

d20  
MODERN

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# MODERN

Roleplaying Game



Johnson

Wizards  
OF THE COAST

## Ranged Weapons

Weapon	Damage	Crit.	Damage Type	Range Increm.	Rate of Fire	Magaz.	Size	Weight	Purch.	
									DC	Restrict.
<b>Handguns</b>										
Beretta 92F (9mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	16	Lic (+1)
Beretta 93R (9mm machine pistol)	2d6	20	Ballistic	30 ft.	S,B,A	20 box	Medium	3 lb.	18	Res (+2)
Colt Double Eagle (10mm autol.)	2d6	20	Ballistic	30 ft.	S	9 box	Small	3 lb.	16	Lic (+1)
Colt M1911 (.45 autoloader)	2d6	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	15	Lic (+1)
Colt Python <sup>1</sup> (.357 revolver)	2d6	20	Ballistic	40 ft.	S	6 cyl.	Medium	3 lb.	15	Lic (+1)
Derringer (.45)	2d6	20	Ballistic	10 ft.	Single	2 int.	Tiny	1 lb.	14	Lic (+1)
Desert Eagle (.50AE autoloader)	2d8	20	Ballistic	40 ft.	S	9 box	Medium	4 lb.	18	Lic (+1)
Glock 17 <sup>1</sup> (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	18	Lic (+1)
Glock 20 <sup>1</sup> (10mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	18	Lic (+1)
MAC Ingram M10 (.45 mach. p.)	2d6	20	Ballistic	40 ft.	S,A	30 box	Medium	6 lb.	15	Res (+2)
Pathfinder (.22 revolver)	2d4	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1 lb.	14	Lic (+1)
Ruger Service-Six (.38S rev.)	2d6	20	Ballistic	30 ft.	S	6 cyl.	Small	2 lb.	14	Lic (+1)
S&W M29 (.44 magnum revolver)	2d8	20	Ballistic	30 ft.	S	6 cyl.	Medium	3 lb.	15	Lic (+1)
SITES M9 (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	8 box	Tiny	2 lb.	15	Lic (+1)
Skorpion (.32 machine pistol)	2d4	20	Ballistic	40 ft.	S,A	20 box	Medium	4 lb.	17	Res (+2)
TEC-9 (9mm machine pistol)	2d6	20	Ballistic	40 ft.	S or A	32 box	Medium	4 lb.	14	Res (+2)
Walther PPK (.32 autoloader)	2d4	20	Ballistic	30 ft.	S	7 box	Small	1 lb.	15	Lic (+1)
<b>Longarms</b>										
AKM/AK-47 (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S,A	30 box	Large	10 lb.	15	Res (+2)
Barrett Light Fifty (.50 sniper)	2d12	20	Ballistic	120 ft.	S	11 box	Huge	35 lb.	22	Lic (+1)
Benelli 121 M1 (12-gauge shotgun)	2d8	20	Ballistic	40 ft.	S	7 int.	Large	8 lb.	17	Lic (+1)
Beretta M3P (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	5 box	Large	9 lb.	16	Lic (+1)
Browning BPS (10-gauge shotgun)	2d10	20	Ballistic	30 ft.	S	5 int.	Large	11 lb.	16	Lic (+1)
