
M20 Modular: **Genre Book:Modern**

This book contains resources for playing in campaigns set in the “modern” day. This can be anywhere from the early 1900s to the early 2000s. The availability of equipment will depend upon the era.

Races

Unless you know something we don’t, the only race for this genre is human. For a modern horror or fantasy game, the GM may add races from other genres.

Classes

The standard heroic classes, **Strong, Smart, Cunning, Charismatic**, are used for this genre.

Occupation

Choose an occupation from the following list, or the GM may allow alternative ones.

Occupation	Skill Bonus
Academic	Knowledge +2
Adventurer	Physical +2
Athlete	Physical +2
Entrepreneur	Knowledge +1, Subterfuge +1
Investigative	Communication +1, Knowledge +1
Blue Collar	Physical +2
Law Enforcement	Physical +1, Subterfuge +1
Celebrity	Communication +2
Military	Physical +2
Creative	Knowledge +1, Physical +1
Religious	Communication +1, Knowledge +1

<u>Occupation (continued)</u>	<u>Skill Bonus</u>
Criminal	Subterfuge +2
Rural	Physical +2
Dilettante	Physical +1, Subterfuge +1
Student	Knowledge +2
Doctor	Knowledge +2
Emergency Services	Knowledge +1, Physical +1
Technician	Knowledge +2
White Collar	Communication +1, Knowledge +1

Combat

The rules for combat are the same as **Microlite20 modular Core Rules**, except for the following:

The bonus given to Fighters and Rogues in the Core Rules is available to characters in Modern with the following Starting Occupations: Criminal, Law Enforcement and Military, and others, as the GM allows. Firearms use the Missile Attack Bonus rule found in Microlite20 modular Core Rules.

Weapons

Weapon type	Damage	Range
Unarmed	1d4	
Light melee Weapons	1d6	
Medium melee Weapons	1d8	
Heavy melee Weapons	1d10	
Light Ranged	1d6	10ft
Medium Ranged	1d8	20ft.
Heavy Ranged	1d10	30ft.

Armor

- Light = +2 AC (heavy leather jacket)
- Medium = +4 AC (low rating Kevlar)
- Heavy = +6 AC (Kevlar with plating, no **DEX** bonus)

Ammunition (for multi-shot weapons)

Unless you begin combat with a very limited supply of ammo, assume you have enough ammo for the combat. If you roll 2 or less for an attack, that attack was the last of your ammo for that weapon.

Burst Fire

An automatic firearm can fire a small burst at a single opponent. For a -4 penalty to the attack roll, the shooter gets double the dice for damage (a firearm that does 2d6 would do 4d6 with burst fire).

Auto-fire

An automatic firearm can spray fire into a 10 foot by 10 foot area with bullets; the attack must hit an effective AC 10 with a -4 penalty. If they make the roll, anyone in the area must make a Dexterity Check (DC 15) or be hit.

Thrown Explosives:

These weapons (usually grenades) requires the attacker to make a Missile Attack (no penalty) targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast radius can make a Dexterity Check (DC is listed with the explosive) and only take half damage.

Explosive	Damage	Burst Rad.	DEX DC
small	2d6	5 ft	12
medium	3d6	10 ft	15
large	4d6	15 ft	18
set charge	5d6	25 ft	21

Vehicles

Vehicles are much like other equipment in that they provide modifiers to character rolls. They have their own stats like other pieces of equipment.

Maneuver: modifies operation checks

Defense: vehicle's AC

Hardness/HP: damage reduction and Hit Points

Vehicle speed is expressed in five categories with accompanying modifiers:

Stationery/Slow (0)

Medium (1)

Fast (2)

All-out (4)

These modifiers apply positively to the vehicle's defense and apply negatively to any passenger actions.

Vehicle Maneuvers

Pedestrian collision

Hitting someone with a vehicle is a ranged attack. The damage is based on the speed and hardness of the vehicle.

$d20 \times \text{speed modifier} + \text{hardness}$. DEX save halves.

Object collision

When a vehicle collides with a solid object damage is done to both sources.

