

## Notes on Character Creation in d20 Modern.

This follows p.12-13 in the D20 Mod book.

1. Generate Ability Scores: Roll 4 dice. Take the best 3. You may either:
  - a) Do this 7 times and drop one.
  - b) Do two sets of 6 scores and choose between the sets as a whole. (Not pick and choose from among the 12 scores)
  
2. Choose Your Class: We are going to start play with 2<sup>nd</sup> level characters. That means, obviously, 2 levels in one or 1 level in two. Remember there are no “multiclassing restrictions” and taking 1 level in different Classes can give you a better-rounded character. The best way to do this is go through the process the first time and then add the second level.

You may also wish to look through the advanced classes in the book. You may choose any of them, both the main ones and the ones in the campaign settings latter in the book. If you are working toward one that might effect decisions now. Let me know if you are. I may make modifications on requirements. For example: the mage requires 6 ranks in Craft (chemistry) but the only reason I can see for this is to gain the Brew Potion Feat at level 3. So, you can, eventually, be a Mage if you meet the other prerequisites but you wont be able to gain that Feat until you have the 6 Craft ranks.
  
3. Assign Ability Scores. Obvious. But, if you are thinking of later multi-classing you might want to designate your second highest score appropriately.
  
4. Select Your Talent. The first big difference between this and D&D. Each class has Talents. Different Classes do this differently, so you might want to look at the more advanced talents and plan a path to them.
  
5. Hit Points. You know how to do this. First time the Dice +your Con Modifier, second level roll the dice and add your modifier.
  
6. Defense: A little different than AC. Everyone starts with 10+Class bonus+ Dex mod. This goes up each level. Some types of gear can add to AC, but nothing you guys will really need or have access to. If you choose one class your Class bonus is the one for your second level only (in other words, they DON'T stack) if you choose to Multiclass the Class bonus is for both classes (in other words, they DO stack.) See “9. Base Attack Bonus (BAB)” below for how this might work.
  
7. Speed: everyone starts at a speed of 30; some feats or talents may change this.
  
8. Initiative: Equals you Des Mod unless you take a feat later.
  
9. Base Attack Bonus (BAB): As with D&D, and multiclassing does stack, one class doesn't. Example. 2<sup>nd</sup> Level Strong Hero has a BAB of +2, not +1+2=+3. A Multiclass

Strong/Tough would have +1 (for Strong) +0 (for Tough) =+1 regardless of the order the levels were taken.

10.Reputation: This is also new. Your class determines your Rep, plus or minus any feats and your starting occupation. This will effect interaction with some NPCs. It can be changed in game play. See p. 37 ff for more info.

11. Saving Throws. Like D&D, and like Defense and BAB in how you apply the bonuses.

12. Melee Attack Bonus (MAB).  $BAB + \text{Strength modifier} = MAB$ . Some feats or talents may apply.

13. Ranged Attack Bonus (RAB).  $BAB = \text{Dex. Modifier} = RAB$ . Some feats or talents may apply.

14. Action Points: The Biggest Difference between Modern and D&D. This is how you access some talents, but there are other benefits. See page 36. As a 2<sup>nd</sup> level character you have  $5 + \frac{1}{2} \text{ your Character Level} = 6$ . Not 11. Presumably you spent all your Action Points gained at first level.

15. Starting Occupation: Another new feature to help Role Playing. The Occupation will grant you some skills or bonuses to skills, maybe a feat, a reputation bonus, and a wealth bonus. It represents what you have either been trained to do or what you have spent a lot of your life doing. You don't necessarily have to be engaged in that occupation right now, but it was what you were doing when you started at first level. You may choose any of the starting occupations, but you might have to explain some of them, like Adventurer. No one has any experience with magic, monsters, or other non-mundane stuff except for any possible research you may have done into it.

16. Select Skills: You know how to do skills. Remember that Starting Occupation affects your Class Skills. Do skills for both levels separately. Remember there are no bonus languages in D20 Modern. So if you want to speak more than one language it will cost you 1 point to speak it and 1 to read/write every other language. A Smart Hero would do well to spend some points at first (when he has plenty) on some extra languages. You MAY take Knowledge (Arcane Lore) if your class allows you to do so. At this level it represents the kind of knowledge you can gain from mundane research. The kind of knowledge that Donna or I might have now. You should give me a reason you have this: it's a hobby, one of your parents was obsessed with it and told you weird stories your whole life, you work at the occult bookstore, or you studied something about it in College.

17. Select Feats: Everyone has Simple Weapons Proficiency as a starting feat, and your occupation may have given you more. You then get 2 as a first level character. There are places in your city and neighborhood to give you access to all kinds of feats, like a Dojo

for fighting feats and a shooting range. If you have kept a single class you will also get one more feat.

18. Wealth. A big difference. Your starting Wealth is 2d4 +your occupation bonus. If you have ranks, even 1, in Profession you get +1 Wealth at the starting level (its worth it.) At every level after 1<sup>st</sup> you roll a Profession check (or a plain Wisdom Check if you have no ranks in Profession) you are rolling against your current Wealth. If the result is higher you get +1 Wealth for every 5 points you beat it. If your Wealth was an 8 and you rolled and added your Profession Skill and got 18 then that would be +2 Wealth, if you got a 14 you would only get +1 Wealth, if you got a 10 you wouldn't get any increase. Wealth can go down from buying things. Page 38 and 90 and following will help you understand Wealth. Don't worry about buying things right now; unless you want things that have a purchase DC below your starting wealth, you can pretty much have those without rolling or doing anything.

