

d20 Modern Errata

Rob 'The Other Nice Man' Kenny

August 16, 2003

Welcome to Version 1.1 of the d20 Modern Errata. What do I mean by Unofficial? Well Charles Ryan has confirmed the actual erratum, but this document is not produced by Wizards of the Coast.

A big thanks to Charles, Rich, Stan! and all the other d20 Modern writers that have taken time to drop by the message boards and answer peoples questions.

If you have any questions / problems with this document then email me at d20modern@otherniceman.net.

The writers are regular vistors to the d20 Modern boards (<http://boards1.wizards.com/forumdisplay.php?s=&forumid=359>), if you have a question about d20 Modern that is not answered in this document then visit the boards and ask your question, be sure to put the marker [WOOF!] in the subject line of your post (like: “[WOOF!] Questions about motorcycles”) to bring it to the attention of the writers. What does [WOOF!] mean? I don't know, however Charles has a standing offer: He'll send a crisp new one-dollar bill to the first person who correctly identifies the origins of the [WOOF!] tag. If you think you know, post your idea!

Contents

1	Chapter One – Characters	3
2	Chapter Two – Skills	4
3	Chapter Three – Feats	5
4	Chapter Four – Equipment	6
5	Chapter Five – Combat	8
6	Chapter Six – Advanced Classes	9
7	Chapter Seven – Gamemastering	10
8	Chapter Eight - Friends and Foes	11
9	Chapter Nine – Campaign Models	12
10	Chapter Ten – FX Abilities	13

1 Chapter One – Characters

Page 21 – Ignore Hardness Talent Tree

Ignore Hardness: The Strong hero ignores 2 points of an object's hardness.

Improved Ignore Hardness: The Strong hero ignores 2 additional points of an object's hardness (for a total of 4).

Advanced Ignore Hardness: The Strong hero ignores 2 additional points of an object's hardness (for a total of 6).

Page 22 – Table 1.4 The Fast Hero

7th Level Defense Bonus should be +6.

Page 26 – Research Talent Tree

Linguist: With this talent, the Smart hero becomes a master linguist. Whenever the hero encounters a new language, either spoken or written, he can make an Intelligence check to determine if he can understand it. The check is made with a bonus equal to the hero's Smart level. For a written language, the bonus applies to a Decipher Script skill check instead.

Page 31 – Captivate

The charismatic hero has the ability to temporarily beguile a target through the use of words and bearing.

Page 31 – Dazzle

The charismatic hero has the ability to dazzle a target through sheer force of personality, a winning smile, and fast-talking.

Page 31 – Taunt

The charismatic hero has the ability to temporarily rattle a target through the use of insults and goading.

2 Chapter Two – Skills

Page 54 – Table 2.5 Poisons

Tear Gas; Initial damage nauseated for 1d6 rounds

Page 54 – Craft (chemical)

Explosive	Reflex DC
Improvised	10
Simple	12
Moderate	12
Complex	15
Powerful	15
Devastating	18

Scratch built explosives deal concussion damage.

Page 58 – Bribery and Diplomacy

To make a bribe, you must make a Wealth check against a DC set by your GM. Several typical DCs are given on Table 4-13 in the Services section of Chapter 4. If you succeed in the check, you gain a +5 bonus on your Diplomacy check when making the bribe. For every point by which you beat the Wealth check DC, the bonus increases by +1, to a maximum bonus of +10. You may take 10 on the Wealth check, but you cannot take 20.

Page 60 – Escape Artist

For ropes, your Escape Artist check is opposed by the Dexterity check result of the opponent who tied the bonds. Since it's easier to tie someone up than to escape from being tied up, the opponent gets a +20 bonus on his or her Dexterity check.

Page 70 – Pilot

There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft (heavy aircraft, helicopters, jet fighters, and spacecraft) require the corresponding Air Vehicle Operation feat, or else you take a -4 penalty on Pilot checks.

Page 75 – Tumble

Tumble past Opponents: With a successful Tumble check (DC 15), you can weave, dodge, and roll up to 20 feet through squares adjacent to opponents, risking no attacks of opportunity. Failure means you move as planned, but provoke attacks of opportunity as normal.

Tumble through Opponents: With a successful Tumble check (DC 25), you can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren't there. Failure means you move as planned, but provoke attacks of opportunity as normal.

3 Chapter Three – Feats

Page 77 – Agile Riposte

Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity against that opponent. Resolve and apply the effects from both attacks simultaneously.

Page 80 – Armor Proficiency (Light)

Benefit: When you wear a type of armor with which you are proficient, you get to add the armor's equipment bonus to your Defense. Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks.

Normal: A character who wears armor with which she is not proficient adds only the armor's nonproficient equipment bonus to her Defense. Also, she suffers its armor check penalty on attack rolls and on all skill checks that involve moving.

Page 84 – Improved Combat Throw

Benefit: In melee combat, if an opponent attacks and misses you, you may immediately make a trip attack against him. This counts as an attack of opportunity, which you can make even if you are unarmed.

