



# e20 Lite

version 0.2

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The goal of the *e20 System Evolved* project is to design a genre-neutral roleplaying game whose mechanics allow for fast game play, streamlined character creation and advancement, and a cinematic storytelling experience. Its name is inspired by the *d20 System* family of games, and this project's intent is to help that venerable rules system evolve into its newest incarnation.

## OVERVIEW

This product, *e20 Lite*, is intended to give you a brief overview of the lead designer's starting vision of the game mechanics that will be found in the final version of the *e20 Core Rulebook*. In addition to building directly on Open Game Content from sources such as *Unearthed Arcana* (DUNGEONS & DRAGONS®), *Pathfinder*, and *Mutants & Masterminds*, it draws inspiration from the innovations found in other games such as STAR WARS® ROLEPLAYING GAME *Saga Edition*, DUNGEONS & DRAGONS 4th edition, *Savage Worlds*, and many other games.

Above all else, *e20 Lite* is very much a work in progress. This product contains the current game mechanics and concepts that are preferred by the lead designer, but patron input can and will result in substantial changes from this starting point. This product is a living document that serves as a beta test for exploring new game mechanics; as such, it is given a distinct version number (starting at version 0.1) to represent major revisions as the process moves forward. By the time *e20 Lite* reaches version 1.0, it will provide a solid set of "quick start rules" that provide new players with a quick introduction to the *e20 System*.

## WHAT'S DIFFERENT?

If you're familiar with d20-based games in general, much of the structure of the *e20 System* will be familiar despite having been substantially rebuilt. Unless described as changing in *e20 Lite*, assume that other rules work roughly the same as they did in DUNGEONS & DRAGONS edition 3.5 or *d20 Modern*. (There are exceptions, but most major changes are covered, at least in brief.)

**Experience Points:** Much like DUNGEONS & DRAGONS 4th edition, experience awards are level-independent to make encounter building easier and more intuitive.

**Character Advancement:** You gain feats and talents (see below) based on your total character level rather than your individual class levels. Ten encounters of average difficulty will provide enough experience points to advance a level, and you always gain one talent or feat when you advance. Talents and feats can be retrained as you gain levels, so it is not necessary to pre-plan your character's entire adventuring career in order to have a relatively optimized character.

**Races:** Races play the same role as they did in previous d20-based games. Inspired by DUNGEONS & DRAGONS 4th edition, racial modifiers to ability scores are always positive, never negative. As before, humans are the most customizable race, gaining +2 to an ability score of their choice, an additional trained skill, an additional feat, and an additional talent at 1st level. Most setting-specific races (such as elves or dwarves in high fantasy) gain +2 to two specific ability scores and several fixed racial traits, trading flexibility for greater specialization. In addition, your race provides some of your possible skill choices at 1st level.

**Backgrounds:** Much like professions in *d20 Modern*, backgrounds help to define your character's origin. Your background, like your race, provides some of your possible skill choices at 1st level. In addition, your background provides some other details (such as starting resources) that help to flesh out a character's standing in the campaign world.

**Classes:** There are six classes, each of which is roughly analogous to the six basic classes found in *d20 Modern*: Vanguard (Strong Hero), Dreadnought (Tough Hero), Corsair (Fast Hero), Savant (Smart Hero), Sentinel (Dedicated Hero), Envoy (Charismatic Hero). There are no class skills, but the number of skills chosen at 1st level is determined by your starting class.

Multiclassing is possible without penalty. There are no advanced classes or prestige classes, but advanced talent trees are available for higher-level characters.

**Talents:** Rather than fixed class features, in the *e20 System* you select your talents from lists called “talent trees,” each of which is associated with a particular class. Some talents require a minimum class level to be selected, so if you dedicate yourself to one class you can access exclusive talents that a multiclass character might not be able to learn.

Talents are divided into two categories: core talents (usable once per round) and major talents (usable once until you rest for 1 hour). Talents scale to match your overall power at any given level, and all talents—core and major—are designed to be equal in value.

**Hit Points:** Players familiar with other d20-based games might find that hit points and damage levels are a bit higher than they were in other games. However, relative power levels (damage compared to hit points) are generally similar to power levels in comparable game systems.

In addition to hit points, in the *e20 System* you have reserves, which are essentially a pool of “backup hit points” that can be used to recover more quickly than typically possible in d20-based games. Once your reserves are drained, however, damage has the potential to cause serious injury and death.

**Defenses and Saving Throws:** Much like *STAR WARS Saga Edition* and *DUNGEONS & DRAGONS 4th edition*, the *e20 System* has multiple static defenses (Primary, Fortitude, Reflex, and Will) that serve as the target number for an attack roll, and a simple saving throw mechanic that is used for recovery from lasting conditions.

**Attacks:** Unlike previous d20-based games, you do not have a base attack bonus. Instead, each weapon group has an associated skill, such as Firearms or Heavy Blades. Because of this, attacks, defenses, and skills all scale at exactly the same rate as you gain levels.

**Skills:** Like *STAR WARS Saga Edition* and *DUNGEONS & DRAGONS 4th edition*, the *e20 System* does not use skill points and ranks to measure proficiency. Instead, all skills improve automatically as you gain levels, and you are either untrained (+0), trained (+2), or focused (up to +5) in a given skill.

Unlike previous d20-based games, *e20 System* skills are not associated with a single ability score. Instead, you match your skill modifier with the most appropriate ability modifier, determined by the specific action you are taking.

**Feats:** For the most part, feats work similarly to those found in previous d20-based games. However, feats that had previously granted a unique action (such as Whirlwind Attack) are usually recast as talents. In addition, feats generally have fewer prerequisites.

**Enhancements:** Rather than being determined by your class and level, enhancements are abilities acquired through play. They might be physical items (like magic items in a high fantasy setting) or learned tricks and exploits your character has acquired as a direct result of overcoming a particular challenge. In addition, enhancements can be built and learned by characters between adventures; however, enhancements that you build yourself are less powerful than those you find during play.

Enhancements are particularly useful for niche situations that are too unusual to be worth spending a talent or feat.

**Equipment:** Weapons are similar to those in previous d20-based games, and damage levels are comparable if not actually identical to

their earlier counterparts. Range modifiers function differently, using broad range categories instead of flat range increments; for example, a typical pistol has a point blank range of 5 squares, a short range of 10 squares (–2 to attacks), a medium range of 20 squares (–5 to attacks), and a long range of 50 squares (–10 to attacks). Range modifiers can be greatly mitigated by aiming.

Armor provides a modest bonus to both your Primary Defense (analogous to Armor Class in *DUNGEONS & DRAGONS*) and your Damage Threshold (making you less likely to be fatigued, injured, knocked unconscious, or killed by an attack).

**Encounters:** Combat encounters are more fluid and volatile than in previous d20-based games; it is rare for combatants to remain in fixed positions for very long. Drawing inspiration from *DUNGEONS & DRAGONS 4th edition*, threat levels are scaled such that a standard 1st-level opponent is an appropriate challenge for a single 1st-level character. Encounters are thus very easy to scale for parties of different sizes; if you have six 3rd-level characters, pick out six 3rd-level standard opponents (or any other combination that adds up to roughly the same amount of experience points). Opponents are rated as ordinary (simpler attack options and lower hit points, like minions in *DUNGEONS & DRAGONS 4th edition*), standard, or elite (higher hit points and defenses, and an even match for a character of the same level). As a comparison, a 4th-level elite opponent is equivalent to a 6th-level standard opponent or an 8th-level ordinary opponent.

Noncombat encounters, inspired by complex skill checks in *Unearthed Arcana* and skill challenges in *DUNGEONS & DRAGONS 4th edition*, provide game mechanics for resolving situations that are too long, complex, or dangerous for a single skill check. The *e20 System* contains extensive guidelines on how to build a noncombat encounter (including several variant options that serve to make your encounter unique) and, more importantly, how to run a noncombat encounter during play. Mixed encounters containing both combat and noncombat challenges are both possible and encouraged.

**Settings:** The *e20 System* is a universal system that allows true compatibility between games of many different genres and settings. To that end, the rules are generally modular by design and easy to plug into any campaign. Whether you’re looking for comic book superheroics, cinematic action, or grim and gritty horror, the game can be set anywhere, and with the addition of new talent trees and feats you can represent genre-specific tropes such as magic and psionics.

## BASICS

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Regardless of your specific origin and class, your character’s progression and ability scores operate using the same mechanics throughout your campaign.

## ABILITY SCORES

Ability scores are calculated with the standard formula used in previous d20-based games. The ability modifier for a given ability score is equal to:

$$(\text{ability score})/2 - 5, \text{ rounded down}$$

The function of each ability score is summarized below.

- **Strength:** Power, musculature, and the ability to apply force to other objects and characters.
- **Constitution:** Toughness, mass, and overall resistance to physical effects.
- **Dexterity:** Speed, movement, and fine motor skills.

- **Intelligence:** Logic, reason, abstract thought, and accumulated knowledge.
- **Wisdom:** Awareness, intuition, and insight.
- **Charisma:** Self-confidence, presence, and force of personality.

## CHARACTER PROGRESSION

You start with one of each type of talent (core and major) and two feats. As you gain levels, you gain additional talents and feats as well as increases to your ability scores, as summarized in **Table 1: Character Advancement**.

## ORIGIN

Origins are mechanics that come from your character's history before becoming a 1st-level character. Except in very rare circumstances, these details do not change throughout your campaign.