The **object** struck takes damage equal to:

$d20 \times \text{speed modifier} + \text{hardness}$

The **vehicle** takes damage equal to:

$d20 \times \text{speed modifier} + \text{hardness of object}$

occupants take 1/4 damage vehicle took, DEX save halves

Vehicle collision

In a collision between vehicles a great deal of damage is dealt to each vehicle.

Each vehicle takes damage equal to:

2d20 x speed modifier + hardness of opposed vehicle

occupants take 1/4 damage vehicle took, DEX save halves

Example vehicles

Vehicle	Maneuver	Defense (AC)	Hardness (DR)/HP
Passenger Car	-1	8	5/30
Truck/ Van/ SUV	-2	8	5/36
Motorcycle	+2	10	5/20
Tank	-4	6	20/64

Genre Book:Cthulhu

This section is intended for use with the previous rules, to enable play in the world of H.P. Lovecraft's modern horror, genre.

Sanity

Characters begin with **60 + (INT x 10)** in **Sanity Points (SAN)**. Whenever a disturbing event is experienced by a character, they make a check, rolling a *WILL* Save (set by the GM) to avoid **SAN** loss. If the character fails the roll (or sometimes, even if they succeed), Sanity is lost, based upon the following criteria:

- 1d6 **SAN** loss = seeing a minor monster or reading an ancient book of TRUTH.
- 2d6 **SAN** loss = seeing a significant monster or learning a powerful ritual spell.
- 3d6 **SAN** loss = meeting a huge tentacle monster face-to-face.

Any time a character loses more than 5 points of Sanity, the character must make a Will save (DC 20) check or develop a neurosis/psychosis. Characters with 0 or lower **SAN** are permanently insane.

Magic

Magic is only learned through sacrificing Skill Bonuses and SAN. Spells are learned through researching mind-blowing arcane texts. They are rare and are designed by the GM.

Weapons, Armor & Equipment

The weapons, armor and equipment available will depend upon the era when the game takes place. The original books were set in the 1920s and 1930s, but games set in more modern, or even future times, are possible.

Monsters

Monsters and Minions all have one thing in common... they are dangerous! Most of the monsters have damage reduction and devastating attacks. Minions are just plain crazy and don't respond predictably to injuries or diplomacy. Many monsters break the rules in terms of stats, skills, etc.

To weaken or strengthen a monster or minion, simply subtract or add hit dice. This also results in a subtraction or addition to skills. Please note that these monster statistics are guidelines rather than rules. Additional abilities can be added for the sake of flavour, tension or necessity.

BYAKHEE: HD 4d8 (18 hp), AC 15, DR 5, Claws +3/+3 (1d4+3), Fly 60', immune to cold, vacuum, etc., STR +3, DEX +2, INT +0, PHYS + 3, SUBT +7, KNOW +2, COMM +0.

COLOUR OUT OF SPACE: HD 10d8 (45 HP), AC 14, Envelop +12 (1d6 + ability drain – FORT DC 20 or lose 1d3 in each ability/round), incorporeal, disintegrate, immune to cold, vacuum, vulnerable to magnetism. STR +6, DEX +4, INT +1, PHYS + 6, SUBT +14, KNOW +6, COMM +4.

CHTHONIAN: HD 8d10+40 (84 HP), AC 21, fast heal 5, 4 tentacles +12, 2d4+7 each + crush. Immune to heat, cause earthquake, vulnerable to water, STR +8, DEX +1, INT +3, PHYS +10, SUBT + 6, KNOW +6, COMM +2.

CULTIST, NOVICE: HD 1d6+2 (8 HP), AC 9, Pistol +1 (1d10), STR +1, DEX +0, INT -1, PHYS +1, SUBT +1, KNOW +1, COMM + 0.

CULTIST, DANGEROUS: HD 5d6+10 (30 HP), AC 14, Pistol +4 (1d10), STR +1, DEX +1, INT +1, PHYS + 3, SUBT +4, KNOW +6, COMM +2.

CULTIST, GRANDMASTER: HD 10d6+20 (58 HP), AC 14, Pistol +7 (1d10), STR +1, DEX +1, INT + 2, PHYS+6, SUBT +6, KNOW +12, COMM +6.