HK G3 (7.62mm assault rifle)	2d10	20	Ballistic	90 ft.	S,A	20 box	Large	11 lb.	19	Res (+2)
HK MP5 <sup>1</sup> (9mm submachine gun)	2d6	20	Ballistic	50 ft.	S,B,A	30 box	Large	7 lb.	20	Res (+2)
HK MP5K (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S,B,A	15 box	Medium	5 lb.	19	Res (+2)
HK PSG1 <sup>1</sup> (7.62mm sniper rifle)	2d10	20	Ballistic	90 ft.	S	5 box	Large	16 lb.	22	Lic (+1)
M16A2 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S,B,A	30 box	Large	8 lb.	16	Res (+2)
M4 Carbine (5.56mm assault rifle)	2d8	20	Ballistic	60 ft.	S,A	30 box	Large	7 lb.	16	Res (+2)
Mossberg (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)
Remington 700 (7.62mm hunting)	2d10	20	Ballistic	80 ft.	Single	5 int.	Large	8 lb.	17	Lic (+1)
Sawed-off Shotgun (12-gauge)	2d8	20	Ballistic	10 ft.	S	2 int.	Medium	4 lb.	15	Lic (+1)
Steyr AUG (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S,B,A	30 box	Large	9 lb.	19	Res (+2)
Uzi (9mm submachinegun)	2d6	20	Ballistic	40 ft.	S,A	20 box	Large	8 lb.	18	Res (+2)
Winchester 94 (.444 hunting)	2d10	20	Ballistic	90 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)
<b>Heavy Weapons</b>										
M-60 (medium machine gun)	2d10	20	Ballistic	100 ft.	A	Linked	Huge	22 lb.	21	Mil (+3)
M2HB (heavy machine gun)	2d12	20	Ballistic	110 ft.	A	Linked	Huge	75 lb.	22	Mil (+3)
M72A3 LAW (rocket launcher)	10d6 <sup>2</sup>	-	-	150 ft.	1	1 int.	Large	5 lb.	15	Mil (+3)
M79 (grenade launcher)	Varies <sup>2</sup>	-	-	70 ft.	1	1 int.	Large	7 lb.	14	Mil (+3)
RPG-7 (rocket launcher)	6d6 <sup>2</sup>	-	-	100 ft.	1	1 int.	Large	18 lb.	12	Mil (+3)
<b>Other Ranged Weapons</b>										
Compound Bow <sup>2</sup> (archaic)	1d8	20	Piercing	40 ft.	1	-	Large	3 lb.	10	-
Crossbow (simple)	1d10	19-20	Piercing	40 ft.	1	1 int.	Medium	7 lb.	9	-
Flamethrower <sup>3</sup> (no feat needed)	3d6	-	Fire	-	1	10 int.	Large	50 lb.	17	Mil (+3)
Javelin (simple)	1d6	20	Piercing	30 ft.	1	-	Medium	2 lb.	4	-
Pepper Spray (simple)	Special <sup>2</sup>	-	Special <sup>2</sup>	5 ft.	1	1 int.	Tiny	½ lb.	5	-
Shuriken (archaic)	1	20	Piercing	10 ft.	1	-	Tiny	½ lb.	3	-
Taser (simple)	1d4 <sup>2</sup>	-	Electric.	5 ft.	1	1 int.	Small	2 lb.	7	-
Whip (simple)	1d2	20	Slashing	15 ft. <sup>3</sup>	1	-	Small	2 lb.	4	-
Hostile	19less	20		35	15	1	15	25	35	45