### 19. Finishing Your Character

Allegiances must be taken. You take 3-5, and I want one of them to Friends. See page 37. These are role-playing traits. For example, Donna and I have discussed her Cyber-grrrrl and have come up with: Friends, Knowledge, Risk, and Change as allegiances, not necessarily in that order. You can think of these kind of like some of the personality Disadvantages in GURPS. This is a little broader idea of Allegiances than is explicit in the text, but other things I have read suggest that this is really within it the spirit of what the authors intended.

Age: You are 21-29 years old. Your choice but the Occupations do have some age qualifiers so keep that in mind.

Your neighborhood is known as Dyer's Hill, or just "the Hill." Once the center of the city's Russian population, the area fell on hard times in the late 60s and early 70s when lots of the traditional employers closed. Since then Church Street and Dyer's Lane, the old shopping district, have been reinvigorated as a new wave of shops have opened and many of the older buildings have been converted into apartments and studio space. It is a quirky bohemian kind of place and it attracts a rather diverse population. There is very little serious crime, even though other older neighborhoods in the area have been plagued with rising gang related crime.

Some places of interest in your neighborhood:

Detroit Dan's Dojo: A converted produce warehouse on a side street, the Dojo has been around since the 70s. Detroit Dan a/k/a Daniel Weissman was in Viet Nam and returned home with his Vietnamese-Chinese bride Lin, who just happened to come from a long line of Martial Arts experts. They opened the Dojo and have been living in an apartment there ever sense. In the early 80's Mr. Wu came to live with them. He is an old Chinese man who sits in front smoking his pipe and teaching Mahjong to the other old men in the

neighborhood. It's not clear if he is Lin's grandfather or great-grandfather or what. But he has been known to move with exceptional speed when he wants. This is a good palace to learn fighting skills or, if you have some, a good place to work.

Delphi: An occult bookstore. In front it has the typical trinkets and popular schlock of any New Age shop (*Spelling for Dummies!* and *A Woman's Guide to Reincarnation*), but in the back is a huge collection of works and arcane items. Much of its real business is done on-line and via mail order. It is run by a very matronly woman named Rose, who dresses conservatively, is of indeterminate age, speaks with a mild English accent and always has a pot of tea on for customers and various wanderers-in. She on occasion will do Tarot readings, but this isn't an advertised service, just something she does when she feels the need. If you want to have Knowledge (occult) this is probably the easiest place to get it.

U-Computers 2: A converted storefront computer place that sells rebuilt machines and used software. U-Computers 1 was given to the owner's wife in the settlement and was closed long ago. Frank Mahaffey barely keeps the place afloat. Trinity works here.

Seven of Wands Investigations: In the rooms over U-Computers 2, this is a low-rent PI agency with only one full time investigator, the owner Bill Acker. Bill is a man who has obviously read one too many Sam Spade books. A blaring, and perhaps deliberate, stereotype of the grumpy PI, Bill always seems to be working on some case that's "killing" him. Talk to him and he is full of conspiracy theory and tales of sleazy divorces and insurance scams, but he is a lot smarter than he looks. He occasionally hires part-time help to follow someone around, take pictures, or other things he feels like he doesn't see to have the time to do. He's often to be found down at Juan O'Malley's.

St. Sophia's' Russian Orthodox Church/Church Street Lawn: A medium sized Russian Orthodox church that once served the original Russian Community of Dyer's Hills, now it has a small but dedicated congregation that regularly participates in the city's cultural festivals. The new priest, Constantine Adrevich Lebediv, is actually fairly young, only about 45, and is well known and liked in the community. The old priest left rather suddenly and under mysterious circumstances. The adjacent cemetery is one of the oldest in the city. Kept neat by the church, no one has been buried there in years.

Juan O'Malley's Authentic Irish/Cuban Bar and Grill: Best Pork Sandwiches and Fish and Chips in town. A Family restaurant, but only if your family is the Bundys.

The Guided Truffle: a famous French restaurant sense the 30s, fallen on hard times and recently under new management. It has developed a seedy reputation.

Galaxy 12 Games and Comics: A dimly lit but customer friendly hole in the wall gaming store.

Sasha's: A Russian Deli that has been here forever. Currently owned and operated by the grandson of the original owner, Burt Green.

The Hole: A popular dance club and nightspot for the college crowd.

Yesterwear: A “vintage clothing” store with items ranging from \$700 Mod Suits to 4 for \$1 Retro t-shirts.

The Burger Czar: “Where the Burgers are!” Last of the once tiny fast food chain it’s the only place in town to get a real Dill Burger, Side Salat, and an order of Potato Latkes for only \$5.95!

Quick-Buy Grocery and Gas: A corner stop-and-rob run by the Patel family. Daud works days and his brother Sanji usually works nights.