Page 88 – Two-Weapon Fighting

Benefit: Your penalties for fighting with two weapons are lessened by 2 for the primary hand and 6 for the off hand.

Page 89 – Vehicle Dodge

Prerequisites: Dexterity 13, Drive 6 ranks or Pilot 6 ranks, Vehicle Expert.

4 Chapter Four – Equipment

Page 93 – Rent or Own

To buy a house, you only have to make a wealth check for the down payment (that's what the purchase DC in the Housing section of Table 4-12 represents).

Page 94 – Requisitioning Equipment

For example, you want to requisition a machine gun. Your 5th-level hero receives a mission in which combat is a near certainty, and she turned in all her requisitioned gear undamaged at the end of her last assignment. She has a Charisma bonus of +1. The purchase DC for the weapon is 19. She gains a +5 bonus on the check: +6 for a necessary object, -6 for the military restriction, +2 for proficient in the use of the object, +2 for turning in previous gear, and +1 for Charisma. You roll a 12. Since you're 5th level, your result is 22 (5 + 12 + 5), which beats the machine gun's purchase DC. The machine gun is issued to your character.

Page 96 – Table 4.4 Ranged Weapons

Damage for the M-60 (medium machine gun) should be 2d10. Move M-60 (medium machine gun) from Heavy Weapons to Longarms section.

Page 96 – Table 4.4 Ranged Weapons

Browning BPS (10-gauge shotgun); Rate of Fire: Single
Mossberg (12-gauge shotgun); Rate of Fire: Single

Page 96 – Table 4.4 Ranged Weapons

Insert Missing Longarm: Benelli 121 M1 (12-gauge shotgun)
Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 40 ft.
Rate of Fire: S
Magazine: 7 int.
Size: Large
Weight: 8 lb.
Purchase DC: 17
Restriction: Lic (+1)

Page 96 – Table 4.4 Ranged Weapons

Sawed-off shotgun (12-ga shotgun); Restriction: Illegal (+4)

Page 101 – M-60

Remove: The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

Page 104 – Table 4.6 Explosives and Splash Weapons

Molotov Cocktail; Purchase DC: 3

Page 105 – Tear Gas Grenade

Anyone caught in a cloud of tear gas must make a Fortitude save (DC15) or be nauseated for 1d6 rounds.

Page 106 – Tear Gas Grenade

The purchase DC given is for a box of 6 grenades.

Page 113 – Table 4.10 General Equipment

Modem, Broadband; Purchase DC: 6
Duct Tape; Purchase DC: 3
Lockpicks (Lockpick set, Lock release gun)

Page 116 – Cellular Interceptor

About the size of a small briefcase, a cellular interceptor can detect and monitor a cell phone conversation within a 5-mile area by listening in on the cellular service's own transmitters. Intercepting the calls of a particular cell phone requires a Computer Use check (DC 35); if you know the phone number of the phone in question, the DC drops by 10. Obviously, the phone must be in use for you to intercept the call. A cellular interceptor cannot be used to intercept regular (ground line) phone connections.

Page 123 – Vehicles

Vehicles are described by a number of statistics, as shown in table 4.14

Page 126 – Table 4.15 Vehicle Weapons

BMP-2 30mm cannon; Range Increment: 300ft.

M1A2 Abrams tank cannon; Range Increment: 400ft.

M2A2 Bradley 25mm cannon; Range Increment: 350ft.

5 Chapter Five – Combat

Page 135 – Table 5.2 Actions in Combat

Stand up from prone, sitting or kneeling provokes and Attack of Opportunity.

Page 135 – Table 5.2 Actions in Combat

Start / Complete full-round action should be an attack action, not a move action.

Page 137 – Start/Complete Full-Round Action

The “start/complete full-round action” attack action lets you start undertaking a full-round action (such as those listed on Table 5-2: Actions in Combat) at the end of your turn, or complete a full-round action by using a move action at the beginning of your turn in the round following the round when you started the full-round action.

Page 142 – Natural Healing

If you undergo complete bed rest (doing nothing for an entire day), you recover two times your character level in hit points. A 5th-level hero recovers 10 hit points per day of bed rest.

Page 144 – Table 5.4 Defense Modifiers

1 Does not apply if target is adjacent to attacker. This circumstance may instead improve bonus to Defense granted by cover. See Cover, below.

Page 149 – Thrown Explosives

Replace:

(1 Ft. to 5 Ft.) with (hit)

(6 Ft. to 10 Ft.) with (Miss 2 to 3 Range Increments)

(10 Ft. to 16 Ft.) with (Miss 4 to 5 Range Increments)

6 Chapter Six – Advanced Classes

Page 166 – Tactical Aid

As a full-round action, the Soldier provides tactical aid to all of his allies (including himself) within sight and voice range of his position. This use of tactical aid requires an action point.

This aid provides a +1 competence bonus on attack rolls. The bonus lasts for a number of rounds equal to one-half of the Soldier's level in the advanced class, rounded down.