## RACE

Races operate the same as in previous d20-based games, with one

exception: racial modifiers to ability scores are always positive, never negative. Most setting-specific races (such as elves or dwarves in high fantasy) gain +2 to two specific ability scores and several fixed racial traits, trading flexibility for greater specialization. Humans are described below.

### Human

Human is the default race unless otherwise specified. Humans are particularly adaptable and flexible in their capabilities, making them suited to specialize in nearly any task.

**Speed:** 6 squares

**Ability Modifiers:** +2 to a single ability score of your choice

**Bonus Skill:** Choose one additional skill, which need not be on your background skill list. You are trained in this skill.

**Bonus Feat:** Choose one additional feat for which you meet the prerequisites.

**Bonus Talent:** Choose one additional talent for which you meet the prerequisites.

## BACKGROUND

Your character's background—often represented by his/her profes-

**Table 1: Character Advancement**

Total XP	Level	Level Bonus	Summary	Core Talents	Major Talents	Feats Known
0	1st	+0	1 core talent, 1 major talent, 2 feats	1	1	2
1,000	2nd	+1	+1 major talent	1	2	2
3,000	3rd	+1	+1 feat, +1 core talent	2	2	3
6,000	4th	+2	+1 major talent	2	3	3
10,000	5th	+2	+1 feat, +1 to 2 ability scores	2	3	4
16,000	6th	+3	+1 major talent	2	4	4
24,000	7th	+3	+1 feat, +1 core talent	3	4	5
36,000	8th	+4	+1 major talent	3	5	5
52,000	9th	+4	+1 feat, +1 to 3 ability scores	3	5	6
76,000	10th	+5	+1 major talent	3	6	6
108,000	11th	+5	+1 feat, +1 core talent	4	6	7
156,000	12th	+6	+1 major talent	4	7	7
220,000	13th	+6	+1 feat, +1 to 4 ability scores	4	7	8
320,000	14th	+7	+1 major talent	4	8	8
470,000	15th	+7	+1 feat, +1 core talent	5	8	9
670,000	16th	+8	+1 major talent	5	9	9
970,000	17th	+8	+1 feat, +1 to 5 ability scores	5	9	10
1,370,000	18th	+9	+1 major talent	5	10	10
1,970,000	19th	+9	+1 feat, +1 core talent	6	10	11
2,770,000	20th	+10	+1 major talent	6	11	11

**Table 2: Backgrounds**

Background	Weapon Skills	Nonweapon Skills	Resources
Academic	Firearms, Simple Weapons, Unarmed*	Analytics, Bureaucracy, Computers, Focus, Knowledge, Linguistics, Mechanics, Medicine	+3
Blue Collar	Firearms, Hafted Weapons, Simple Weapons, Unarmed*	Athletics, Endurance, Mechanics, Pilot, Survival	+2
Criminal	Firearms*, Light Blades, Simple Weapons, Thrown Weapons, Unarmed*	Acrobatics, Deception, Initiative, Intuition, Mechanics, Perception, Stealth, Streetwise	+2
Law Enforcement	Firearms*, Simple Weapons, Thrown Weapons, Unarmed*	Analytics, Bureaucracy, Initiative, Persuasion, Pilot, Streetwise	+1
Military	Firearms*, Gunnery*, Light Blades, Pole Weapons, Simple Weapons, Thrown Weapons, Unarmed*	Athletics, Endurance, Initiative, Mechanics, Perception, Pilot, Survival, Tactics	+1
Rural	Firearms*, Pole Weapons, Simple Weapons, Thrown Weapons, Unarmed	Athletics, Endurance, Mechanics, Perception, Survival	+1

\* The Advanced Weapons feat for this skill can be taken in place of a weapon skill training slot at 1st level.

sion—generates a list of possible starting skills as well as other details, such as your overall resources and social standing. Some sample backgrounds (based on professions found in *d20 Modern*) are summarized in **Table 2: Backgrounds**.

## CLASSES

The *e20 System* has six universal classes suitable for any campaign setting and genre, and each class has access to talent trees and exclusive feats that fit their role in the game. (All names are subject to change due to patron input.)

### CLASS DESCRIPTIONS

The six character class descriptions use a common format to summarize the most important information.

#### Hit Points

At 1st character level, you gain a set number of starting hit points based on your starting class. As you gain levels, you gain a smaller number of hit points determined by the class you select. If you multiclass, you do not gain your new class's starting hit points.

#### Starting Skills

At 1st character level, your class grants you a set number of skills (including a minimum number of nonweapon skills) chosen from your racial and background skill lists. If you multiclass, you do not gain any starting skills from your new class.

#### Starting Feats

At 1st character level, your class grants you some feats automatically in addition to giving you the choice of one class feat and one bonus feat. If you multiclass, you do not gain any starting feats from your new class.

#### Talents

In the *e20 System* you customize your capabilities both in and out of combat by selecting different talents from the talent trees available to each class. Each talent tree is thematically consistent, representing a common approach to problem-solving that is specific to a particular class.

Fundamentally, talents provide access to new ways to use skills. All talents scale by character level; talents available at higher levels are not strictly more powerful than their lower-level counterparts, but higher-level talents reward characters who are dedicated to a particular class.

Each talent tree includes two different types of talents in order to diversify your options during an encounter.

- **Core Talents:** These represent the fundamentals of a given series of talents, both serving as prerequisites for some major talents in each talent tree and providing the ability to perform relatively simple actions that can be used once per round.
- **Major Talents:** More complex than core talents, major talents provide you with more powerful options. However, they are more taxing to perform, difficult to duplicate once an opponent has witnessed them, or both, so they can be used only once per encounter. A major talent recovers after you take 1 minute to rest or you spend an Action Point.

Tentatively, each class will have two universal talent trees designed to fit in almost any campaign genre or setting. Each talent tree includes 10 thematically-related talents and (ideally) fits on a single page, allowing you to easily compare different talents within each talent tree.

A talent tree with a particularly hierarchical structure that provides a very distinct sense of progression and specialization might use the following structure:

- **Core Talent A:** prerequisite 1st level
- **Major Talent A:** prerequisite 1st level, Core Talent A
- **Major Talent B:** prerequisite 2nd level, Core Talent A
- **Core Talent B:** prerequisite 3rd level
- **Major Talent C:** prerequisite 4th level, Core Talent A
- **Major Talent D:** prerequisite 4th level, Core Talent B
- **Major Talent E:** prerequisite 6th level, Core Talents A & B
- **Core Talent C:** prerequisite 7th level
- **Major Talent F:** prerequisite 8th level, Core Talent C
- **Major Talent G:** prerequisite 10th level, Core Talents A, B, & C

A talent tree with a more generalist approach might instead use a structure like this:

- **Core Talent A:** prerequisite 1st level
- **Core Talent B:** prerequisite 1st level
- **Major Talent A:** prerequisite 1st level, Core Talent A
- **Major Talent B:** prerequisite 1st level, Core Talent B
- **Major Talent C:** prerequisite 2nd level, Core Talent A
- **Major Talent D:** prerequisite 2nd level, Core Talent B
- **Core Talent C:** prerequisite 3rd level
- **Major Talent E:** prerequisite 4th level, Core Talents A & B
- **Major Talent F:** prerequisite 4th level, Core Talent C
- **Major Talent G:** prerequisite 8th level, Core Talents A, B, & C

The development process will consider alternative talent tree structures. For example, the structure might be two core talents and eight major talents with three talent universal talent trees per class. Regardless of the final structure, it is not meant to be a *constraint* on design but rather a tool to help *facilitate* design decisions.

Depending on what genre-specific modules are used in a given campaign, classes can gain access to additional talents that match their approach to combat and problem-solving. For example, in a high fantasy setting that features magic, the Savant gains access to the Wizard talent tree, allowing him to cast Magic Missile, Fireball, and other archetypical spells common to such settings.

## VANGUARD

If you want to be a front-line fighter who uses brute strength and your intimidating presence to dominate opponents, the Vanguard class is a good choice that has a great deal of hit points to absorb the punishment you attract on the battlefield. This class is most analogous to the Strong Hero in *d20 Modern*.

#### Hit Points

At 1st character level, Vanguards have (60 + Constitution modifier) hit points. You gain (12 + Constitution modifier) hit points for each additional level in Vanguard.

#### Starting Skills

At 1st character level, you are trained in Athletics and your choice of six skills (including at least two nonweapon skills) from your racial and background skill lists.

#### Starting Feats

At 1st character level, you gain the following feats:

**Automatic Feats:** Great Fortitude, Improved Great Fortitude, Lightning Reflexes

**Class Feats:** Brutal Presence or Devastating Strike (weapon group)  
**Bonus Feats:** Armor Proficiency or Dodge

## Talents

The following is a sample of talents available to a 1st-level Vanguard:

### Melee Smash [Core]

*You throw all of your weight into your savage attack, crushing your target with a ferocious blow.*

**Action:** Standard action *Weapon, Melee*  
**Target:** 1 character or object **Range:** reach  
**Attack:** SKILL (Str) vs. Primary  
*Hit:* WEAPON + SKILL (Str + Con) damage  
**Action Point:** Ignore target's Hardness during this attack.

### Cleaving Strike [Core]

*Your might allows you to build momentum as you smash through one target so you can strike another.*

**Action:** Standard action *Weapon, Melee*  
**Target:** 1 character **Range:** reach  
**Attack:** SKILL (Str) vs. Primary  
*Hit:* WEAPON + SKILL (Str) damage, and make a secondary attack against a different character in range.  
**Attack:** SKILL (Str) – 5 vs. Primary  
*Hit:* WEAPON + SKILL damage  
**Action Point:** If your secondary attack hits, repeat the secondary attack against another character in range. No target can be attacked more than once.