<sup>1</sup> This mastercraft weapon grants a +1 to attack rolls; <sup>2</sup> This weapon does special damage; <sup>3</sup> Special rules apply.

## Splash Weapons

Weapon	Direct	Splash	Damage Crit.	Damage Type	Ref. DC	Range Increm.	Size	Weight	Purch.	
	Damage	Damage							DC	Restrict.
Acid, mild	1d6	1	20	Acid	-	10 ft.	Tiny	1 lb.	6	-
Molotov Cocktail	1d6	1	20	Fire	-	10 ft.	Small	1 lb.	3 (comp)	-

## Melee Weapons

Weapon	Damage	Crit.	Damage Type	Range Increm.	Size	Weight	Purch.	
							DC	Restrict.
<b>Simple Weapons</b>								
Brass Knuckles	+1 <sup>3</sup>	20	Bludgeoning	-	Tiny	1 lb.	5	-
Cleaver	1d6	19-20	Slashing	-	Small	2 lb.	5	-
Club	1d6	20	Bludgeoning	10 ft.	Medium	3 lb.	4	-
Knife	1d4	19-20	Piercing	10 ft.	Tiny	1 lb.	7	-
Metal Baton	1d6	19-20	Bludgeoning	-	Medium	2 lb.	8	-
Pistol Whip	1d4	20	Bludgeoning	-	Small	-	-	-
Rifle Butt	1d6	20	Bludgeoning	-	Large	-	-	-
Sap	1d6 <sup>3</sup>	20	Bludgeoning	-	Small	3 lb.	2	-
Stun Gun <sup>3</sup>	1d3	20	Electricity	-	Tiny	1 lb.	5	-
Tonfa <sup>3</sup>	1d4	20	Bludgeoning	-	Medium	2 lb.	6	-
<b>Archaic Weapons</b>								
Bayonet <sup>3</sup> (fixed)	1d4/1d6	20	Piercing	-	Large	1 lb.	7	-
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	4	-
Longsword	1d8	19-20	Slashing	-	Medium	4 lb.	11	-
Machete	1d6	19-20	Slashing	-	Small	2 lb.	5	-
Rapier	1d6	18-20	Piercing	-	Medium	3 lb.	10	-
Spear	1d8	20	Piercing	-	Large	9 lb.	6	-
Straight Razor	1d4	19-20	Slashing	-	Tiny	½ lb.	4	-
Sword Cane	1d6	18-20	Piercing	-	Medium	3 lb.	9	-
<b>Exotic Weapons</b>								
Chain <sup>3</sup>	1d6/1d6	20	Bludgeoning	-	Large	5 lb.	5	-
Chain Saw	3d6	20	Slashing	-	Large	10 lb.	9	-
Kama	1d6	20	Slashing	-	Small	2 lb.	5	-
Katana	2d6	19-20	Slashing	-	Large	6 lb.	12	-
Kukri	1d4	18-20	Slashing	-	Small	1 lb.	5	-
Nunchaku	1d6	20	Bludgeoning	-	Small	2 lb.	3	-
Three-Section Staff <sup>3</sup>	1d10/1d10	20	Bludgeoning	-	Large	3 lb.	4	-

## Grenades and Explosives

Weapon	Damage	Crit.	Damage Type	Burst Radius	Ref. DC	Range Increm.	Size	Weight	Purch.	
									DC	Restrict.
40mm Fragmentation Gren.	3d6	-	Slashing	10 ft.	15	-	Tiny	1 lb.	16 (x6)	Mil (+3)
C4/Semtex	4d6	-	Concuss.	10 ft.	18	-	Small	1 lb.	12 (x4)	Mil (+3)
Claymore Mine	6d6 <sup>2</sup>	-	Concuss.	40 ft.	16	-	Small	2 lb.	15 (x2)	Mil (+3)
Det Cord	2d6	-	Fire	Special	12	-	Medium	2 lb.	8 (50 ft.)	Res (+2)
Dynamite	2d6	-	Concuss.	5 ft.	15	10 ft.	Tiny	1 lb.	12 (x12)	Lic (+1)
Flash-Bang Grenade	- <sup>2</sup>	-	Special	15 ft.	- <sup>2</sup>	10 ft.	Tiny	1 lb.	14 (x6)	Res (+2)
Fragmentation Grenade	4d6	-	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	15 (x6)	Mil (+3)
Smoke Grenade	-	-	-	Special	-	10 ft.	Small	2 lb.	10 (x6)	-
Tear Gas Grenade	Special	-	-	Special	-	10 ft.	Small	2 lb.	12 (x6)	Res (+2)
Thermite Grenade	6d6	-	Fire	5 ft.	12	10 ft.	Small	2 lb.	17 (x6)	Mil (+3)
White Phosphorus Grenade	2d6	-	Fire	20 ft.	12	10 ft.	Small	2 lb.	15 (x6)	Mil (+3)

<sup>2</sup> This weapon does special damage; <sup>3</sup> Special rules apply.

