

F20

MINI VERSION, v1.0

(Hey, you! Yes, you! I got something for ya!)

GIVE IT A SHOT!

These are not the full rules of F20. Rather, it's a version which has been stripped down as much as possible to make it quickly readable and playable.

If you like these demo rules for F20, you may want to get the full rules. In the full rules, you can expect more out of F20:

- Rules for making characters of different power levels. You can play as near-divine supermen... or some people in an old folk's home waiting as an Unseen Horror picks them off one by one.
- A full stat spread for making two characters of similar roles and power levels operate differently.
- A full skill system for making detailed characters, and more examples and explanatory text throughout character creation.
- Six perks to choose from – give your character Authority, Reknown, or just plain Wealth.
- More equipment and more talents.
- A simple vehicle creation system.
- A race creation system, with eight races ready to go in the book.
- The Innate Powers system, usable for divine blessings and superpowers.
- Experience rules, including player-voted awards.

Flexible, fast, fun, frugal: F20. Your love of it will know no limit!



FLYING MICE LLC

EVOLVE OR DIE

CHARACTER CREATION

20 stat points, 20 skill points, disad limit 10.

ATTRIBUTES

F20 Mini uses 4 attributes (interchangeably called characteristics or stats):

- **Body Group:** Stats dealing with physical health. Covers health, strength, and toughness.
- **Grace Group:** Your physical prowess. Covers agility, movement speed, and reaction times.
- **Mind Group:** Stats dealing with mental prowess. Includes charm, intellect, and technical know-how.
- **Spirit Group:** Stats dealing with mental health. Includes creativity, wisdom, perception, and willpower.

You have 20 points to divide among these stats; no fewer than 1 and no more than 7 points per stat. For comparison purposes:

DERIVED STATISTICS

Derived statistics are the 'crunchy' part of F20 which are calculated before the game starts to save time and stress.

- **Stun [Body x 5]:** How long you can get smacked around before you fall unconscious from the pain. Very tough characters have more.
- **Hits [Body x 5]:** How much killing damage it takes to make you incapacitated.
- **Mortal [Body x 2]:** How much mortal damage you can take when dying before you are an ex-charsheet.
- **Soak [Body x 2]:** Your ability to take punches and other non-killing blows; any Stun damage you take is reduced by your Soak. (Soak does *not* reduce the rollover damage from a killing blow -- even a tough guy might get knocked out from a bullet.)
- **Recovery (REC) [Body x 2]:** This stat is how fast the character recovers from damage.
- **Dodge [Grace + 10]:** How quickly you get out of the way in combat situations. The DC to hit you in combat is your Dodge.
- **Initiative (INI) [Grace x 2 + Spirit]:** This Characteristic determines how fast the character reacts in combat.
- **Resistance (RES) [Spirit x 2 + Mind]:** Your ability to resist mental intrusion.
- **Luck [Spirit x 3]:** How big of a star you are in your game. Every session, you have as many luck points as in your Luck attribute; you may take one point from this pool and add it to any skill roll (up to 1/5th your Luck). Once spent, they are gone until the next game session.

OPTION POINTS

When creating a new character, you buy everything a character knows with Option Points (or OP for short). These are used to buy just about everything about a character -- from skills to talents to perks. You have 20 OP to spend, as described later.

DISADVANTAGES

No matter how many points you have, you always need more. One way to get more Option Points when creating a character is to take on a few disadvantages: social, mental, physical, or emotional situations/problems that define and enhance your character. Disadvantages will vary depending on the campaign.

You can only gain 10 Option Points back from Disadvantages.

Absent Minded: Your memory tends to stop working on you. You frequently forget: Common facts (1); friends and family (2); your name (3).

Airhead: You just don't get it. Your stunning ability to have social faux pas, unless quickly covered up, could cost you: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Bad Habit: People just can't stand you. Maybe it's the bad breath or the nose picking, but they find you: Annoying (1). Disgusting (2). Horrible (3). Monstrous (4).

Bad Rep: People "know" about you. At least, everyone's heard a story or two, even if untrue. When you are mentioned or seen, you are: Frequently recognized (1). Always recognized (2). Add 1 if they shun you, or 2 if they attack you – otherwise, they distrust you.