### Crushing Charge [Major]

*You charge your foe, landing a mighty blow that knocks your target off its feet.*

**Prerequisite:** Melee Smash  
**Action:** Standard action *Weapon, Melee*  
**Requirement:** You must be able to charge your target.  
**Target:** 1 character or object **Range:** reach  
**Effect:** You move adjacent to your target, subject to the same requirements as the charge action. Your turn ends immediately after your attack.  
**Attack:** SKILL (Str) + 2 vs. Primary and Fortitude  
*Hit vs. Primary:* WEAPON + SKILL (Str + Con) damage  
*Hit vs. Fortitude:* Target is knocked prone  
*Miss vs. Primary:* Strength modifier damage  
**Action Point:** On hit vs. Fortitude, target is also slowed (Fort save ends).  
**Stunt:** Bull Rush or Overrun

### Whirlwind Attack [Major]

*Your awareness of your surroundings allows you to strike all foes in range with a flurry of blows.*

**Prerequisite:** Cleaving Strike  
**Action:** Standard action *Weapon, Melee*  
**Target:** all enemy characters **Range:** reach in reach  
**Attack:** SKILL (Str) vs. Reflex of each target  
*Hit:* WEAPON + SKILL damage  
**Action Point:** Instead deal WEAPON + SKILL (Str + Dex) damage on hit.

## DREADNOUGHT

If you want to be a tireless warrior who protects allies and drives enemies to his advantage in combat, the Dreadnought class is an excellent choice, typically having the most hit points in a given group of characters and continuing to fight after anyone else would have succumbed to

enemy attacks. This class is most analogous to the Tough Hero in *d20 Modern*.

## Hit Points

At 1st character level, Dreadnoughts have (60 + Constitution modifier) hit points. You gain (12 + Constitution modifier) hit points for each additional level in Dreadnought.

## Starting Skills

At 1st character level, you are trained in Endurance and your choice of six skills (including at least two nonweapon skills) from your racial and background skill lists.

## Starting Feats

At 1st character level, you gain the following feats.

**Automatic Feats:** Great Fortitude, Improved Great Fortitude, Iron Will  
**Class Feats:** Relentless or Tireless  
**Bonus Feats:** Armor Proficiency or Dodge

## Talents

The following is a sample of talents available to a 1st-level Dreadnought:

### Draw Fire [Core]

*You dominate the attention of your enemies, forcing them to focus on you rather than your allies.*

**Action:** Swift action *Weapon*  
**Target:** all enemies in 2 × 2 area **Range:** weapon  
**Attack:** WEAPON (Con) vs. Will of all targets in area  
*Hit:* Until the start of your next turn, the target cannot make an attack that doesn't include you as a target so long as you are conscious and an eligible target.  
**Action Point:** Affect all enemies in 4 × 4 area.  
**Stunt:** Suppress

### Hold the Line [Core]

*Your relentless assault cuts off an enemy's room to maneuver.*

**Action:** Standard action *Weapon*  
**Target:** 1 character **Range:** weapon  
**Attack:** SKILL (Con) vs. Primary  
*Hit:* WEAPON + SKILL (Con) damage, and the target is slowed until the start of your next turn.  
**Action Point:** On hit, target is dazed until the start of your next turn and slowed (Reflex save ends).

### Covering Attack [Major]

*Your focused attacks create an opening that allows your allies to reposition before the enemy can respond.*

**Prerequisite:** Draw Fire  
**Action:** Standard action *Weapon*  
**Target:** 1 character **Range:** weapon  
**Attack:** SKILL (Con) vs. Primary  
*Hit:* WEAPON + SKILL (Con) damage, and one allied character in sight of both you and the target can maneuver up to its speed as a free action.  
**Action Point:** One additional allied character can maneuver up to its speed as a free action.  
**Stunt:** Suppress

### Crushing Advance [Major]

*Your tireless onslaught drives your enemies before you.*

**Prerequisite:** Hold the Line  
**Action:** Standard action *Weapon*  
**Target:** 1 character **Range:** weapon  
**Attack:** SKILL (Con) vs. Fortitude

*Hit:* WEAPON + SKILL damage, and you force the target 1 square away from you. In addition, you can maneuver 1 square and repeat this attack (cumulative –2 penalty for each previous hit) against the same target or another character adjacent to that target.

**Action Point:** Gain +2 bonus to all attacks you make with Crushing Advance this turn.

## CORSAIR

If you want to be a quick and agile combatant, the Corsair class is a good choice that combines speed and sudden, unexpected strikes to quickly eliminate enemies while avoiding their counterattacks. This class is most analogous to the Fast Hero in *d20 Modern*.

### Hit Points

At 1st character level, Corsairs have (50 + Constitution modifier) hit points. You gain (10 + Constitution modifier) hit points for each additional level in Corsair.

### Starting Skills

At 1st character level, you are trained in Initiative and your choice of seven skills (including at least four nonweapon skills) from your racial and background skill lists.

### Starting Feats

At 1st character level, you gain the following feats:

**Automatic Feats:** Great Fortitude, Improved Lightning Reflexes, and Lightning Reflexes.

**Class Feats:** Sneak Attack or Uncanny Dodge

**Bonus Feats:** Dodge or Mobility

### Talents

The following is a sample of talents available to a 1st-level Corsair:

#### Deadeye [Core]

*Your steady hand and keen senses make you an exceptional sharpshooter.*

**Action:** Standard action *Weapon, Ranged*

**Requirement:** You must have aimed at your target this turn.

**Target:** 1 character or object **Range:** weapon

**Attack:** SKILL (Dex) + 1 vs. Primary  
*Hit:* WEAPON + SKILL (Dex + Wis) damage

**Action Point:** Target is disadvantaged for this attack

**Stunt:** Disarm

#### Clever Strike [Core]

*You make a quick, calculated attack that exploits your target's weaknesses.*

**Action:** Standard action *Weapon*

**Requirement:** You must be wielding a light weapon.

**Target:** 1 character **Range:** weapon

**Attack:** SKILL (Dex) vs. Primary  
*Hit:* WEAPON + SKILL (Dex + Int) damage

**Action Point:** Target is disadvantaged for this attack.

**Stunt:** Trip

#### Nimble Strike [Major]

*Your knack for weaving through armor and defenses leaves your target flat-footed after your unexpected strike.*

**Prerequisite:** Clever Strike

**Action:** Standard action *Weapon*

**Requirement:** You must be wielding a light weapon.

**Target:** 1 character **Range:** Point blank

**Attack:** SKILL (Dex) vs. Reflex

*Hit:* WEAPON + SKILL (Dex + Int) damage, and target is slowed until the start of your next turn.

**Action Point:** On hit, target is dazed (Reflex save ends) instead of slowed.

#### Barrage [Major]

*Your devastating barrage of fire damages a large group of opponents and leaves them off balance, giving your allies an edge against them.*

**Prerequisite:** Deadeye

**Action:** Standard action *Weapon, Ranged*

**Target:** all enemy characters in 4×4 area **Range:** weapon

**Attack:** SKILL (Dex) vs. Primary and Reflex of each target

*Hit vs. Primary:* WEAPON + SKILL damage

*Hit vs. Reflex:* Target is disadvantaged until the start of your next turn

**Action Point:** WEAPON + SKILL (Int) on hit vs. Primary, and target is disadvantaged (Reflex save ends) on hit vs. Reflex

## SAVANT

If you want to be an embodiment of the maxim “brains over brawn,” the Savant class is a good choice that uses superior planning, analysis, and knowledge to outsmart opponents and find the most efficient path toward overcoming any obstacle. This class is most analogous to the Smart Hero in *d20 Modern*.

### Hit Points

At 1st character level, Savants have (40 + Constitution modifier) hit points. You gain (8 + Constitution modifier) hit points for each additional level in Savant.

### Starting Skills

At 1st character level, you are trained in Analytics and your choice of eight skills (including at least six nonweapon skills) from your racial and background skill lists.

### Starting Feats

At 1st character level, you gain the following feats:

**Automatic Feats:** Improved Lightning Reflexes, Iron Will, and Lightning Reflexes

**Class Feats:** Brilliant Tactician or Sudden Insight

**Bonus Feats:** Skill Focus or Skill Mastery

### Talents

The following is a sample of talents available to a 1st-level Savant:

#### Exploit Opening [Core]

*Your tactical savvy allows you to spot openings for your allies, allowing them to make additional attacks during your turn.*

**Action:** Standard action *Weapon*

**Requirement:** At least one ally in sight must be able to make a simple melee or ranged attack against the target.

**Target:** 1 character **Range:** sight, ally's weapon

**Attack:** Tactics (Int) vs. Primary  
*Hit:* ally's WEAPON + Tactics (Int) damage

**Action Point:** On hit, target is dazed until the start of your next turn.

**Stunt:** Suppress

#### Find Weakness [Core]

*Your analytical mind critiques your target's defenses, systematically testing by trial-and-error them until you find a weakness.*

**Action:** Standard action *Weapon*

**Target:** 1 creature or object **Range:** weapon, 5

**Attack:** Analytics (Int) vs. Fortitude  
*Hit:* WEAPON + Analytics damage  
*Miss:* Until you hit this target with an attack or the encounter ends, you gain a cumulative +2 bonus to attacks against this target.  
**Action Point:** On hit, WEAPON + Analytics (Int) damage

### Outflank [Major]

*You notice a gaping hole in a target's defenses, allowing your attack to create a distraction necessary for your allies to reposition themselves to take advantage of the lapse.*

**Prerequisite:** Exploit Opening  
**Action:** Standard action *Weapon*  
**Requirement:** At least one ally in sight must have line of sight to the target.  
**Target:** 1 character **Range:** sight, ally's weapon  
**Effect:** Your ally moves up to its speed as an immediate free action, ending its movement in a space from which it has line of effect and sight to the target.  
**Attack:** Tactics (Int) vs. Will  
*Hit:* ally's WEAPON + Tactics (Int) damage, and the target is disadvantaged (Will save ends).  
**Action Point:** One additional ally can move up to its speed as an immediate free action, and you gain +2 bonus to your attack.