Page 170 – Infiltrator: Class Skills

Insert:

Spot (Wis)

Page 172 – Nip Up

A Daredevil of 2nd level or higher can stand up from a prone position as a free action that does not provoke an attack of opportunity.

Page 174 – Blanket Protection At 10th level, a Bodyguard can use his expertise to provide protection for up to six allies (not including himself) within sight and voice range of his position.

7 Chapter Seven – Gamemastering

Page 204 - Table 7.2 Wealth Bonus by Level

Character Level: 1st; Wealth Bonus: determine wealth normally

Character Level: 2nd; Wealth Bonus: +6

8 Chapter Eight - Friends and Foes

Page 240 – Illithid

Will +11;

Page 241 – Illithid

Remove Combat Casting Feat and replace with Iron Will

Page 241 – Illithid Dedicated Hero 2/Smart Hero 1

Remove Combat Casting Feat and replace with Iron Will

Will +14;

Page 247 – Moreau

Moderate moreaus are all bipedal and can pass as human if they wear hoods or hats and keep to the shadows (-10 penalty on Disguise checks to pass for human). Some appear to be accident victims or suffering from birth defects rather than as members of a separate species. They generally have abundant body hair, but lack true pelts. All are Medium-size and possess low-light vision.

Page 248 – Bat Moreau Species Traits

Insert:

Blindsight (Ex): Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

Page 250 – Feline Moreau Species Traits

First seen in the People's republic of China, they are also found in the service of the Japanese and Indian governments. Overt feline moreaus possess retractable claws that function as natural weapons (1d4/20, slashing).

Page 266 – Yuan-ti

Insert:

Mas 11

Page 266 – Yuan-ti Dedicated Hero 1/Charismatic Hero 2

Insert:

Mas12

9 Chapter Nine – Campaign Models

Page 292 – Shadow Enemy

At 5th and 7th level, a Shadow Slayer selects a type of Shadow creature as a favored enemy. Due to his extensive study of these foes and training in the proper techniques for combating them, the Shadow Slayer gains a +1 bonus on Bluff, Listen, Search, Sense Motive, and Spot checks when using these skills against creatures of this type. He also gets a +1 bonus on weapon damage rolls against creatures of this type.

Page 292 – Shadow Enemy

Remove:

In the case of humanoid, the Shadow Slayer must also choose an associated subtype, as indicated on the table below.

Remove:

Lycanthrope, (Subtype), (goblinoid), (gnoll) and (reptilian) from the Shadow Enemy Type table

Page 308 – Battlemind Class Skills

Add:

Craft(visual arts)

Page 318 – Mage Class Skills

Add:

Craft (visual arts)

Page 319 – Spellcraft

Remove:

20 Draw a diagram to augment casting a dimensional anchor on a summoned creature. Takes 10 minutes. You can't try again. The GM makes this check.

Page 321 – Scribe Scroll

Starting at 2nd level, a Mage can create scrolls from which he or another spellcaster can cast a scribed spell. You can create a scroll of any spell you know. Scribing a scroll takes one day. The purchase DC for the raw materials to scribe a scroll is 13 + the scroll's spell level + the scroll's caster level.

Page 322 – Brew Potion

The purchase DC for the raw materials to brew a potion is 15 + the potion's spell level + the potion's caster level.

Page 323 – Spellcraft

Remove:

20 Draw a diagram to augment casting a dimensional anchor on a summoned creature. Takes 10 minutes. You can't try again. The GM makes this check.

10 Chapter Ten – FX Abilities

Page 346 – Glyph of Warding

You set the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a pass phrase (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a pass phrase trigger, glyphs of warding can be set according to physical characteristics (such as height or weight) or creature type, or species (such as "medusa" or "undead"). Glyphs can also be set with respect to allegiance (such as good, evil, law, or chaos). They cannot be set according to class, Hit Dice, or level. Glyphs respond to invisible creatures normally. Multiple glyphs cannot be cast on the same area. However, if a file cabinet had three drawers, each could be separately warded.

Page 361 – Key Ability

The first line beneath the power's name provides the key ability associated with the power. A psionic character must have a score in this ability equal to at least 10 + the power's level in order to manifest the power. For example, inflict pain is a 2nd-level power and its key ability is Charisma; thus, a Telepath must have a Charisma score of 12 or higher to use this power.

Page 362 - Wild Talent

Benefit: Select one 0-level psionic power. You can manifest this power up to three times in a 24-hour period. There is no power point cost for using this power. Where manifester level is a factor (such as for determining the range of the power), use your manifester level + 1. Thus, if you have no levels in an appropriate psionic class, you use the power as if you were a 1st-level manifester.

Special: You can gain this feat multiple times. Each time you take the feat, you select a different power.

Page 369 - Mind Darts

Intelligence

Level: Battle Mind 3; **Display:** Visual (see text); **Manifestation Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Power Resistance:** Yes; **Power Point Cost:** 5

You create a flurry of mental bursts that deal 5d6 points of damage to a single target within range.