## Armor

Armor	-- Type --	Equip. Bonus	Nonprof. Bonus	Max Dex	Armor Penalty	Speed	Weight	Purch.	
								DC	Restrict.
Leather Jacket	Light Impr.	+1	+1	+8	-0	30	4 lb.	10	-
Leather Armor	Light Archaic	+2	+1	+6	-0	30	15 lb.	12	-
Light Undercover Shirt	Light Conceal.	+2	+1	+7	-0	30	2 lb.	15	Lic (+1)
Pull-up Pouch Vest	Light Conceal.	+2	+1	+6	-1	30	2 lb.	13	Lic (+1)
Undercover Vest	Light Conceal.	+3	+1	+5	-2	30	3 lb.	14	Lic (+1)
Concealable Vest	Medium Conceal.	+4	+2	+4	-3	25	4 lb.	15	Lic (+1)
Chainmail Shirt	Medium Archaic	+5	+2	+2	-5	20	40 lb.	18	-
Light-duty Vest	Medium Tactical	+5	+2	+3	-4	25	8 lb.	16	Lic (+1)
Tactical Vest	Medium Tactical	+6	+2	+2	-5	25	10 lb.	17	Lic (+1)
Special Response Vest	Heavy Tactical	+7	+3	+1	-6	20	15 lb.	18	Lic (+1)
Plate Mail	Heavy Archaic	+8	+3	+1	-6	20	50 lb.	23	-
Forced Entry Unit	Heavy Tactical	+9	+3	+0	-8	20	20 lb.	19	Lic (+1)

### Difficulty Classes

Difficulty	DC
Very Easy	0
Easy	5
Average	10
Tough	15
Challenging	20
Formidable	25
Heroic	30
Superheroic	35
Nearly Impossible	40

### Character Generation

Score	Cost	Score	Cost
8	0	14	6
9	1	15	8
10	2	16	10
11	3	17	13
12	4	18	16
13	5		

### Action Points

Character Level	Dice
1st-7th	1d6
8th-14th	2d6
15th-20th	3d6

### Cover

Degree	Def.	Refl.
One-quarter	+2	+1
One-half	+4	+2
Three-quart.	+7	+3
Nine tenths	+10	+4
Total	-	-

### Concealment

Concealment	Miss
One-quarter	10%
One-half	20%
Three-quarters	30%
Nine tenths	40%
Total	50%

### Losing Wealth

Purchase DC	Decrease
15+	1
1-10 higher than current Wealth	1
11-15 higher than current Wealth	1d6
16+ higher than current Wealth	2d6

### Requisition (Level Check vs. Purchase DC)

Situation	Modifier
Object necessary for assignment	+6
Object has obvious application for assignment	+4
Object has peripheral application for assignment	+2
Object has no application for assignment	-2
Object is rare	-2
Object is Licensed	-2
Object is Restricted	-4
Object is Military	-6
Object is Illegal	-8
Hero proficient in use of object	+2
Returned all gear undamaged on previous mission	+2

### Objects Hardness and Hit Points

Object	Hardness	HP	Break DC
<b>Lock</b>			
Cheap	0	1	10
Average	3	5	15
High quality	5	10	20
High security	10	120	35
Ultrahigh security	20	150	40
<b>Manufactured objects</b>			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30
Tires <sup>1</sup>	0	2	-
Puncture-resistant tires <sup>1</sup>	3	5	-
Windshields <sup>2</sup>	3	2	-

<sup>1</sup> Defense 10, modified by speed

<sup>2</sup> Defense 10 (front/rear) or 12 (side), modified by speed

### Ability Modifiers

Score	Mod.
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
etc.	etc.