Bad Tempered: You're just irritable, all the time. When your temper flares, you'll risk: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Bezerker: You can't control your fighting rage- you rabidly: Attack whatever set you off (1). Attack anyone within range except friends (2). Attack anyone in range (3). Attack anyone in range and won't stop until subdued forcibly or exhausted/stunned (4).

Bipolar: Your bad days are bad, and your good days are good. You are: moody (1), liable to mope one day then act with direction and purpose the next (2), liable to run around like a chicken with your head cut off one day, then fall to a miserable self-pitying funk the next (3), Suicidal one day and superheroic the next (regardless of skill...) (4).

Code Of Honor: You have morality, and you stick to it! You will not break this code, even if it risks: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Coward: You will freeze up in combat. When faced with danger, you: get the jitters (1); try to escape heedless of anything but escaping (2); try to escape heedless of anything but your *own* escaping (3); become catatonic (4).

Delusions: You have some crazy beliefs. (Hey, maybe they're true, but if the rest of society doesn't believe them, it counts as a disadvantage.) These delusions could cost you: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Dependence: You must have a particular substance very often -- such as heart medicine or insulin -- or you will suffer severe penalties or even death. The substance you need is: Common (1). Uncommon (2). Rare (3). Very Rare (4). Add 1 if the substance is illegal; subtract 1 if you can live without the substance.

Dependents: People need your help. These people are: Equal to you in power, but they seem to get in a lot of trouble (1); are weaker than you in power (2), have special problems and are exceptionally weak (3), are totally helpless (4).

Dyslexia: The written word is a mystery to you; you never learned to read, or your mind just doesn't have the ability to perform right. To read, you: Must read very slowly (1); must sound everything out painstakingly (2); must find someone who can read to read it to you; can't read at all (3).

Distinctive Features: You thought it was cool at the time... You stand out, and your features can be concealed: Readily (1); with Disguise or Acting (2); if nobody's looking (3). For 1 more point, the features are vibrant -- both a facial scar and blue skin are hidable with the Disguise skill, but *everyone* will immediately notice the blue-skinned man.

Duty: You have something you need to do, and you can't (or won't) avoid doing it. This duty takes up: 20 hours per week (1), 40 hours per week (2), 80 hours per week (3), every waking moment (4).

Enemy: You have made some foes over the years. They are less powerful than you (0), as powerful as you (1), more powerful than you (2), or much more powerful than you (3). Their reach is as far as yours (+0), farther than yours (+1), or much farther than yours (+2). They are watching you (+0), hunting you for capture or harm (+1), planning to kill you (+2). Add 1 if the Enemy is an organization.

Epilepsy: You fall into convulsive fits. The circumstance that triggers the seizure is: Rare (0); Uncommon (1); Common (2); Very Common (3). Add 1 point if these attacks occur without any specific (and avoidable) trigger.

Honesty: You cannot tell a lie. You probably got a lot of praise in school, but as an adventurer, this might cost you: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Impulsiveness: You leap before you look. This could cost you: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Intolerance: You're intolerant of different people. You are: cold (1); rude (2); aggressive (3); violent (4). Subtract 5 if you are only intolerant of one group.

Jealousy: Your love extends to the point of overprotection. You are: Watchful (1); obsessed (2); accusatory (3); violent (4).

Kleptomania: When you see something pretty, you take it! This may cost you: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Lecherous: You can't keep it in your pants. Your hyperactive sex drive may cost you: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Masochism: You like abuse. This causes you to seek:

humiliation (1); minor physical abuse (2); major physical abuse (3); life-threatening abuse (4).

Missing Limb: Minimum-wage jobs suck. You're missing: Fingers (1), a hand (2), a limb (3). Add 1 point if you can't get a prosthesis for it; subtract five point if your prosthesis is so functional, you have few problems in society. (It's still worth points as a disadvantage if you have a realistic prosthesis because *normal* arms and legs can't be pulled off...)

Obsessed: You just have to do something -- collect something, or do something, or find something. The target of your obsession may cost you: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Oppressed: You are discriminated against due to your origin, your abilities, or your lack of abilities. You are: Harassed (1); a pariah (2); legally discriminated against (3); a slave (4).

Outsider: You don't know the customs, and you are constantly making mistakes. Your faux pas may cost you: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Phobia: You have an irrational fear of something. When you are faced with the object of your fear, you: feel discomfort (1), cannot act (2), flee (3), pass out (4).