### Crucial Insight [Major]

*You have a flash of insight, recognizing a crucial weakness in the target that can trigger cascading debilitating effects.*

**Prerequisite:** Find Weakness  
**Action:** Standard action  
**Target:** 1 character or vehicle **Range:** 5  
**Attack:** Analytics (Int) vs. Primary, Fortitude, Reflex, and Will  
*Hit vs. Primary:* Target is disadvantaged (Reflex save ends).  
*Hit vs. Fortitude:* Target's massive damage threshold is treated as if it were 5 points lower (Fortitude save ends).  
*Hit vs. Reflex:* Target is slowed (Reflex save ends).  
*Hit vs. Will:* Target is dazed (Will save ends); this is a mind-affecting effect.  
**Action Point:** Target takes -2 penalty on all saving throws against the effect of this talent.

## SENTINEL

If you want to be your allies' consummate defender and protector, the Sentinel is the idea class because it specializes both in helping allies to continue fighting in the face of an enemy's onslaught and in leading them to greater heroics through your fearless example. This class is most analogous to the Dedicated Hero in *d20 Modern*.

### Hit Points

At 1st character level, Sentinels have (50 + Constitution modifier) hit points. You gain (10 + Constitution modifier) hit points for each additional level in Sentinel.

### Starting Skills

At 1st character level, you are trained in Intuition and your choice of seven skills (including at least four nonweapon skills) from your racial and background skill lists.

### Starting Feats

At 1st character level, you gain the following feats:  
**Automatic Feats:** Great Fortitude, Improved Iron Will, Iron Will  
**Class Feats:** Bastion of Courage or Situational Awareness  
**Bonus Feats:** Armor Proficiency or Dodge

### Talents

The following is a sample of talents available to a 1st-level Sentinel:

### Render Aid [Core]

*Your medical expertise brings critical aid to your allies.*

**Action:** Standard action *Healing*  
**Target:** 1 character **Range:** reach  
**Check:** Medicine (Wis) vs. DC 15  
*Success:* Target heals 1 per point by which your check result exceeds the DC, and target can recover as an immediate free action. You take a cumulative -5 penalty to your check for each prior attempt to use Render Aid on a given target in the same encounter.  
**Action Point:** Double healing to target.

### Shielding Maneuver [Core]

*You anticipate danger and make preemptive moves to avoid it.*

**Action:** Standard action *Weapon*  
**Target:** 1 character or object **Range:** weapon  
**Attack:** Intuition (Wis) vs. Primary  
*Hit:* WEAPON + Intuition (Wis) damage, and designate either yourself or an ally in sight within 5 squares. Until the start of your next turn, the designated character gains a bonus to its Primary or Reflex Defense (your choice) equal to (your Dexterity modifier + your Intelligence modifier)/2, rounded down.  
**Action Point:** You gain +2 bonus to your attack. On a hit, your ally gains the listed bonus to both its Primary and Reflex Defenses.

### Second Chance [Major]

*You provide emergency lifesaving techniques to give your ally a second chance to overcome debilitating conditions.*

**Action:** Swift action *Healing*  
**Target:** 1 character **Range:** reach  
**Check:** Medicine (Wis) vs. DC 15  
*Success:* Target can make an immediate saving throw against each condition currently affecting it, suffering no ill effect from a failed save.  
*Success by 5 or more:* Target can recover as an immediate free action.  
**Action Point:** Target heals 1 per point by which your check result exceeds the DC. On success, target gains +2 bonus to its immediate saving throws.

### Resolute Defense [Major]

*Your tireless counterattacks give your allies a moment of reprieve.*

**Action:** Standard action *Weapon, Healing*  
**Target:** 1 character **Range:** weapon  
**Attack:** SKILL (Wis) vs. Primary  
*Hit:* WEAPON + SKILL (Con) damage, and designate a number of allies equal to your Wisdom modifier and within 5 squares of you. Designated allies can recover as an immediate free action.  
**Action Point:** If a designated ally is attacked before the start of your next turn, you can make a simple melee attack or simple ranged attack against the attacker as an interruption.

## ENVOY

If you want to be a brilliant negotiator, leader, and facilitator, the Envoy is an ideal choice, manipulating opponents with savvy and deceptive ploys and rallying allies with inspirational words and deeds. This class is most analogous to the Charismatic Hero in *d20 Modern*.

### Hit Points

At 1st character level, Envoys have (40 + Constitution modifier) hit points. You gain (8 + Constitution modifier) hit points for each additional level in Envoy.

### Starting Skills

At 1st character level, you are trained in Persuasion and your choice of eight skills (including at least six nonweapon skills) from your racial and background skill lists.

## Starting Feats

At 1st character level, you gain the following feats:

**Automatic Feats:** Improved Iron Will, Iron Will, Lightning Reflexes

**Class Feats:** Connections or Influence

**Bonus Feats:** Dodge or Skill Mastery

## Talents

The following is a sample of talents available to a 1st-level Envoy:

### Fast Talk [Core]

*Your glib words leave your target dumbfounded and ill-prepared for your sudden attack.*

**Action:** Standard action *Mind-affecting*  
**Target:** 1 character **Range:** weapon, communication

**Attack:** Deception (Cha) + 2 vs. Will

*Hit:* WEAPON + Deception (Cha)

*Hit by 5 or more:* Target is dazed until the start of your next turn.

**Effect:** You take a cumulative –2 penalty to your attack roll for each previous use of this talent during the same encounter.

**Action Point:** On hit, target is dazed (Will save ends).

**Stunt:** Riposte

### Lead by Example [Core]

*Your courageous attack inspires an ally to follow suit and make an advantageous strike against the same target.*

**Action:** Standard action *Weapon*  
**Target:** 1 character or object **Range:** weapon

**Attack:** SKILL (Cha) vs. Primary

*Hit:* WEAPON + SKILL (Cha) damage, and one ally in sight gains a bonus equal to your Wisdom modifier to its first attack against that target before the start of your next turn. This bonus is a mind-affecting effect.

**Action Point:** On hit, two allies in sight gain the listed bonus, and target is disadvantaged until the start of your next turn.

### Rally [Major]

*When things look their darkest, you bring your allies back from the edge of defeat.*

**Prerequisite:** Lead by Example

**Action:** Swift action *Healing, Mind-affecting*  
**Target:** 1 ally **Range:** communication

**Check:** Persuasion (Cha) vs. DC 15

**Effect:** The target heals 1d6 plus 1 for every point by which your check result exceeds the DC. The target can recover as an immediate free action.

**Action Point:** Double healing to target.

### Shake Resolve [Major]

*Your eerie calm has a chilling effect on your target, leaving it unnerved and unsure of its convictions.*

**Prerequisite:** Fast Talk

**Action:** Standard action *Mind-affecting*  
**Target:** 1 character **Range:** 5, communication

**Attack:** Persuasion (Cha) vs. Will

*Hit:* 2d6 + Persuasion (Cha) nonlethal damage, –1 fatigue penalty, and target is dazed (Will save ends daze).

*Target fails save:* Target is stunned (Will save ends).

**Action Point:** On hit, target instead takes –2 fatigue penalty and –2 penalty to its Will save against this talent.

## MULTICLASSING

In the *e20 System*, you can multiclass with few restrictions. Because each talent tree has higher-level talents that are exclusively available to characters who have specialized in a given class, the advantage of multiclassing is gaining diversity by learning different types of talents, but the disadvantage is that you learn fewer talents from any particular talent tree.

## ADVANCED TALENTS

The *e20 System* does not include advanced classes or prestige classes that provide greater specialization in a particular role. Instead, it features advanced talent trees that are available only after meeting certain prerequisites. Advanced talent trees are not necessarily exclusive to any class, but characters with levels in a particular class might find it easier to learn these talents.

## SKILLS

Skills in the *e20 System* are substantially different from those found in earlier d20-based games.

- All skills can be used untrained, but skills do have some trained-only applications.
- All skills automatically improve as you gain levels.
- If you are trained in a skill, you have a +2 training bonus to your skill modifier. You start with several trained skills at 1st level (chosen from your race and background skill lists), and you can take the Skill Training (SKILL) feat to become trained in any new skill (even those not on your race and background skill lists).
- If you have taken the Skill Focus (SKILL) feat, your training bonus increases to +3 (+4 at 5th level, +5 at 13th level).
- Skills are not associated with a single ability score. Instead, the specific situation or application of the skill determines which ability score modifier to add to the skill check.

Your skill modifier is equal to:

$$1/2 \text{ level} + \text{training bonus} + \text{enhancement bonus}$$

If an ability modifier is included as a part of a skill check, it is listed in parentheses; for example, “Medicine (Wis)” means you add your Medicine skill modifier and your Wisdom modifier:

$$d20 \text{ result} + \text{skill modifier} + \text{ability modifier}$$

If your check result equals or exceeds the target Difficulty Class (DC), your skill check succeeds. If not, it fails.

