DIFFICULTY

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	Rig a wagon wheel to fall off (Thievery)
Formidable	25	Open an average lock (Thievery)
Heroic	30	Open an average lock (Thievery)
Superheroic	35	Bluff your way past very wary guards (Interaction)
Nearly Impossible	40	Track hard ground post-rainfall yesterday (Wilderness)

ATTACK ROLL

An attack roll represents a character's attempts to strike an opponent.

$$\text{d20} + \text{attacker bonus vs opponent's defence bonus}$$

- Melee attack: Base attack bonus + Strength modifier + size modifier
- Ranged attack: Base attack bonus + Dexterity modifier + range penalty + size modifier
- Defense Bonus: 10 + Dexterity modifier + class bonus + equipment bonus + size modifier

If the result equals or beats the target's Defence, the character hits and deals damage. Many modifiers can affect the attack roll.

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also always a threat-a possible critical hit.

If the character is not proficient in the weapon he or she is attacking with (the character doesn't have the appropriate Weapon Proficiency feat), that character takes a -4 penalty on the attack roll.

COMBAT

Combat is played out in rounds, and in each round everybody acts in turn in a regular cycle.

1. Roll for [initiative](#). **Note:** Each combatant starts the battle *flat-footed*. Once a combatant acts, he or she is no longer flat-footed.
2. **Surprise** if some but not all of the combatants are aware of their opponents:
 - a. a [surprise](#) round happens. Only combatants who are aware of their opponents can act in the [surprise](#) round.
 - b. In [initiative](#) order (highest to lowest), combatants each take one move or [attack action](#), not both.
3. **On your turn** (in [initiative](#) order until combat ends), you may *delay* or do the following in any order:
 - a. Full action **OR** Move Action + Standard Action **OR** Two Move Actions
 - b. **AND** a 5" step
 - c. **AND** a Free Action

Not your turn - Attack of opportunity, may occur if someone adjacent to you moves out of a square you threaten; or they perform an action within a threatened square that distracts from defending and lets the character's guard down.

COMBAT ACTIONS

Attack Actions	Atk of Opp ¹
Attack (melee)	No
Attack (ranged/unarmed)	Yes
Attack (aid another)	No
Bull rush (attack)	No
Feint (see the Bluff skill)	No
Ready (triggers an attack action)	No
Stabilise dying character	Yes
Attack a weapon	Yes
Attack an object	Maybe ²
Total defense	No
Use a skill that takes an attack action	Usually

Full-Round Actions	Atk of Opp ¹
Bull rush (charge)	No
Charge	No
Coup de grace	Yes
Full attack	No
Overrun (charge)	No
Run	Yes
Withdraw	No
Extinguish flames	No
Use a full round skill	Usually
Reload a firearm	Yes

No Action	Atk of Opp ¹
Delay	No
5-foot step	No

Move Actions	Atk of Opp ¹
--------------	-------------------------

Move your speed	Yes
Use a piece of equipment	No
Climb (one-quarter speed)	No
Crawl	No
Draw a weapon ³	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a firearm with a box magazine or speed loader	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting, or kneeling	Yes
Swim	No
Use a move-action skill	Usually

Free Actions	Atk of Opp ¹
Drop an object	No
Drop to prone, sitting, or kneeling	No
Speak	No
Action Type Varies	Atk of Opp ¹
Disarm ⁴	Yes
Load a weapon	Yes
Trip an opponent ⁴	No (Yes if unarmed)
Use a feat ⁵	Varies

¹ Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

² If the object is being held, carried, or worn by a creature, yes. If not, no.

³ If the character has a base attack bonus of +1 or higher, he or she can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, he or she can draw two light or one-handed weapons in the time it would normally take to draw one.