Paranoia: You believe people (or things) are out to 'get you'. Your constant attempts to defend yourself against your enemies may cost you: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Poverty: You have little money. You are: Struggling, with half normal income (1); Poor, with 1/5th normal income (2); Very Poor, with 1/10th normal income (3); Dead Broke, with 1/20th normal income (4).

Public Figure: The news wants to know about you! Your private life is intruded upon: Rarely (1), Sometimes (2), Frequently (3), Constantly (4).

Reduced Hearing: You can't hear well. Hard of hearing, with -5 to rolls to hear something (1); deaf in one ear, and cannot determine what direction sounds come from (2); completely deaf (3). (This often causes other problems, like Vocal Impairment.)

Reduced Mobility: Age or an accident has slowed you down. You: Cannot sprint (1). Cannot run; must walk (2). Are reduced to dragging by arms; move is only 1m per turn regardless of Grace (3). Are a quadriplegic (4).

Reduced Sight: You can't see clearly now. You are: colorblind (1); nearsighted or farsighted (2); nearly blind (3); completely blind (4).

Secret: You don't want people to know something about you. If it comes out, it will cost you: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Sense Of Duty: You feel responsible towards a group or person. You will act in that person's best interests at all time, even at the cost of: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Shy: You cannot cope with new people. You: Refuse to speak to newcomers (1); avoid all newcomers (2); flee all newcomers (3). Normally, there is one 'except' group that you can deal normally with; subtract 1 point if this 'except' group is very large (such as 'shy around women only'), or add 1 point if this 'except' group is very small (such as 'shy with anyone not from the monastery')

Split Personality: You have voices in your head that like to take over from time to time. Your other self costs you: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Stubborn: When you're right, you're right. They just don't understand. When they're wrong, to prove your point, you'll risk: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Susceptibility: A certain substance that does not affect

normal people hurts you. This substance is: Rare (1); Uncommon (2); Common (3); Very Common (4). Subtract 1 if it cannot kill you.

Unlucky: Karma can be a bitch, but it's worse for you than for others. Your GM can throw an extra threat against you every adventure that could cost you: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Vocal Impairment: You cannot speak right. When you

speak, you: stutter or stammer (1); only make sounds (2); are silent: you are wholly mute (3).

Vow: You have a promise you will not break. To keep your promise, you'll do anything, even if it might cost: embarrassment (1); harm or punishment (2); ruin (3); your life (4).

Vulnerability: You take double damage from a certain kind of attack. The attack is: Rare (1), Uncommon (2), Common (3), Very Common (4).

SKILLS

Skills are the most important thing you will buy with your Option Points. Skills represent your abilities, while attributes represents your potential; overemphasizing your potential will leave you untrainable and untrained. Skills range from 1 for a rank novice to 20 for a history-making legend and beyond; your skill plus the related attribute, plus the roll of a twenty-sided die, determines how well you do at a task.

Buying 1 rank of any skill costs 1 OP; the maximum in any skill is 5 plus your attribute.

- **Artistic (Spirit):** The ability to be creative.
- **Athletic (Body):** Physical training of all kinds.
- **Burglary (Mind):** Skills they don't tell you about in school.
- **Business (Mind):** The ability to operate a business.
- **Diplomatic (Spirit):** Your ability to work with people.
- **Education (Mind):** How much you know.
- **Firearm (Grace):** Killing stuff from afar.
- **Medical (Mind):** Fixing people up.
- **Melee (Grace):** Using weapons in melee range.
- **Stealth (Spirit):** Being very quiet.
- **Street (Mind):** The rougher side of social skills.
- **Technology Group (Mind):** Modern technology.
- **Vehicle (Grace):** Operating various vehicles.
- **Wilderness (Spirit):** Making a living out in the wild.

TALENTS

Talents are abilities that can be gained or learned, but do not work like skills. Each Talent costs 1 OP; some can be purchased multiple times.

Ambidexterity: Normally, using your off-hand incurs a -4 penalty to skill rolls and attacks. This talent negates that penalty.

Animal Empathy: You understand animals; this might be some sort of innate kinship, or it could be a hunter's empathy. Even if you are unskilled in Animal Handling, you can keep animals from attacking unless they are diseased or in severe danger.

Combat Reflexes: You spot opportunities in combat and act on them faster than the normal person. For every time taken (up to 5 times), you add +3 to your Initiative.

