

D20 Modern Weapons

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I have deviated from the methods used by Mr. J.Tweet's Omega World in Polyhedron#153 to balance the game for long-term playability. I have lowered the damage done by relic weapons to compensate for the loss of the increased starting HP's from OW that are now unavailable under rules I have previously released (see character generation document). In addition, since there are no magical bonuses to armor anymore, typical AC's will be lower throughout a campaign, which means PC's will be hit much more often than in a typical magical campaign. Overall, I think I've managed to balance the damage done by relic weapons. D20 Modern weapons seem to do more damage. Revision may happen?!

Weapon Groups:

**in yards [(x3) to convert to base range in feet]*

Weapon	Base Range	# Attacks	Base Damage	Special Effects	Weapon Group	Critical
Energy Pistol	20	1	1d8+4	As Type	Energy Pistol	20/X2
Energy Rifle	40	1	2d10	As Type	Energy Rifle	20/X2
Revolver	15	1	1d8	Stun	Fire Arm Pistol	20/X2
ScatterGun/Shotgun	5	1/-/d2+2	1d8	Stun	Fire Arm Rifle	19-20/X2
Rifle(bolt)	45	1	2d6	Stun	Fire Arm Rifle	20/X2
*Use Rifle(bolt) for Sniper Rifles	-	-	-	-	-	20/X2
AutoPistol	10	1	1d6	Stun	Fire Arm Pistol	20/X2
AutoRifle	40	1	2d6	Stun	Fire Arm Rifle	20/X2
Musket	30	-/2/-	1d8	Stun	Fire Arm Rifle	20/X2
*Use Rifle(bolt) for LongGuns	-	-	-	-	-	20/X2
Submachine Guns	20	-/2/d2+2	1d6	Stun	Fire Arm Pistol	20/X2
Assault Rifle	35	1/2/d2+2	1d8+1	Stun	Fire Arm Rifle	20/X2
Machine Guns	55	-/2/d2+2	2d6	Stun	Support Weapons	20/X2
Heavy Machine Guns	100	-/2/d2+2	2d10	Stun	Support Weapons	18-20/X2

*Number of attacks: 1/2/d2+2 etc.

1st # = Single Shot = 1 round

2nd # = Burst Shot = 3 rounds

3rd # = FullAuto Shot = 8 rounds

All multi-attacks from a firearm use the initial 'to-hit' modifiers for all subsequent attacks from a single firing action. Those characters with multiple attack capabilities can fire another burst or fullauto burst on their second attack as well, at the 'to-hit' modifiers for that attack.

Auto Fire Adjustment Table

Firing Modifiers	# Attacks	Ammo Used	+/- To Hit	Base Range Mod
Single Shot	1	1	0	0
Burst	2	3	-4	-5R
Full Auto	d2+2	8	-6	-10R

Natural Attacks

Attack Form	*Damage
Hands	D4(stun)
Feet	D4(stun)
Head	D4(stun)
Horns/Antlers	D6
Teeth	D6
Claws	D6
Misc.Spikes	D6

*Add Strength Modifiers to damage

Relic Melee Weapons:

Vibro-blade	1d8+4	18-20/X2	Energy Cell	2lb
Energy Weapon	as type+4	19-20/X2	Energy Cell	As Weapon Type +1lb
Stun Whip	1d4+entangle	20/autoentangle	Energy Cell	3lb
Plasma Sword	2d6+1	18-20/X2	Plasma Cell	3lb
Energy Fist	2d6+Str	19-20/X2	Energy Cell	2lb
Microblade	1d10+2	18-20/X2	-	(as longsword)
Chainsaw	1d8+4	18-20/X3	Energy Cell	4lb

Grenades:

Dynamite	2d8+2	1d8+1(+5')	Force	Area10'
Grenade, Chemical	2d6+2	1d6+1(+10')	Chemical	progressive d4 rounds/Area20'
-	(sleep)	-	-	-
Grenade, Concussion	1d6(stun)	-	Force	Area20'
Grenade, Flash	blind	-	Light	Area40'
Grenade, Fragmentation	3d6+3	2d8(+10')	Shrapnel	Area20'
Grenade, Gas, Sleep	(sleep)	-	Chemical	progressive d4 rounds/Area20'
Grenade, Thermal	4d4+4	2d4+2(+10')	Fire	Area10'
Grenade, White Phosphorus	4d8+4	2d8+2(+5')	Fire	Burns metal/Area10'
Grenade, Sonic	4d6+4	2d6+2(+20')	Sonic	Area30'
Grenade, Web	restrain	-	restraint	Area20'
Grenade, EMF(Pulse)	3d8+3	2d6(+10')	EMF Energy	electronic targets only/Area20'
Grenade, Plasma	4d10+4	2d10+2(+5')	Plasma	Area10'

Magnifying Scopes:

Scopes increase the range increments by factors. (i.e. a 2X scope increases the short range of a Rifle, Bolt to 90 yards from 45 yards).

In addition, some scopes will give the PC other capabilities, such as 'infravision', the ability to see heat signatures at night. Some scopes are active infrared and some are passive. Active infrared scopes send a infrared light beam out from a special infrared light source that illuminates the area within it's beam, where as passive scopes pick up the naturally occurring heat from all objects. Their magnifying properties, if any would still work the same, though penalties for trying to fire in low-light or no light conditions would occur without the special night vision properties of the 'night-scopes'.

Weapon Notes:

Some weapons do not have a single shot capability, such as submachine guns. These weapons can still be fired by characters who do not have the Burst Feat. The appropriate amount of ammunition is still used up, but the PC only gets a single attack, regardless of how many bullets fly out of the barrel.