**Table 3: Skills** lists the skills used in the *e20 System*, dividing them into weapon skills and nonweapon skills. Specific applications within each skill—many of them familiar to players of other d20-based games—are also listed. Generally, DCs are comparable to that seen previously, and a moderate DC for a level-appropriate challenge is about 15 + level.

**Table 3: Skills**

Skill	Applications
<i>Nonweapon Skills</i>	
Acrobatics	Avoid Difficult Terrain*, Balance, Escape, Kip Up*, Soft Fall*, Tumble*
Analytics	Analyze Clue, Collect Evidence*, Evaluate, Research*
Athletics	Accelerated Climb*, Accelerated Swim*, Catch, Climb, High Jump, Jump Down, Long Jump, Pole Vault*, Swim
Bureaucracy	Jurisprudence*, Litigate*, Navigate Organization, Obtain License, Requisition
Computers	Alter Program*, Breach Security*, Jam Communications*, Defend Security*, Find Information, Operate Communications, Operate Sensors, Trace*, Use Program
Deception	Bluff, Create Diversion, Disguise, Feint*, Forge Document
Endurance	Additional Recovery*, Force March, Hold Breath, Ignore Fatigue, Ignore Hunger, Ignore Thirst, Run, Tread Water
Focus	Concentration, Use Magic*, Use Psionics*
Initiative	Avoid Feint, Cancel Readied Action, Counter Tumbling*, Start Battle
Intuition	Interrogate, Sense Deception, Sense Influence, Sense Paranormal Activity*
Knowledge	Common Information, Familiar Information, Expert Information*
Linguistics	Cryptography*, Innuendo, Understand Language
Mechanics	Demolitions*, Disable Device, Engineering*, Jury Rig, Modify Device*, Repair Device
Medicine	Diagnose, First Aid, Long-Term Care, Pharmaceuticals*, Resuscitate*, Revive, Stabilize, Surgery*, Treat Disease*, Treat Fatigue*, Treat Poisoning*
Perception	Blind Fight*, Detect Hidden Target, Notice, Search
Persuasion	Bribe, Haggle, Improve Attitude, Intimidate, Negotiate*
Pilot	Avoid Collision, Dogfight*, Engage*, Perform Stunt, Ram, Use Fixed Weapon*
Stealth	Blend, Camouflage, Conceal, Sneak, Snipe*
Streetwise	Find Black Market, Learn Rumors, Learn Secret*, Locate Individual, Sleight of Hand*
Survival	Forage*, Handle Animal, Know Direction, Overland Movement*, Ride, Track*
Tactics	Anticipate*, Coordinate Attack, Plan*
<i>Weapon Skills</i>	
	<i>All weapon skills:</i> Use Weapon, Maintain Weapon*, Repair Weapon*, Modify Weapon*
Archery	Bows and crossbows. <i>Advanced weapons:</i> daikyu, longbow.
Chained Weapons	Flails, chains, and whips. <i>Advanced weapons:</i> kusari-gama, spiked chain.
Firearms	Single-shot or semiautomatic sidearms and longarms. <i>Advanced weapons:</i> automatic sidearms, longarms, and machine guns, mounted bayonet.
Gunnery	Artillery, emplaced weapons, mounted weapons, grenades, and missile launchers. <i>Advanced weapons:</i> indirect artillery.
Hafted Weapons	Axes, clubs, maces, and hammers. <i>Advanced weapons:</i> double axe, waraxe.
Heavy Blades	longswords, greatswords, and scimitars. <i>Advanced weapons:</i> katana.
Light Blades	Daggers, rapiers, short swords. <i>Advanced weapons:</i> hilt punch.
Pole Weapons	Lances, polearms, spears, staffs, and mounted bayonets. <i>Advanced weapons:</i> pommel strike.
Simple Weapons	Clubs, daggers, knives, machetes, hatchets, and tasers. <i>Advanced weapons:</i> tonfa.
Thrown Weapons	Throwing daggers, darts, grenades, javelins, skuriken, and slings. <i>Advanced weapons:</i> atl-atl.
Unarmed	Brawling, grappling, and natural weapons. <i>Advanced weapons:</i> martial arts.

\* Trained only.

## FEATS

Feats work the same as they did in previous d20-based games. Feats take up too much space to describe in length, but **Table 4: Feats** summarizes the effects of each feat with enough detail to use it in a simple adventure.

This is by not a comprehensive list of feats for the *e20 System*. Instead, it presents a sample to provide an example of these feats work mechanically in comparison to other d20-based games.

## ENHANCEMENTS

Unique to the *e20 System*, enhancements are abilities not determined by your class and level but rather acquired through play. They might be physical items such as exceptional equipment in a high-tech setting or magic items in a high fantasy setting. They can also be tricks, exploits, and maneuvers you have learned as a direct result of overcoming chal-

lenges. Enhancements can be gained by characters between adventures (just as DUNGEONS & DRAGONS heroes can create magic items), but those you create yourself are less powerful than those you find during play.

Enhancements useful for highly specialized niches and situations that come up too rarely to be worth investing a talent or feat. For example, an ace pilot has a wide variety of enhancements that grant the ability to use unique maneuvers and stunts available to him or her, but most of the pilot's talents and feats can be applied anywhere.

Enhancements are comparable to the rules for magic items in DUNGEONS & DRAGONS. The complete rule set for enhancements is too extensive to cover in *e20 Lite*, but the following should give you a feel for what they do and how they are used.

### Acquiring Enhancements

On average, your character will acquire two new enhancements in the process of gaining one level. "Acquiring" can mean finding a physical enhancement (such as a unique or high-quality weapon) or learning a new ability during an encounter. The enhancement you acquire is almost always directly related to the situation in which you found it.

**Table 4: Feats**

Feat	Prerequisite	Effect
<i>Defensive Feats</i>		
Armor Proficiency		Wear armor without penalty.
Armor Proficiency, Heavy	Armor Proficiency	Wear heavy armor without penalty.
Dodge		+2 defense bonus to Primary Defense when not wearing armor.
Dodge, Improved	Dodge	+3 defense bonus to Primary Defense when not wearing armor (+4 at 5th level, +5 at 13th)
Great Fortitude		+2 defense bonus to Fortitude Defense and Fortitude saves.
Great Fortitude, Improved	Great Fortitude, either Dreadnought 1st or Vanguard 1st	+3 defense bonus to Fortitude Defense and Fortitude saves (+4 at 5th level, +5 at 13th)
Iron Will		+2 defense bonus to Will Defense and Will saves.
Iron Will, Improved	Iron Will, either Envoy 1st or Sentinel 1st	+3 defense bonus to Will Defense and Will saves (+4 at 5th level, +5 at 13th)
Lightning Reflexes		+2 defense bonus to Reflex Defense and Reflex saves.
Lightning Reflexes, Improved	Lightning Reflexes, either Corsair 1st or Sentinel 1st	+3 defense bonus to Reflex Defense and Reflex saves (+4 at 5th level, +5 at 13th)
<i>Class Feats</i>		
Bastion of Courage	Sentinel 1st	You and all allies in sight within 5 squares gain a +2 bonus on Will saves.
Brilliant Tactician	Savant 1st, trained in Tactics	You and all allies in sight within 5 squares gain a +2 bonus to attacks of opportunity and Primary Defense against attacks of opportunity.
Brutal Presence	Vanguard 1st	Once per round, designate a target you hit with a melee attack. If that target is within reach and makes an attack that doesn't include you as a target before the start of your next turn, it takes 1d6 damage (2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level).
Connections	Envoy 1st	Treat Resources DCs as 2 points lower.
Devastating Strike (weapon group)	Vanguard 1st	Melee weapon attacks with designated weapon group treat target's massive damage threshold as if it were 5 points lower.
Evasion	Corsair 3rd	Take no damage from area attack or autofire attack on a miss.
Influence	Envoy 1st	Treat target attitude as 1 step better for Persuasion checks.
Relentless	Dreadnought 1st	Once per round, when an enemy maneuvers out of a space you threaten, you can maneuver 1 square as an immediate free action.
Situational Awareness	Sentinel 1st	Once per encounter, you can reroll an Insight or Perception check and keep the better result.
Sneak Attack	Corsair 1st	Once per round when you hit a disadvantaged target with a weapon attack at point blank range, you deal an additional 3d6 damage (4d6 at 6th level, 5d6 at 11th level, 6d6 at 16th level).
Sudden Insight	Savant 1st	Once per encounter, you can reroll an Intelligence-based skill check and keep the better result.
Tireless	Dreadnought 1st	You can recover one additional time during an encounter.
Uncanny Dodge	Corsair 1st	Not disadvantaged when flanked or before first action in combat.

The quality of an acquired enhancement is 1 to 5 levels greater than your character level, and the Game Master should allocate them in a way that keeps their distribution even among the players. For example, if you get one enhancement at level + 5, the other enhancement you gain during this level should be lower (ideally level + 1). Over multiple levels, the GM should try to make sure every player's character gets a turn at acquiring the best enhancement at a given level.

One way you acquire enhancements is by defeating elite opponents of your level or higher; in this case, you might learn the new enhancement because you saw it in action and learned from the experience. The GM can use a template to turn the defeated opponent's attacks and special actions into a comparable enhancement appropriate for a given level.