Combat Sense: You know how to keep yourself so that your attackers cannot hit you. For every time taken (up to 5 times), you add +1 to your Dodge.

Direction Sense: You always know what direction you are heading in.

Double Jointed: You can get your body to fit in very odd spaces. You can slip into those darn Jefferies tubes readily, and get +2 to your Escape Artist checks.

Fast Recovery: You recover from wounds quickly. Every time taken (up to 5 times) adds 2 to your Recovery.

Hard To Kill: You take a lot of blows before keeling over. Each level adds 5 Stun, 5 Hits, or 2 Mortal points; you may add up to 25 stun, 25 hits, and 10 mortal points.

High Pain Threshold: You still feel pain, but it doesn't affect you so much. Each level (up to 5) increases your Soak by 2.

Intuition: You have a knack for hunches. You may spend 5 luck to 'get a hunch' that lets the GM tell you what to do.

Iron Will: Your mind is as hard as a rock. Each level (up to 5) adds +3 to your Resistance.

Light Sleeper: You wake instantly from any noise, and fall back asleep again readily.

Lightning Calculator: You can automatically do complex math in your head.

Lucky: Fate smiles on you. Every time taken (up to 5 times) adds 3 to your luck.

Night Vision: You need no flashlight: excluding pitch darkness, you can see in the dark.

Simulate Death: You can lower your life signs so low, it is DC 40 to tell if you are dead or not.

Speed Reader: You can read a 200 page book in 10 minutes.

Time Sense: Who needs watches? You know down to the minute what time it is, and know precisely how long it has been since the last time you checked.

BASIC RESOLUTION

SKILL AND DAMAGE ROLLS

All checks in F20 work on the same principle: Add a few things, and hope you roll high.

Skill checks in F20 work like so: **Stat + Skill + 1d20**. If you don't have the skill, unless your GM says it's not possible without training, treat it as if your skill was 0. You succeed if your roll equals or beats the DC.

Attribute checks in F20 are even simpler: **Stat + 1d20**. You succeed if your roll equals or beats the DC.

Damage and effect rolls in F20 are even simpler than that: **roll that many d6s**.

Automatic success and failures: On skill and attribute checks, a 1 is always a failure, and a 20 is always a success.

The reason for this is simple: if you're rolling a die, you should always have a chance to succeed, and always have a chance to fail.

DIFFICULTY CLASSES

Of course, you can't just say 'difficulty class' without giving some sort of canon examples as reference points. These are the difficulty classes most often used in F20.

DC	Difficulty
0	Why Roll?
4	Very Easy
8	Easy
12	Average
16	Moderately Challenging
20	Challenging
24	Very Challenging
28	Moderately Difficult
32	Difficult
36	Very Difficult
40	Near Impossible

TAKING 10 AND 20

Sometimes, a random roll won't do the situation justice, or can result in unrealistic results. This can be especially true in a game that uses a high-variance resolution system (such as 2d6 or 1d20). These two rules can take some of the bite out of F20.

You can *take 10* whenever you are not rushed and can concentrate on the task at hand. Instead of rolling 1d20 in any skill check, treat it as if you rolled a 10. Because of this, you should never fail at everyday tasks.

You can *take 20* whenever you are not rushed, can concentrate on the task at hand, and have plenty of time to do the task in (normally 20 times as long, or 2 rounds for a free action). Instead of rolling 1d20 in any skill check, treat it as if you rolled a 20 (this does not count as an automatic success). This means that whenever you have the time to do the job right, you will always do the best possible job you can.

YOU HAVE TO ROLL HOW MANY DICE?

Sometimes, you'll have to roll more dice than you have handy. This conversion will keep things readily convertible:

If you have too many dice to roll, replace 3d6 with 10. For example, if you had to roll 45d6 for damage and didn't happen to have 45d6 handy, you could use the 3d6=10 rule and deal a flat 150 points of damage (which, frankly, should be enough for anyone).

COMBAT

Sooner or later, someone will start a fight with someone else. Here's how to get it out.

ROUNDS AND INITIATIVE

Combat in F20 is divided into 'rounds' of six seconds long.

At the start of each round, all participants make an initiative check. An initiative check is made by rolling 1d20 and adding a character's Initiative statistic; the person with the highest initiative goes first. Break ties with the character's Dexterity, then with die rolls.