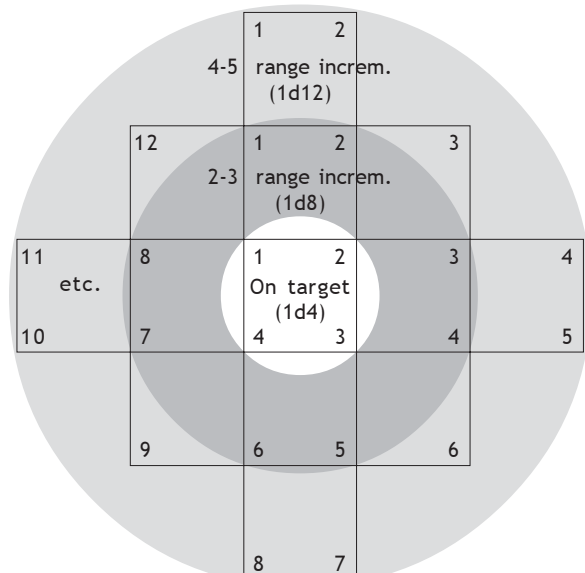
### Purchase DCs

Item Cost	DC	Item Cost	DC
\$5	2	\$15,000	27
\$12	3	\$20,000	28
\$20	4	\$27,500	29
\$30	5	\$35,000	30
\$40	6	\$50,000	31
\$55	7	\$65,000	32
\$70	8	\$90,000	33
\$90	9	\$120,000	34
\$120	10	\$150,000	35
\$150	11	\$200,000	36
\$200	12	\$275,000	37
\$275	13	\$350,000	38
\$350	14	\$500,000	39
\$500	15	\$650,000	40
\$650	16	\$900,000	41
\$900	17	\$1,200,000	42
\$1,200	18	\$1,500,000	43
\$1,500	19	\$2,000,000	44
\$2,000	20	\$2,750,000	45
\$2,750	21	\$3,500,000	46
\$3,500	22	\$5,000,000	47
\$5,000	23	\$6,500,000	48
\$6,500	24	\$9,000,000	49
\$9,000	25	\$12,000,000	50
\$12,000	26		

### Wealth by Prof.

Ranks	Wealth
1-5	+1
6-10	+2
11-15	+3
16-20	+4
21-23	+5

### Thrown Explosives



## Actions in Combat

Attack Actions	AoO
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Attack (aid another)	No
Bull rush (attack)	No
Escape a grapple	No
Feint	No
Ready	No
Make a dying character stable	Yes
Attack a weapon	Yes
Attack an object	Maybe
Total defense	No
Use a skill that takes an attack action	Usually
Start/complete full-round action	Varies
Full-Round Actions	AoO
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 skill that takes a full round	Usually
Reload a firearm (internal magazine)	Yes
Climb (one-half your speed)	No

Move Actions	AoO
Move your speed	Yes
Use a piece of equipment	No
Climb (one-quarter your speed)	No
Crawl	No
Draw a weapon	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a firearm (box mag/speed loader)	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting or kneeling	Yes
Swim	No
Use a skill that takes a move action	Usually
Free Actions	AoO
Drop an object	No
Drop to prone, sitting, or kneeling	No
Speak	No
Miscellaneous Actions	AoO
Disarm	Yes
Grapple	Yes
Load a weapon	Yes
Trip an opponent	No
Use a feat	Varies
No Actions	AoO
Delay	No
5-foot step	No

## Base Attack Bonus

BAB	Add. Attacks
+6	+1
+7	+2
+8	+3
+9	+4
+10	+5
+11	+6/+1
+12	+7/+2
+13	+8/+3
+14	+9/+4
+15	+10/+5
+16	+11/+6/+1
+17	+12/+7/+2
+18	+13/+8/+3
+19	+14/+9/+4
+20	+15/+10/+5

## Size Modifiers

Size	Def.	Grap.
Colossal	-8	+16
Gargantuan	-4	+12
Huge	-2	+8
Large	-1	+4
Medium	+0	+0
Small	+1	-4
Tiny	+2	-8
Diminutive	+4	-12
Fine	+8	-16

## Vehicle Speeds and Modifiers

Speed Category	Character Scale		Chase Scale		Defense Modifier	Check/Roll Modifier
	Movement	Turn No.	Movement	Turn No.		
Stationary	0	-	0	-	+0	-
Alley speed	1-20	1	1-2	1	+0	+0
Street speed	21-50	2	3-5	1	+1	-1
Highway speed	51-150	4	6-15	2	+2	-2
All out	151+	8	16+	2	+4	-4

## Defense Modifiers

Circumstance	Melee	Ranged
Defender sitting or kneeling	-2	+2
Defender prone	-4	+4
Defender stunned or covering <sup>1</sup>	-2	-2
Defender climbing <sup>1</sup>	-2	-2
Defender flat-footed <sup>1</sup>	+0	+0
Defender running <sup>1</sup>	+0	+2
Defender grappling (attacker not) <sup>1</sup>	+0	+0
Defender pinned <sup>2</sup>	-4	+0
Defender helpless <sup>1</sup>	+0	+0
Defender has cover	see Cover	
Defender concealed or invisible	see Concealment	

<sup>1</sup> No Dexterity bonus to Defense

<sup>2</sup> Treat as Dexterity 0 (-5 modifier)