## Creating Enhancements

Any character with Skill Focus (SKILL) can create enhancements related to that skill. An enhancement that provides an enhancement bonus requires you to have a minimum level of bonus/4; other specific en-

hancements (similar to magic item qualities in earlier d20-based games) might modify the minimum required level.

Whether the enhancement is a physical item or a trick learned through intense training, it costs both time and money to create (and they are even more expensive to buy from someone else). Still, creating enhancements is a good way for you to use a skill you specialize in to help your comrades improve. In this way, both you and your entire party benefit from your personal skill knowledge.

## Using Enhancements

Enhancements must be prepared in one way or another to function, and you have a limited number of "slots" into which you can place active enhancements. For example, you can have only one enhancement active in your stance slot at any given time.

Generally, changing the enhancement in a slot requires a swift action, but some types of enhancements require more preparation (and a minute of rest) to mentally prepare and focus on changing the active enhancement.

**Table 4: Feats (continued)**

Feat	Prerequisite	Effect
<i>General Feats</i>		
Advanced Weapons (SKILL)	Skill Training (SKILL)	Use advanced weapons at full SKILL modifier.
Burst Fire	Advanced Weapons (Firearms) or Skill Training (Gunnery)	–5 attack, + (2 × Strength modifier) damage with a held autofire weapon or –5 attack, + (2 × Intelligence modifier) damage with a mounted autofire weapon against a single target; expends 5 shots.
Combat Expertise	Int 13	When you make an attack on your turn, choose a value less than or equal to your Intelligence modifier; until the start of your next turn, add this value as a bonus to your Primary and Reflex Defenses and subtract this value from all attack rolls (including this one).
Far Shot		Halve range before determining range penalty.
Mobility	Dex 13	Move before and after standard action so long as total movement doesn't exceed your speed.
Power Attack	Str 13	–2 attack, + (Strength modifier) damage with two-handed melee weapon.
Quick Draw		Draw or holster weapon as free action.
Rapid Shot		–2 attack, + (Strength modifier) damage with semiautomatic weapon; expends 2 shots.
Rapid Strike		–2 attack, + (Dexterity modifier) damage with one-handed melee weapon
Skill Focus (SKILL)	Skill Training (SKILL)	+3 training bonus to SKILL (+4 at 5th level, +5 at 13th level); can train other characters to use enhancements based on SKILL.
Skill Mastery (SKILL)	Skill Training (SKILL)	Roll of 4 or less on d20 is treated as a 5 with SKILL checks and attacks.
Skill Training (SKILL)		+2 training bonus SKILL, use trained-only SKILL applications.
Stunt Mastery (stunt)	Combat Expertise, Int 13	Choose a single stunt. You take no penalty to your attack rolls when using that stunt.
Two-Weapon Training		Reduce penalty for wielding two weapons to –2 (–1 for light weapons).

## EQUIPMENT

In most cases, equipment in the *e20 System* is similar to its earlier d20-based counterparts.

## RESOURCES

Resources fill a role similar to Wealth in *d20 Modern*, serving as an abstract representation of your character's ability to make purchases or otherwise acquire an item. Resources are fluid and represent everything from your credit rating to your savings to your ability to call in favors in order to gain access to the assets of an organization.

The *e20 System* uses a hybrid mechanic that allows you to translate cash into Resources, and vice versa. Unlike Wealth in *d20 Modern*, the Resources mechanic is not required for ordinary purchases, and you can easily handle everything using nothing but cash. For non-cash transactions (transactions like getting a mortgage or requisitioning weapons), the Resources mechanic handles everything from setting the necessary skill DC to determining just how far your credit or access will stretch before your request is denied.

### On-Hand Objects

As with Wealth in *d20 Modern*, the Resources mechanic provides you with a method to access common and relatively inexpensive items without having to track your entire inventory. If you are in a place where you might logically have a given object—like in your house or in the trunk of your car—you can ask to make a Resources check to see if you happen to own that object. The rules assume that you had previously purchased the common item at some point in your day-to-day life.

Like *d20 Modern*, the *e20 System* has limits on how much you can find when checking for on-hand objects. For example, your character would be unlikely to have a forgotten but ready-to-use sports car hidden under the boxes in the garage. On the other hand, getting spare parts

from a broken-down car you never towed away from a multi-acre ranch would be entirely reasonable.

## WEAPONS

Weapons are similar to those seen in previous d20-based games, and damage levels are comparable if not actually identical. A few sample weapons are shown in **Table 5: Weapons**.

### Range Modifiers

Range modifiers are determined using broad range categories instead of flat range increments, and all ranges follow the same pattern (1, 2, 5, 10, 20, 50, and so on). For example, a typical pistol has a point blank range of 5 squares, a short range of 10 squares (–2 to attacks), a medium range of 20 squares (–5 to attacks), and a long range of 50 squares (–10 to attacks).

Some equipment and feats can mitigate range modifiers.

## ARMOR

Armor provides a modest bonus to both your Primary Defense (analogous to Armor Class in *DUNGEONS & DRAGONS*) and your Massive Damage Threshold (making you less likely to be fatigued, injured, knocked unconscious, or killed by an attack). A few sample suits of armor are shown in **Table 6: Armor**.

## OTHER GEAR AND VEHICLES

Most other equipment is similar to that found in previous d20-based games. For the most part, such equipment can be used as written with little need for modification. Vehicles function more like a character than an inanimate object. Specific changes are still in development (and too extensive to list here), but as a comparison, vehicle rules are more detailed than those found in *STAR WARS Saga Edition*, but more streamlined and intuitive than those found in *d20 Modern*.

# COMBAT

Combat or its threat is an important part of most roleplaying games, and the *e20 System* is no exception. The combat rules are similar to those found in previous d20-based games except as noted here. (These rules are not all-inclusive, and some combat options are too extensive to be included in *e20 Lite*.)

## ATTACKS

An attack is any action that uses the word “attack” to describe its d20 task resolution roll. Attacks in the *e20 System* are similar to those in previous d20-based games, but there are some notable changes.

### Attack Roll

In most cases, an attack roll is a skill check using the listed skill modifier, ability modifier, and other modifiers as described in the action’s summary.

$$\text{Attack Roll} = \text{d20} + \text{skill modifier} + \text{ability modifier} + \text{misc. modifiers}$$

Some attacks—particularly those by inanimate objects such as traps and hazards—do not use a skill at all; instead, they use a flat modifier.

When you make an attack, compare your attack roll to the target’s Primary, Reflex, Fortitude, and/or Will Defense, as described in the action’s summary. If your attack roll equals or exceeds the target’s defense, the attack hits. Otherwise, it misses.

**Natural 20:** When you roll a natural 20 (the d20 comes up with 20 on its face), you gain two benefits:

- If you made your attack at point blank range or in melee, your attack automatically hits your target.
- If your attack roll equals or exceeds the target’s defense, you score a critical hit (see below).

**Natural 1:** When you roll a natural 1 (the d20 comes up with 1 on its face), your attack automatically misses.

### Critical Hits

Critical hits are handled somewhat differently in the *e20 System* than in previous d20-based games. When you score a critical hit with an attack, choose one of the following effects:

- **Double Damage:** Your attack deals double damage against the target. Roll damage normally, apply all modifiers, and then double the result.
- **Gain Action Point:** You gain one Action Point, which you can use for other effects during an encounter. (See **Action Points**, below.)
- **Perform Stunt:** In addition to the normal effect of your attack, you can perform a stunt such as tripping, disarming, or pinning your target. Different stunts have requirements that might make them unavailable for a given attack. (See **Stunts**, below.)

## DEFENSES

Like *Unearthed Arcana*, *STAR WARS Saga Edition*, and *DUNGEONS & DRAGONS*

Weapon	Damage	Range	Ammo	Size	Weight	Rate
<i>Firearms</i>						
Pistol, .22	2d4	5	6 cyl	Tiny	1 lb.	S
Pistol, 9 mm	2d6	5	15 box	Small	3 lb.	S
Pistol, .44 magnum	2d8	2	6 cyl	Medium	3 lb.	S
Rifle, .22LR	2d8	20	5 int.	Medium	6 lb.	S
Rifle, 7.62 mm	2d10	50	5 int.	Large	8 lb.	S
Assault Rifle, 5.56 mm*	2d8	20	30 box	Medium	8 lb.	S, A
Assault Rifle, 7.62 mm*	2d10	50	20 box	Large	11 lb.	S, A
Sniper Rifle, .50*	2d12	100	11 box	Huge	35 lb.	S
<i>Gunnery</i>						
Machine gun, 7.62 mm	2d10	20	Linked	Large	22 lb.	A
Machine gun, .50	2d12	50	Linked	Huge	75 lb.	A
<i>Simple Weapons</i>						
Club	1d6 + Str	—	—	Small	3 lb.	—
Dagger/knife	1d4 + Str	2	—	Tiny	1 lb.	—
Tonfa*	1d8 + Str	2	—	Small	3 lb.	—
<i>Unarmed</i>						
Brawling	1d4 + Str	—	—	Tiny	—	—
Martial arts*	1d6 + Str	—	—	Tiny	—	—

\* Advanced weapon

Armor	Armor Bonus (Primary)	Armor Bonus (Threshold)	Max Ability Bonus	Check Penalty	Speed	Weight
<i>Light Armor</i>						
Light undercover shirt	+1	+1	+6	+0	—	2 lb.
Undercover vest	+1	+2	+5	–1	—	3 lb.
Concealable vest	+2	+2	+4	–1	—	4 lb.
<i>Heavy Armor</i>						
Light-duty vest	+2	+3	+3	–2	–1	8 lb.
Tactical vest	+3	+3	+2	–2	–1	10 lb.
Special response vest	+3	+4	+1	–3	–1	18 lb.
Forced entry unit	+4	+5	+0	–4	–1	20 lb.