ACTIONS

There are three kinds of actions in F20: full-round, half, and free.

Full-round actions take the entire round to perform. The only other actions you can take are free actions, and even those may be limited by your GM.

Half actions are normal actions in combat. As the name suggests, you can take two half-actions every round. If you want to take more half-actions, you can do so; you are at -5 to all actions for each extra action, and you cannot attempt any action that you bring below +0 that way.

Free actions are things that are so trivial to do (speak, drop something) that they are not really considered actions. You can take as many free actions you like each round until the GM says it's getting silly.

MOVE ACTIONS

You can move through any empty space. You can move through an occupied space if it is an ally or a helpless enemy.

Crawl: You can move at half your Grace in meters when prone, or when you need to concentrate on something. This is a free action, or a half action when prone.

Walk: You can move at your Grace in meters as a free action.

Jog: You can move at twice your Grace in meters as a half action.

Run: You can move at thrice your Grace in meters as two half actions (which sounds silly, we know, but it lets you take extra actions at a penalty if you need to).

Sprint: You can move at four times your Grace in meters as a full round action.

ATTACKING AND DEFENSE

Attack rolls are made by rolling your Grace plus your Skill plus 1d20. If you attack at range, the range increment is also a factor: for every full range increment in the distance, apply a -2 to your attack roll. If your attack roll beats their Dodge (or 10 if the target is helpless or inanimate), you hit.

If the die comes up within that weapon's threat range, you may have done a critical hit. Roll a 'critical check' by rolling 1d20 and adding your skill, plus any modifiers you had to-hit; if your result is again in the critical range or higher, you deal a critical hit, and deal extra dice of damage (as determined in the base roll).

DAMAGE

When you score a hit, roll the damage of the attack, subtract any defenses (Damage Resistance or Energy Damage Resistance for damage to hits; Soak, DR, or EDR for Stun) and deal it to the appropriate points (Stun attacks drain Stun, Killing attacks drain Hits). You may also do rollover damage. For every 5 points of Stun dealt, do one point of rollover damage to Hits, and for every 50 Stun dealt, do one point of rollover damage to Mortal. For every point of Hits dealt, do 1 point of rollover damage to Stun, and for every 10 Hits done, do 1 point of rollover damage to Mortal.

If the target loses all his Stun, he is knocked out for 1-6 minutes, then wakes with 1 Stun. If the target loses all his Hits, he is knocked out for 1-6 hours, then wakes with 1 Stun and 1 Hit. If the target loses all his Mortal, he dies.

COMBAT ACTIONS

Aid Another: A character can help a friend attack or defend. The character makes a DC 16 'attack' roll; on a success, the character gives his or her friend +2 to attack or defense.

Aim: You take the time to line up an attack. This bonus is +1 for a half-round action, or +3 for a full-round action; add an additional +2 if you can also brace your weapon. This is a circumstance bonus.

Charge/Runby: As a full-round action, you can move at up to three times your Movement in a straight line, attacking a single foe a single time with blazing speed. You get +2 to attack, but are -2 to defend until your next round.

Coup de grace: As a half action, you can deliver a coup de grace on an helpless opponent. If it hits, it is automatically a critical hit.

Pulling punches: You can choose to deal Stun-only damage, with no rollover, by 'pulling your punch' (this also works for ranged attacks, despite its name; that represents shooting in the arm or leg, to minimize lethal damage). Roll the normal damage of the attack as Stun and ignore rollover. There is a -2 penalty for doing this. If you miss by 1, roll the attack again; if you miss by 1 again, you have accidentally hit in a damaging way, and deal the attack's damage like normal.

Ranged attack: The maximum range of a firearm is 10 range increments; the maximum range of a thrown weapon, 5 range increments. Each full range increment of distance subtracts -2 to hit.

Splash damage: Splash damage (named 'splash' instead of 'burst' so it is not confused with automatic fire) is damage done to an area. Against splash damage, you may make a Reflexes check to 'dive for cover' and halve the damage – DC dependent on the ability.

Strafe: You can use an automatic weapon to attempt to attack multiple targets in a line. Decide how many bullets you are going to fire, and the width of the area to strafe in meters. All targets in that area must make a Reflexes check (DC 5 + (bullets fired / area in meters) or take a hit.