## Attack Modifiers

Circumstance	Melee	Ranged
Att. flanking defender	-2	+2
Att. on higher ground	-4	+4
Attacker prone	-2	-2
Attacker invisible <sup>1</sup>	-2	-2

## Two-Weapon Fighting

Circumstance	Prim.	Off H.
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weap. Fighting feat	-4	-4
Off-hand weapon is light, Two-Weap. Fighting feat	-2	-2

## Dying and Recovering

Task	Skill/Save	DC
Remain conscious (non-lethal dam)	Fortitude	15
Avoid effect of Massive Damage	Fortitude	15
Stabilize when dying without help	Fortitude	20
Regain consciousness (if stable)	Fortitude	20
Stabilize a dying character	Treat Injury	15

## Healing

Method	DC	Result
Normal rest (8 hrs)	-	1 hp/lev
Complete rest (24 hrs)	-	2 hp/lev
Long term care (24 hrs)	15	3 hp/lev
Restore hit points	15	1d4 hp
Surgery	20	1d6 hp/lev

## Collision Damage

Highest Speed	Damage Die
Alley sp.	d2
Street sp.	d4
Highway sp.	d8
All out	d12
Smallest Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium	4
Small	2
Tiny	1
Dimin./Fine	0
Vehicle's Target is	Multiplier
Stationary	×1
Moving, head-on or 45°	×2
Moving, perpendicular	×1
Moving, rear or 45°	×1/2
Sideswiped	×1/4
Occupants Cover	Multiplier
None	×1
One-quarter	×1/2
One-half	×1/4
Three-quart.+	none

## Concealing Objects (Sleight of Hand vs. Spot)

Condition	Modifier
Object is Fine	+12
Object is Diminutive	+8
Object is Tiny	+8
Object is Small	+0
Object is Medium-sized	-4
Object is Large	-8
Object is Huge or larger	impossible
Clothing is tight or small	-4
Clothing is loose or bulky	+2
Clothing is modified for concealing	+2
Weapon in concealed carry holster	+4
Weapon can be drawn normally	-2
Weapon can be drawn as a free action	-4

## Restricted Objects

Rating	License Purchase DC	Black Market Purchase DC	Time Required
Licensed	10	+1	1 day
Restricted	15	+2	2 days
Military	20	+3	3 days
Illegal	25	+4	4 days

## Favors (Favor check)

Favor	Loan Limit	DC
Easy	Up to half of current Wealth	10
Problematic	Up to current Wealth	15
Difficult	Up to twice current Wealth	20

## Improvised Weapon Damage

Size	Damage	Size	Damage
Diminutive	1	Large	1d6
Tiny	1d2	Huge	1d8
Small	1d3	Gargantuan	2d6
Medium-size	1d4	Colossal	2d8

## Damage from Falling Objects

Size	Example	Initial Damage	Reflex Save DC	Strength Check DC
Fine	Penny	0	n/a	n/a
Diminutive	Paperweight	1	0	n/a
Tiny	Wrench	1d3	5	n/a
Small	Vase	1d4	10	5
Medium-size	Briefcase	1d6	15	10
Large	Garbage can	2d6	20	20
Huge	Oil barrel	4d6	25	30
Gargantuan	Piano	8d6	30	40
Colossal	Vehicle	10d6	35	50

## Electricity Damage

Type	Damage	Fort. DC
Jolt	1d3	10
Low voltage	2d6	15
Medium voltage	4d6	15
High voltage	8d6	20

## Acid Damage

Acid	Splash Damage	Immers. Damage
Mild	1d6	1d10
Potent	2d6	2d10
Concentrated	3d6	3d10

## Diplomacy Checks and Attitude

Initial Attitude	New Attitude				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	-	0 or less	1	15	25
Friendly	-	-	0 or less	1	15

## Special Attack Options

Option	Attack	Damage
Autofire	Target 10x10 square with Defense 10	Reflex save DC 15 to avoid weapon damage
Burst Fire	-4 to attack	+2 dice of damage
Double Tap	-2 to attack	+1 die of damage
Skip Shot	-2 to attack	-1 die of damage