DEEP ONE: HD 2d8+4 (13 HP), AC 15, 2 Claws +5 (1d4+4) and Bite +0 (2d4+2). STR +4, DEX +2, INT +0, PHYS +3, SUBT +3, KNOW +0, COMM +0.

DARK YOUNG OF SHUB-NIGGURATH: HD 8d8+24 (60 HP), AC 12, DR 20, 4 tentacles +12 (1d6+10 each), constrict, STR drain, STR +10, DEX +3, INT +3, PHYS +6, SUBT +8, KNOW +8, COMM +2.

DIMENSIONAL SHAMBLER: HD 3d8+9 (22 HP), AC 12, DR 5, Claw +8 (1d6+6), planar jaunt. STR +4, DEX +1, INT +0, PHYS +4, SUBT +6, KNOW +2, COMM +0.

FIRE VAMPIRE: HD 2d8, AC 17, DR 20, Touch +1 (1d6, +1 STR drain), Fly 10', STR -4, DEX +3, INT +1, PHYS +1, SUBT +5, KNOW +0, COMM +0.

FORMLESS SPAWN: HD 5d10+25 (53 HP), AC 15, 4 pseudo-pods +8 (1d8+5), ooze qualities, grab, swallow, STR +4, DEX +5, INT -1, PHYS +8, SUBT +5, KNOW +2, COMM +0.

GHOUL: HD 2d12 (13 HP), AC 14, 2 Claws +4 (1d6+3) & Bite +0 (1d6+1), grab, STR +3, DEX +1, INT +0, PHYS +3, SUBT +3, KNOW +0, COMM +0.

HOUND OF TINDALOS: HD 4d10+4 (26 HP), AC 15, DR 5, Fast Healing 5, 2 Claws +6 (1d4+2) & Tongue +2 (1 STR drain), STR +3, DEX +1, INT +4, PHYS +3, SUBT +5, KNOW +3, COMM +1.

MI-GO: HD 2d8+2 (11 HP), AC 12, DR 10, 2 Claws +1 (1d6) or Lightning Gun +3 (2d6), immunities, STR +0, DEX +2, INT +4, PHYS +1, SUBT +2, KNOW +5, COMM +2.

NIGHTGAUNT: HD 4d8+4 (22 HP), AC 14, DR 15, Grab +7, clutch, tickle, immunities, STR +4, DEX +3, INT +2, PHYS +3, SUBT +6, KNOW +2, COMM +1.

RAT-THING: HD 1d6 (3 HP), AC 16, Bite +7 (1), jaw lock, STR -4, DEX +4, INT +1, PHYS +1, SUBT +4, KNOW +0, COMM +0.

SERPENT PEOPLE: HD 2d8+2, AC 15, Bite + 2 (1d4 + poison), STR + 0, DEX +0, INT +3, PHYS +1, SUBT +1, KNOW +4, COMM +0.

SPIDER OF LENG: HD 10d10+30 (85 HP), AC 16, DR 10, Bite +12 (2d6+6+poison), PHYS +14, SUBT +10, KNOW +4, COMM +2.

STAR VAMPIRE: HD 4d8+12 (30 HP), AC 15, DR 5, 4 Claws +6 (1d6+4, +1 STR damage), invisibility, STR +4, DEX +1, INT +1, PHYS +2, SUBT +8, KNOW +2, COMM +0.

ZOMBIE: HD 2d12+3 (16 hp), AC 11, DR 5, Slam +3 (1d6+1), STR +1, DEX -1, INT -4, PHYS +2, SUBT +3, KNOW +0, COMM +0.

Remember that the original game focused upon investigation, discovery and horror. Try to avoid a "hack-and-slash" style of play. It will only get the investigators killed. Instead, steer towards hidden truths, dark secrets, insane cultists, local superstitions, mysterious phenomenon and horrifying endings.

Also remember that a shotgun might make an investigator feel brave, but it won't do much against a Nightgaunt... Actually, a grenade launcher won't do much either...