Suppressive fire: To use this option (a half action, and you must fire at least 5 shots to do so), choose a 90-degree arc in front of you. Any enemy in that arc is -4 to all checks, and if they roll a 1 on any check, they are hit with a stray round.

Trip: This action is used to knock an enemy prone. You make a Strength check versus the target's Strength or Reflex (whichever is better) check; if you succeed, the target is knocked prone.

COMBAT CONDITIONS

Blinded: A character who is blind treats his Reflexes as 0 for the purposes of defense, moves at half-speed, and is at -2 to Body and Grace, among other more obvious problems (such as reading).

Cowed: A character who is cowed is overcome with fear. They can take no actions, and has their Grace bonus to dodge reduced to -2. Cowed is the most extreme form of fear.

Dead: A character who is dead is really in a tough spot. You become dead when you have lost all your Mortal points.

Disabled: A character who has their mortal points reduced to ½ or less becomes disabled. A disabled character must take a half action every round to stay conscious; there is a 75% chance that natural healing will not happen. (Check every time the character should be healing.)

Dizzied: A character who is dizzied is unable to act for one round. You are dizzied if you take more Hits than your Soak in one blow.

Entangled: The character is tripped up. If he can move, it is at a crawl only, and that takes a half-action. The character is at -4 Grace.

Frightened: A character who is frightened must flee the source of the fear as fast as he can; he may still make half actions, as long as he is using two half actions to run away. A frightened creature is at -2 to all checks and to defense.

Panicked is the next strongest form of fear.

Helpless: A character who is helpless cannot perform any actions, and has a Dodge of only 5. Additionally, a full-round action against a helpless defender gives an attacker an extra +5 bonus to hit, almost guaranteeing a hit unless in cases of sheer bad luck or incompetence.

Panicked: A panicked character can only use the sprint action to flee. A character who is panicked is at -2 to all checks and to defense. *Cowed* is the next strongest form of fear.

Prone: A character who is prone is -4 to attack, and is -4 to dodge melee attacks, but +4 to dodge ranged attacks. It is also harder to move; you can't sprint on all fours. It is a free action to become prone, and a half action to stand back up.

Shaken: A character who is shaken is at -2 to all checks and to defense. This is the weakest form of fear; *frightened* is the next strongest form of fear.

Stunned: A stunned creature drops everything held, can't take actions, and takes a -2 penalty to Dodge. Stunned results are only caused by magic or special maneuvers.

Unaware: If the character is not aware a fight is happening, he cannot use his training to aid him. Thus, the Dodge of an unaware opponent is only 10.

Unconscious: A character who is unconscious has lost all their Stun or Hit points. A character who loses all their Stun is out for 1d6 minutes, a character who loses all their Hits is out for 1d6 hours.

FEATS AND HAZARDS

ELECTRICITY AND FIRE

These hazards deal damage every round to a character. A Constitution check can halve damage, but it must be made every round you are exposed to the hazard.

Hazard Strength	Electricity Example	Fire Example	Damage	Con DC
Mild	Car battery, stun gun	Torch	5d6 Stun	12
Light	Fuse box, electrical socket	Campfire	2d6 Lethal	16
Strong	Transformer, electric fence	Bonfire	4d6 Lethal	20
Catastrophic	Power line, lightning	Burning building	8d6 Lethal	24

FALLING

A character takes 1d6 points of stun damage per meter fallen, up to 80 meters (5d6+250 points of stun; terminal velocity), plus 1d6 points of lethal damage per 10 meters fallen, up to 80 meters. Worn armor does not protect (it was falling, too). A Reflexes check (DC equal to 8 plus half the distance fallen) halves stun damage; rolling a 1 on this save doubles stun damage, as the character takes a bad landing. If the character has the Acrobatics skill, a roll on this skill reduces the damage by 1 per 5 points rolled, both for the damage done and for the DC of the Reflexes check.

HEAT AND COLD

Heat and cold deal damage that cannot be recovered until the character is back to his or her normal temperature.

A character who is not equipped to deal with that temperature must make a Survival check each hour (DC 20 + 1 per previous check) or take 1d6 stun damage from the exposure. Exceptionally searing heat or cold can cause saves to occur more frequently. The mechanics are the same, except for how frequently the saving throws must be made.

