

House Rules for d20 Modern campaign, March 2007

Chapter 3: Feats

- **Armor Proficiency Feats:** If a character does not have the corresponding Armor Proficiency Feat for the armor they are wearing, the armor's Equipment Bonus is reduced by 1 (to a minimum of 0), its MDB is halved (round down) and its ACP is doubled.

- **Weapon Focus:** When this Feat is chosen, the player must choose from the following groups:

Archaic Weapon Groups

Axes
Bows
Crossbows
Flails and Chains
Heavy Blades
Light Blades
Maces and Clubs
Picks and Hammers
Polearms
Slings and Thrown Weapons
Spears and Lance

Modern Weapon Groups

Automatic Pistols
Revolvers
Submachine-guns
Hunting/Sniper Rifles
Assault and Battle Rifles
Shotguns
Machine Guns
Rocket Launcher
Grenade Launchers

Chapter 4: Equipment

- **Restricted Objects:** Substitute the following Table for Table 4-1 on CR p 93:

Table: Restricted Objects

Registration Rating	License or Fee	Black Market	Time Required
	Purchase DC	Purchase DC ¹	
Licensed	15	+1	1 day
Restricted	20	+2	2 days
Military	25	+3	3 days

¹ Add to the object's purchase DC if the character tries to buy on the black market without first obtaining a license; see The Black Market

Chapter 5: Combat

- **Non-lethal damage:** Substitute the following rules for non-lethal damage for those on CR p 141:

- Dealing Non-lethal Damage: Certain attacks deal non-lethal damage. Other effects, such as heat or being exhausted, also deal non-lethal damage. When you take non-lethal damage, keep a running total of how much you've accumulated. *Do not deduct the non-lethal damage number from your current hit points.* It is not "real" damage. Instead, when your non-lethal damage equals your current hit points, you're staggered, and when it exceeds your current hit points, you fall unconscious. It doesn't matter whether the non-lethal damage equals or exceeds your current hit points because the non-lethal damage has gone up or because your current hit points have gone down.

- *Non-lethal Damage with a Weapon that Deals Lethal Damage:* You can use a melee weapon that deals lethal damage to deal non-lethal damage instead, but you take a -4 penalty on your attack roll.

- *Lethal Damage with a Weapon that Deals Non-lethal Damage:* You can use a weapon that deals non-lethal damage, including an unarmed strike, to deal lethal damage instead, but you take a Ⓣ4 penalty on your attack roll.

- Staggered and Unconscious: When your non-lethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your non-lethal damage.

When your non-lethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless.

Spellcasters who fall unconscious retain any spellcasting ability they had before going unconscious.

- Healing Non-lethal Damage: You heal non-lethal damage at the rate of 1 hit point per hour per character level.

When a spell or a magical power cures hit point damage, it also removes an equal amount of non-lethal damage.

- **Massive Damage** - In addition to the Improved Damage Threshold Feat, a character's Massive Damage Threshold may be increased when rolling for hit points upon reaching a new character level:

A. for classes with a d6 Hit Die, their MAS increases by one if they roll a 6 when increasing their Hit Points;

B. for classes with a d8 Hit Die, their MAS increases by one if they roll a 7 or 8 when rolling for Hit Points;

C. for classes with a d10 Hit Die, their MAS increases by one if they roll an 8, 9 or 10 when rolling for Hit Points.