4th edition, the *e20 System* uses static defense scores to determine the success of an attack and a simple saving throw mechanic to handle recovery from lasting effects. Defense scores are calculated using the following formula:

$$10 + 1/2 \text{ level} + \text{ability modifier} + \text{defense bonus} \\ + \text{enhancement bonus}$$

The specific ability modifiers used and the source of defense bonuses are different for each of the four types of defenses.

## Primary Defense

Primary Defense is the target defense for most weapon-based attacks that are directed at a single target (as opposed to area attacks).

**Ability Modifier:** (Dexterity modifier + Intelligence modifier)/2. If you're wearing armor, it may limit your ability modifier.

**Defense Bonus:** Dodge grants a +2 defense bonus and Improved Dodge grants a +3 defense bonus (increasing to +4 at 5th level and +5 at 13th). If you are wearing armor, you instead add the armor's listed defense bonus.

## Reflex Defense

Reflex Defense is the target defense for area attacks and environmental hazards (such as landslides or pit traps). In addition, Reflex Defense fills the same role as "touch Armor Class" did in previous d20-based games.

**Ability Modifier:** (Dexterity modifier + Intelligence modifier)/2. If you're wearing armor, it may limit your ability modifier.

**Defense Bonus:** Lightning Reflexes grants a +2 defense bonus and Improved Lightning Reflexes grants a +3 defense bonus (increasing to +4 at 5th level and +5 at 13th).

## Fortitude Defense

Fortitude Defense is the target defense for attacks that directly affect your character's physical health (such as diseases or poisons) and anything wherein sheer toughness and bulk comes into play (such as resisting being pushed).

**Ability Modifier:** (Strength modifier + Constitution modifier)/2.

**Defense Bonus:** Great Fortitude grants a +2 defense bonus and Improved Great Fortitude grants a +3 defense bonus (increasing to +4 at 5th level and +5 at 13th).

## Will Defense

Will Defense is the target defense for attacks that are resisted by mental or emotional stamina and willpower (such as morale or psychic effects).

**Ability Modifier:** (Wisdom modifier + Charisma modifier)/2.

**Defense Bonus:** Iron Will grants a +2 defense bonus and Improved Iron Will grants a +3 defense bonus (increasing to +4 at 5th character level and +5 at 13th character level).

## SAVING THROWS

When an attack or other condition includes some sort of lasting effect, your character makes a saving throw (save) on his/her turn each round to try to dispel the effect. The *e20 System* has three different saves each of which are made with a d20 roll plus your defense bonus from the defensive feats you know:

- **Fortitude save:** 1d20 + Fortitude defense bonus vs. DC 15
- **Reflex save:** 1d20 + Reflex defense bonus vs. DC 15
- **Will save:** 1d20 + Will defense bonus vs. DC 15

## INJURY AND HEALING

The *e20 System* uses a hybrid system to track damage and lingering effects on a character.

### Hit Points

These are an abstract representation of your ability to survive or avoid the effects of an attack. Hit points do not represent physical toughness alone: High-level characters have a great number of hit points because they are skilled enough to avoid or minimize the effects of an attack, but the ability to do so is gradually worn down. In contrast, a large object has a great number of hit points because it has so much mass and resilience that it can withstand a great deal of physical punishment.

If you have at least 1 hit point remaining, you can act normally on your turn. If your hit points are reduced to 0, you are disabled and unable to take more than a single action each round. In addition, if you take a standard action while disabled, you must make a Fortitude save at the end of your turn to avoid falling unconscious.

### Reserves

You have reserves equal to twice your hit points. After you've rested for 1 minute, you automatically recover hit points from your reserves, returning you to full hit points if sufficient reserves remain. Once per encounter you can recover hit points as a standard action, drawing up to 1/10th your total reserves to help get you back into the fight.

If you have at least 1 reserve point remaining, you are able to recover from damage very quickly. If both your hit points and reserves are reduced to 0, you are dying and have to make a Fortitude save each round to see if you stabilize, continue to be in mortal danger, or die.

### Losing and Recovering Hit Points

Hit points and reserves can increase and decrease many times over the course of a single game session.

**Losing Hit Points:** Attacks and hazards have the potential to cause damage, which is deducted from your current hit points. If insufficient hit points remain, any excess is deducted from your reserves. Hit points and reserves never go below 0.

**Healing Hit Points:** After one full hour of rest, you automatically heal hit points equal to 1/10th your total reserves. Different effects—healing spells, first aid, class features—provide additional ways to heal hit points. During combat, many of these effects also enable you to draw from your reserves.

Healing is applied to your hit points until they are completely restored; after that, any excess healing is applied to your reserves.

### Maximum Damage Threshold

If you take damage equal to or greater than your maximum damage threshold in a single attack, you suffer some aggravated effect as a result of the attack. The specific effect depends on how many hit points and reserves you have remaining after applying the damage:

- **Hit Points > 0, Reserves > 0:** You take a –1 fatigue penalty to all skill checks and attacks. These penalties stack, but every round at the end of your turn you can make a Fortitude saving throw to reduce your fatigue penalty by 1. Fatigue penalties end automatically if you rest for one full minute.
- **Hit Points > 0, Reserves = 0:** You take a –1 injury penalty to all skill checks and attacks. These penalties stack, and they are more difficult to overcome than fatigue penalties. You can make a Fortitude save to reduce your injury penalty by 1 after a full night's rest, and other effects (surgery, magical healing, etc.) can help you recover more quickly.

- **Hit Points = 0, Reserves > 0:** You are knocked unconscious, but every round at the end of your turn you can make a Fortitude save to regain consciousness.
- **Hit Points = 0, Reserves = 0:** You are killed. The massive damage was simply too much for your body to have any chance of survival.

You calculate your Massive Damage Threshold with the following formula:

$$\text{Threshold} = 5 + \text{Fortitude Defense} + \text{armor bonus}$$

In addition to armor, some feats, racial traits, and other effects can modify your massive damage threshold.

## ACTION POINTS

Action Points allow you to perform exceptionally heroic acts or influence your environment. You start with 1 Action Point, which you can expend during play. Some actions and situations can change your Action Point total; for example, you have the option to gain an Action Point when you score a critical hit (rather than dealing double damage or some other benefit). After one hour of rest, your Action Point total is reset to 1.

When you spend an Action Point, select one of the benefits listed below. Some options for Action Points might be unavailable for different styles of play; for example, the On-Hand Object option might be disallowed in a less cinematic game, and the Ignore Massive Damage option might be disallowed in a game that emphasizes gritty and realistic combat. In addition, some modules may add additional options for Action Points.

- **Emulate Feat:** Until the end of your turn, you gain the benefit of a single feat for which you meet all prerequisites.
- **Emulate Talent:** Until the end of your turn, you gain the benefit of a single talent for which you meet all prerequisites.
- **Enhance Talent:** Talents have an "Action Point" line that describes an enhanced effect that you can activate by spending an action point.
- **Haste:** You can perform an action as if it required a different action type. Use a move action to perform a standard action, a swift action to perform a move action, a free action to perform a swift action, or perform a free action or reaction as if it were an interruption.
- **Ignore Massive Damage:** When you take damage in excess of your massive damage threshold, you can spend an Action Point to ignore the massive damage effect.
- **On-Hand Object:** Normally, you can make a Resources check to see if you have a common object available on hand, but you are limited to situations in which you would reasonably be expected to have an assortment of common objects (such as in your home, in the trunk of your vehicle, and so forth). If you spend an Action Point, you can ignore this restriction on finding an on-hand object nearby. However, the Game Master determines the object's specific location (accessible to you, but not necessarily convenient), and the GM is free to overrule any specific on-hand object you request if it would not reasonably be present. For example, the GM would rightly say that you can't find a set of lock picks inside a jail cell.
- **Perform Stunt:** You can perform a stunt (see Stunts, below) as a part of an attack.
- **Recover Talent:** You can spend an Action Point to regain the ability to use a major talent you have already expended without resting for 1 minute.
- **Reroll:** You can reroll an ability check, skill check, attack, or saving throw you just made, treating the new result as if it were the original roll.

Unless otherwise specified, you must spend your Action Point immediately before taking the action it modifies.

## COMBAT SEQUENCE

The basic combat sequence of the *e20 System* is similar to that seen in previous d20-based games.

### Surprise

At the beginning of an encounter, the Game Master decides who is surprised and who is prepared for combat. The GM can call for Perception checks, Insight checks, or any other skill check that he deems appropriate in order for characters to become aware of the imminent danger.

If there is at least one surprised character and at least one unsurprised character, a surprise round occurs. A surprise round is like an ordinary combat round, but each unsurprised combatant is allowed only one action (standard, move, or swift) on its turn.

### Initiative

Every character makes an Initiative check to determine their order for taking turns during the battle. In some situations, a different skill might be used for this purpose.

### Combat Rounds

Each character takes its turn in initiative order until everyone has had their turn; at that point, a new combat round begins and everyone is entitled to a new turn in the same order. Until you have started your first turn in combat, you are disadvantaged and vulnerable to some types of special attacks (such as a Sneak Attack).