SMOKE

A character who is breathing heavy smoke (or other similar 'generic toxic gases') must make a Constitution check (DC 16 + 1 per previous check) or spend that round coughing and choking. If a character coughs for 2 consecutive rounds, he takes 1d6 points of stun damage, ignoring Soak.

STARVATION

A character needs about 500g of food and 2 liters of water per day to survive (more food in cold climates, more water in hot, to simplify a complex subject). A character can go without food for up to three days. After this, the character must make a Constitution check every day (DC 20 + 1 per previous check) or take 1d6 points of lethal damage.

A character can go without water for 24 hours, plus two hours per point of Constitution. After that, the character must make a Constitution check every hour (DC 16 + 1 per previous check) or take 1d6 points of lethal damage. Damage taken this way cannot be recovered until a source of food and water is found.

SUFFOCATION AND DROWNING

When a character cannot breathe, the character can hold their breath for a number of rounds equal to his Constitution. After this time, they must make a Constitution check (DC 16 + 1 per previous check). When a check is failed, he or she begins to suffocate. All Stun is lost at this time, and the character takes 1 point of damage every round direct to Mortal until dead.

HEALING

Of course, after a while, you'll need to get over what ails you.

Stun damage recovers at the rate of your Recovery every minute.

Endurance recovers at the rate of your Recovery every 15 minutes.

Hits recover at the rate of your Recovery (round nearest) every day with medical care, or at the rate of your Recovery/5 (round nearest) every day without medical care

Mortal damage recover at the rate of your Recovery/5 every week with medical care. Without medical care, Mortal damage does not recover, and in fact, Mortal damage is aggravated by 1 extra point for every day gone without medical care.

EQUIPMENT

Equipment covers things you want and/or need. In F20, instead of messing around with real-world currencies, we list the price of things in GP – Gear Points. This is a 'generic' money, so that you don't have to convert price tables endlessly if you have the game in a different setting.

OBTAINING GEAR

At character creation and every month in 'game time', you gain a number of Gear Points, or GP. Gear Points represent cash available to be spent freely, not total income (everyone has bills to pay). You gain so many Gear Points every month of game time, and you gain ten times that number at character creation.

The starting level of Gear Points is 1000 at character creation and 100 every game month.

EXPLANATION OF THE WEAPON TABLES

Weapon is the name of the weapon in question. If the weapon has special notes regarding its use, it is marked with an asterisk.

Damage is how much and what type of damage the weapon does, in d6s.

Crit describes the critical hit range of the weapon (before the slash), and how damning the criticals are (after the slash).

Min ST represents the minimum Strength needed to use the weapon normally. For every point of Strength you lack, you are at -2 to hit, and if the weapon is muscle-powered (a knife or a crossbow), you are also at -1d6 to damage per point.

Range Increment is how far you can shoot the weapon before a penalty is applied.

ROF describes how fast the weapon can be fired. (S is single-shot; A is automatic. In almost all weapons, a weapon can totally empty its clip when expended on full-automatic.)

Magazine says how many shots the weapon can store, and how.

Weight is how massive the weapon is.

Cost gives the cost in GP.

License describes how easy it is to get the weapon in question. A weapon that requires a License requires a character to pay an extra tax of 25% of that weapon's cost every year. A weapon that is Restricted requires a character to pay an extra tax of 75% of the weapon's cost every year. A weapon that with Military restriction, if you can get it at all, requires a tax of 150% of that weapon's cost every year. And Illegal items (or 'black', as it is sometimes known) technically can't be obtained at all, but if you work for an agency who can look the other way, or if you know people who know people, they would charge you 250% of that item's normal price as a one-time 'obtaining fee'.

MELEE WEAPONS

<i>Weapon</i>	<i>Damage</i>	<i>Crit</i>	<i>Min ST</i>	<i>Weight</i>	<i>Cost</i>	<i>License</i>
Brass Knuckles	4d6 stun	20 / +1d6	1	0.5 kg	3 gp	-
Club	3d6 stun	20 / +2d6	2	1.5 kg	2 gp	-
Knife	1d6 lethal	19-20 / +2d6	2	0.5 kg	6 gp	-
Longsword	4d6 lethal	19-20 / +2d6	5	2 kg	15 gp	-
Machete	3d6 lethal	19-20 / +2d6	3	1 kg	3 gp	-
Police Baton	4d6 stun	19-20 / +2d6	3	1 kg	7 gp	-
Rapier	1d6 lethal	18-20 / +4d6	3	1.5 kg	12 gp	-
Punch	2d6 stun	19-20 / +1d6	1	-	-	-
Kick	3d6 stun	20 / +2d6	4	-	-	-

