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## About This Content

What's included with this Fantasy Grounds ruleset:

- Common functionality from the CoreRPG base ruleset - including a Party Sheet, Image and Map management, Campaign management
- All of the d20 Modern SRD, available from Wizards of the Coast.
- Fantasy Grounds library modules for the core rules, psionics, spells, and monsters, with drag and drop support in many areas.
- Interactive d20 Modern character sheet.
- New modern-style graphics, optimized for online play.
- OGL information from d20 Future, d20 FX, Urban Arcana, and the Menace Manual.

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- Equipment Lists with items draggable to Parcels or Character Inventory
  - Weapon Lists with items draggable to Parcels or Character Inventory and auto-population of character attack actions
  - Armor Lists with items draggable to Parcels or Character Inventory
  - Full, searchable monster stats which can be dragged to encounters or directly into the combat tracker

**Updated Conversion by:** Danny Stratton

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Title: d20 Modern SRD Ruleset  
Genre: Indie, RPG, Strategy  
Developer:  
SmiteWorks USA, LLC  
Release Date: 29 Jan, 2015

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**Minimum:**

**OS:** Windows XP, Vista, 7x or 8x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** n/a

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English



**Fantasy Grounds**

**Snake**

**Feats**

- Acrobatic
- Elusive Target
- Mobility
- Stealthy
- Weapon Finesse

**Talents**

- Defensive Roll
- Evasion
- Opportunist
- Uncanny Dodge 1
- Uncanny Dodge 2

**Armor Proficiency**

- Armor Proficiency (Light)

**Weapon Proficiency**

- Exotic Melee Weapon Proficiency
- Simple Weapon Proficiency

**Mark**

Score	Bonus	Dmg
Strength 14	+2	
Dexterity 18	+4	
Constitution 12	+1	
Intelligence 13	+1	
Wisdom 8	-1	
Charisma 11		

HP: 48

DEFENSE: 14

Classes: Bodyguard 6

DEFENSE: Flat-Footed 10, Touch 14

**Royce Grace**

**WEAPONS**

Name	M/R	#att	Attacks	Damage
Desert Eagle (.50AE)	20	+8	+3	2d8+3 ballistic
M2HB (heavy mach)	20	+8	+3	2d12+3 ballistic
Metal baton	20	+9	+4	1d6+3 bludgeoning
Mossberg (12-gauge)	20	+8	+3	2d8+3 ballistic
Rifle butt	20	+9	+4	1d6+3 bludgeoning

**Opportunist**

**Description**

The Fast hero can spend 1 action point to use this talent. Once the point is spent, the hero can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the fast hero's attack of opportunity for that round. Even a Fast hero with the Combat Reflexes feat can't use this talent more than once per round.

Prerequisite: Evasion

d20 system

d20 Modern ruleset for Fantasy Grounds  
Version 3.0 by Danny Stratton  
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GM

0 Modifier

Fantasy Grounds

**Snake** **Royce Grace** **Mark**

**M** Attack [6] -> [at Royce Grace] [MISS]

[TURN] Zombie, Human 2

**H** Attack [18] -> [at Snake] [HIT]

Damage [4] -> [to Snake] [WOUNDED]

[TURN] Mark

Mark: [ATTACK (M)] Nunchaku [FULL] **+9 11**

**H** Attack [11] -> [at Zombie, Human 1] [HIT]

Mark: [ATTACK #2 (M)] Nunchaku [FULL] **+4 24**

**H** Attack [24] -> [at Zombie, Human 1] [AUTOMATIC HIT]

Mark: [ATTACK #2 (M)] Nunchaku [FULL] [CONFIRM] **+4 19**

**C** Attack [19] -> [at Zombie, Human 1] [CRITICAL HIT]

Mark: [DAMAGE (M)] Nunchaku [CRITICAL] [TYPE: bludgeoning (2d6+4=7)] **+4 7**

Damage [7] -> [to Zombie, Human 1] [WOUNDED]

0 Modifier

**COMBAT TRACKER**

Name	Init	HP	Tmp	Sbd	Wnd
V Vampire, Human Fast Hero 2/Ch	23	Healthy			
Z Zombie, Human 1	19	Wounded			
Z Zombie, Human 2	19	Healthy			
Mark	16	48			
Snake	16	55			
Royce Grace	11	55			

**MODIFIERS**

**Attack**

Touch Part. Cover

Flat-Footed Cover

Opportunity Sup. Cover

Concealment

Total Conc.

**Damage**

Critical Half

**WEAPONS**

Name	M/R	#att	Attacks	Damage
Chain saw		+9	+4	3d6+2 slashing
Glock 20 (10mm aut)		+11	+6	2d6+2 ballistic
M-60 (medium mac)		+11	+6	2d10+2 ballistic
Nunchaku		+9	+4	1d6+2 bludgeoning
Rifle butt		+9	+4	1d6+2 bludgeoning

Range 40 Ammo 0

Range 100 Ammo 20

Mode Standard Display Summary

A-1 A-2 A-3 A-4 A-5 A-6 A-7 A-8 A-9 A-10 A-11 A-12

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Bought and downloaded the d20 rule set to test. The modules do not easily load into the available character sheet. After two hours of testing and tweaking, I was able to create a character sheet. Would be nice if the d20 system were streamlined better for Fantasy Grounds. Will continue to work with it, but I can not recommend it based on what I have seen thus far.





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