4 These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

5 The description of a feat defines its effect.

D20 REFERENCE

- [Action Types](#) - The four types of actions are attack actions, move actions, full-round actions, and free actions.
- [Actions In Combat](#) - The fundamental actions of moving and attacking cover most of what a character wants to do in a battle.
- [Aid Another](#) - In combat, a character can help a friend attack or defend by distracting or interfering with an opponent.
- [Attack Actions](#) - Most common attack actions are described below. More specialized attack...
- [Attack An Object](#) - Sometimes a character needs to attack or break an object
- [Attack Bonus](#) - A character's attack bonus with a melee weapon is: Base attack bonus +...
- [Attack Roll](#) - An attack roll represents a character's attempts to strike an opponent on the character's turn in a round.
- [Attacks Of Opportunity](#) - The melee combat rules assume that combatants are actively avoiding attacks.
- [Bull Rush](#) - A character can attempt a bull rush as an attack action made during his or her move action, or as part of a charge.
- [Combat Modifiers](#) - This section covers offensive and defensive modifiers provided by position.
- [Combat Statistics](#) - This section summarizes the fundamental combat statistics.
- [Critical Hits](#) - When a character makes an attack roll and gets a natural 20 (the d20 shows...
- [Damage](#) - When a character hits with a weapon, he or she deals damage according to the type of weapon.
- [Defense](#) - A character's Defense represents how hard it is for opponents to land a solid, damaging blow on the character.
- [Firearms](#) - The most basic form of attack with a firearm is a single shot.
- [Full-Round Actions](#) - A full-round action requires an entire round to complete.
- [Grabbing Objects](#) - A character can also use disarm to snatch away an object worn by a target.
- [Grenades And Explosives](#) - An explosive is a weapon that, when detonated, affects all creatures and...
- [Helpless Defenders](#) - A helpless foe-one who is bound, sleeping, unconscious, or otherwise at the attacker's mercy-is an easy target.
- [Hit Points](#) - A character's hit points tell how much punishment he or she can take before dropping.
- [Initiative](#) - Every round, each combatant gets to do something. The combatants' initiative...
- [Miscellaneous Actions](#) - Some actions don't fit neatly into the above categories.
- [Move Actions](#) - With the exception of specific movement-related skills, most move actions don't require a check.
- [Movement And Position](#) - When using a grid to represent character's movement, the standard scale...
- [Multiplying Damage](#) - Sometimes damage is multiplied by some factor. Roll the damage (with all modifiers) multiple times and total the results.
- [Overrun](#) - A character can attempt an overrun as an attack action made during his or her move action, or as part of a charge.
- [Saving Throws](#) - Generally, when a character is subject to an unusual or magical attack,...
- [Special Attacks](#) - This section covers firearms, grappling, explosives, attacking objects, and an assortment of other special attacks.
- [Special Initiative Actions](#) - Usually a character acts as soon as he or she can in combat, but sometimes...
- [Speed](#) - A character's speed tells how far he or she can move in a move action.
- [Splash Weapons](#) - A splash weapon is a ranged weapon that breaks apart on impact, splashing...
- [Surprise](#) - When a combat starts, if a character was not aware of his or her enemies...

- [Trip](#) - A character can try to trip an opponent, or otherwise knock him or her down, as an unarmed melee attack.
- [Use Feat, Skill, Or Talent](#) - Certain feats, let a character take special actions in combat.

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

Combat Statistic Formula Melee Attack Bonus Fight + Str + Size Modifier Ranged Attack Bonus Shoot + Dex + Size Modifier + Range Penalty Melee Defence 10 + Dex + Parry or Armour Bonus + Shield Bonus + Size Modifier Ranged Defence 10 + Dex + Dodge or Armour Bonus + Shield Bonus + Size Modifier Speed 30 feet/round (base for unarmoured 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 Power Points 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

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 armour and shields. If the Dodge and Parry skills are used, then use the Unearthed Arcana rules for Defence 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 armour (armour bonus only, no DR), then the higher AC that results will be used (do not stack Dodge or Parry and the armour 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 (armour bonus +5), then his Ranged AC should be 19 (10 + Dex + Dodge) because his Dodge is higher than his armour bonus and his Melee AC should be 17 (10 + Dex + Armour Bonus) because his armour 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 armour bonus; maybe he should get rid of the armour now!).

The default system in Basic d20 is to use the Dodge and Parry broad skills, normal armour 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 armour bonus). However, the Dodge and Parry rank bonus to AC applies to touch attacks (whereas the armour 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: 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

No Moss Topics

Re-centering on yourself

The Greatness of Positive Freedom | Finding Ikigai | Tips for you

Re-centering on purpose

Metrics of Human Happiness | Purpose Chats | Tips to start in your workplace

Re-centering on silence

Understanding intra/extraversion | Introvert super-powers | Tips for the quiet ones

Panel: Re-centering on diversity

Panel discussion with human-centered views on diversity in the remote workplace

Re-centering on organisations

Organisational success post-pandemic | Five Stages of Distributed Work | Tips: preparing organisations for success

Re-centering Scrum

Remote Agile Teams | Scrum 101 | Tip: Remote Retrospectives

Re-centering Kanban

Remote Workflow Teams | Kanban 101 | Tip: Remote Value Streams