RANGED WEAPONS

<i>Weapon</i>	<i>Damage</i>	<i>Crit</i>	<i>Range Increment</i>	<i>ROF</i>	<i>Magazine</i>	<i>Min ST</i>	<i>Weight</i>	<i>Cost</i>	<i>License</i>
Barret Light Fifty	6d6 lethal	20 / +1d6	35m	S	11 box	8	17.5 kg	350 gp	License
Crossbow*	3d6 lethal	19-20 / +3d6	12m	1	1 internal	4	1.5 kg	9 gp	-
Holdout pistol*	2d6 lethal	20 / +2d6	8m	S	6 internal	2	0.2 kg	15 gp	Restricted
Hunting Rifle	3d6 lethal	20 / +2d6	30m	S	10 box	5	4 kg	20 gp	License
M-60	4d6 lethal	20 / +2d6	30m	A	Linked	6	11 kg	275gp	Military
M16A2	4d6 lethal	20 / +2d6	25m	S, A	30 box	6	4 kg	65 gp	Restricted
Revolver	3d6 lethal	20 / +1d6	15m	S	6 internal	2	1 kg	15 gp	License
Sawed-off shotgun*	4d6 lethal	20 / +1d6	4m	S	2 internal	3	2 kg	50 gp	License
Shuriken*	2d6 stun	20 / +1d6	4m	1	-	3	0.1 kg	1 gp	-
Skorpion	3d6 lethal	20 / +1d6	12m	S, A	20 box	2	2 kg	90 gp	Restricted
Uzi	4d6 lethal	20 / +1d6	12m	S, A	20 box	4	4 kg	120 gp	Restricted
Walther PPK	3d6 lethal	20 / +2d6	10m	S	7 box	3	0.5 kg	50 gp	License

Crossbow: This weapon normally takes a half action to reload. If the character's Strength is lacking, it takes a full-round action to reload, and the weapon takes the following penalties per point of Strength lacking: -2 to hit, -1d6 damage, -4m Range Increment.

Holdout pistol: This weapon is specifically designed to be hidden, and grants a +2 equipment bonus to Concealment.

Sawed-off shotgun: A shotgun is at -1d6 damage per range increment. This is a gross simplification of a complex subject.

EXPLANATION OF THE ARMOR TABLE

Armor is the name of the armor in question.

DR is Damage Reduction, or how much damage the suit blocks. Unless specially noted, all of these mundane suits of armor have an Energy Damage Reduction equal to its Damage Reduction.

Armor Penalty describes how damning the suit is to wear. Subtract the number shown on the table from Dodge, Movement (*after* multiplying for move speed), attack rolls, any Strength, Dexterity, or Reflexes check, and any Strength, Dexterity, or Reflexes based skill. The Armor Proficiency talent can reduce the penalty.

Weight gives its mass in kilograms.

Cost gives its cost in GP.

License describes how easy it is to get the armor. Armor that requires a License requires a character to pay an extra tax of 25% of that armor's cost every year.

ARMOR

<i>Armor</i>	<i>DR</i>	<i>Armor Penalty</i>	<i>Weight</i>	<i>Cost</i>	<i>License</i>
Chainmail shirt*	5	-6	20 kg	120 gp	-
Concealable vest	4	-4	2 kg	50 gp	License
Forced entry unit	9	-8	10 kg	150 gp	License
Leather jacket*	1	-0	2 kg	12 gp	-
Light undercover shirt	2	-1	1 kg	28 gp	License
Light-duty vest	5	-5	4 kg	65 gp	License
Plate mail*	8	-7	25 kg	500 gp	-
Special response vest	7	-7	7.5 kg	120 gp	License
Tactical vest	6	-6	5 kg	90 gp	License

Chainmail shirt: This assumes a protective layer of cloth or leather is worn underneath. Double the armor penalty if not, as nipples are shorn off by the links. EDR 2.

Leather jacket: This can also represent impromptu armor, heavy winter clothing, &c. EDR 2.

Plate mail: EDR 3.

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