**During Other Characters' Turns:** You can perform free actions, reactions, and interruptions during other character's turns, but only interruptions can prevent an action already in progress from being completed.

**During Your Turn:** Your turn breaks into three distinct phases.

- **Beginning of Your Turn:** Most beneficial effects are listed as lasting until the beginning of your turn. At the beginning of your turn, you can choose to delay and wait for another character to complete its turn before acting; however, the delay will not extend the duration of any beneficial effects.
- **Middle of Your Turn:** You can perform a standard action, a move action, a swift action, and one or more free actions in any order. Some situations and conditions might restrict or expand the actions available to you on your turn.
- **End of Your Turn:** Most detrimental effects last at least until the end of your turn. At the end of your turn, make a separate saving throw for each condition that allows it (such as fatigue). See the individual condition's description for details on the results of the saving throw (including whether any special effect occurs on a failed save).

## FIGHTING STYLE

The *e20 System* is designed to handle any style of combat, providing a unique benefit for each option a character might choose to employ.

- **One-Handed Weapon:** Add (Intelligence modifier, up to your armor's maximum ability bonus)/2 to your Primary and Reflex Defenses. You default to this fighting style if you are unarmed, but you can choose to use the two weapons fighting style if you prefer.
- **Two-Handed Weapon:** Add (Strength modifier)/2 to your damage with melee weapons. If you are wielding a ranged weapon and you have aimed at your target this round, add (Dexterity modifier)/2 to your damage.
- **Two Weapons:** You take a -5 penalty to all weapon attacks (-2 penalty with light weapons), but you can use Extra Attack (a swift action) once per round after you succeed in an attack you make with your primary weapon. If you have the Two-Weapon Fighting feat, the pen-

alties on your attack rolls are reduced to  $-2$ , or  $-1$  with a light weapon.

- **Weapon and Shield:** Add a shield bonus (usually  $+2$ ) to your Primary and Reflex Defense.

## ACTIONS IN COMBAT

You can perform several different types of actions during combat. Each round on your turn, you can perform one standard action, one move action, and one swift action. You can also perform one or more free actions even when it is not your turn, and some situations might call for you to make an action in reaction to (or even interrupting) another character's action.

- **Standard Actions:** These require the most effort and focus during your turn; most attacks are standard actions. You can trade your standard action for a move action or a swift action.
- **Move Actions:** These involve movement and other substantial bodily adjustments, such as removing an article of clothing or standing up from a prone position. You can trade your move action for a swift action.
- **Swift Actions:** These are generally used to enable other actions, and they are sometimes used to enhance or build on a standard action.
- **Free Actions:** These require very little effort, and you can perform more than one each round (subject to the GM's approval), even during another character's turn. However, you cannot interrupt another character's action when performing a free action.
- **Interruptions:** These are special actions that interrupt another character's action; resolve your action first, and when your action is resolved then you can determine whether or not the other character's action is allowed to proceed.
- **Reactions:** These are special actions that allow you to act on another character's turn, but only after the action that triggered it is complete. After you resolve your reaction, the original character can complete its turn.

**Table 7: Actions in Combat** summarizes the effect of several sample actions.

### Stunts

Stunts are attack options that allow you to produce a specified effect or alter the effect of a normal attack.

**Performing a Stunt:** You can perform a stunt as a separate action, as an additional effect for an attack by spending an Action Point, or as the reward for scoring a critical hit. Every stunt is resolved by comparing your attack roll to one or more of the target's defenses.

**Separate Action:** As a standard action, you can produce the effect of one stunt. You take a  $-5$  penalty on your attack roll unless you have the Stunt Mastery feat for that stunt. Use the specified attack roll to determine if you are allowed to perform the stunt.

**Action Point:** By spending an Action Point prior to making an attack, you gain the effect of a specified stunt with a successful attack roll in addition to the normal effect of the attack. You do not make a separate attack roll; instead, compare the normal attack roll to the specified defense to determine if the stunt is successful. (It is possible for the stunt to succeed even when the underlying attack does not, and vice versa.)

**Critical Hit:** If you score a critical hit, you have the option of gaining the benefit of one eligible stunt in addition to the normal effect of your successful attack roll. You do not make a separate attack roll; instead, compare the normal attack roll to the specified defense. (Even if you rolled a natural 20 on your attack roll at point blank range, the stunt is not automatically successful.)

**Universal Stunts:** Universal stunts are available for a wide range of attacks. In addition to performing a stunt as a separate action, each stunt can be performed with some types of attacks by spending an action point or by scoring a critical hit. The specific attacks that are eligible for each stunt are listed in parentheses.

- **Bull Rush (any melee attack or charge):** Target within reach; SKILL (Con) vs. Fortitude. On a hit, target is forced 1 square away from you, plus 1 additional square for every 5 points by which your attack roll beats the target's Fortitude Defense. You can move to remain within reach of your target, and this movement does not provoke an attack of opportunity from your target. Regardless of how much your attack roll beats the target's defense, you can move no more than your speed in squares; any movement performed as a part of a charge counts toward this limit.
- **Crush (grapple):** Grappled target within reach; Unarmed (Con) vs. Fortitude. On hit, WEAPON + UNARMED (Str) damage and target is grappled until the start of your next turn.
- **Disarm (grapple or any melee attack):** Target within reach; SKILL (Dex) vs. Reflex or Fortitude, whichever is higher. (Target gains  $+2$  bonus to its defense if it is wielding a two-handed weapon, and it takes a  $-2$  penalty to its defense if you are wielding a two-handed weapon.) On hit, target drops its weapon in a space of your choice that is within reach of both you and the target. If you disarm a target while unarmed, you can choose to wield the weapon instead of dropping it so long as you are otherwise able to do so.
- **Overrun (charge):** Target within reach; SKILL (Con) vs. Fortitude. On hit, you can move through the target's space during this turn (continuing your movement, in the case of a charge) so long as you can reach an eligible space. This movement provokes attacks of opportunity normally.
- **Pin (grapple):** Grappled target within reach; Unarmed (Str) vs. Reflex or Fortitude, whichever is greater. On hit, target is pinned and grappled until the start of your next turn.
- **Riposte (feint, melee only):** Target within reach; SKILL (Int) vs. Reflex. On hit, you gain  $+2$  bonus to your Primary and Reflex Defenses against that target until the start of your next turn. In addition, if your target makes an attack against you before the start of your next turn, you can make a simple melee attack against the target as an immediate interruption.
- **Suppress (any area, autofire, or ranged attack):** SKILL (Int) vs. Will. On hit, the target immediately uses the lean action to increase its cover (if it has cover against your attack) or uses the fall prone action (if it does not have cover against your attack). The target loses its swift action on its next turn.
- **Throw (grapple):** Grappled target within reach; SKILL (Str) vs. Fortitude. On hit, force target 1 square away from you, plus 1 additional square for every 5 points by which your attack roll beats the target's Fortitude Defense; target takes WEAPON + Unarmed (Str) damage, falls prone, and is no longer grappled.
- **Trip (grapple or any melee attack):** Target within reach; SKILL (Dex) vs. Reflex or Fortitude, whichever is greater. On hit, target falls prone.

**Talent Stunts:** In addition to universal stunts, some talents allow you to perform stunts that would not normally be available. For example, Deadeye allows you to perform the Disarm stunt, which is not normally allowed for ranged attacks. In addition, talents can have unique stunts available only by using that talent.

If a talent has stunts available beyond those the universal stunts that can be used with a given weapon or talent keyword, it will be noted in the Stunts line of the talent's description.

**Table 7: Actions in Combat**

Action	Effect
<i>Standard Actions</i>	
Aid Another	SKILL (Int) vs. DC 10; on hit, grant +2 bonus to ally.
Attack, Simple Area	SKILL (Int) vs. Reflex; on hit, WEAPON + SKILL damage; on miss, half damage if at point-blank range.
Attack, Simple Autofire	SKILL (Str) vs. Primary; on hit, WEAPON + SKILL damage; on miss, half damage if at point blank range.
Attack, Simple Melee	SKILL (Str) vs. Primary; on hit, WEAPON + SKILL (Str) damage
Attack, Simple Ranged	SKILL (Dex) vs. Primary; on hit, WEAPON + SKILL (Dex) damage
Charge	Move up to speed in straight line, ending adjacent to target; SKILL (Con) + 2 vs. Primary; on hit, WEAPON + SKILL (Con) damage; disadvantaged until start of next turn.
Coup de Grace*	Make simple melee or ranged attack against helpless target; on hit, automatic critical hit (double damage); if hit points reduced to 0, target is dying (dead if damage equals or exceeds threshold).
Escape	Athletics (Str) or Acrobatics (Dex) vs. Fortitude of grappling opponent; on hit, no longer grappled and can maneuver 1 square.
Grapple	SKILL (Str) vs. Fortitude; on hit, target is grappled.
Perform Stunt	Perform a stunt as a deliberate action.
Ready Action	Declare action and trigger that will activate it.
Recover	Recover up to 1/10th your maximum reserves, transferring them to your current hit points.
Total Defense	Gain +2 bonus to all defenses until start of next turn.
<i>Move Actions</i>	
Drive*	Move vehicle up to its speed.
Maneuver	Safely move 1 square without provoking an attack of opportunity.
Move, Simple*	Move up to your speed.
Run*	Move up to twice your speed, become disadvantaged until start of your next turn.
Stand up*	Stand up from a prone position.
Wear/Remove Item*	Wear or remove a worn item from your person, such as a backpack, helmet, or belt.
<i>Swift Actions</i>	
Aim*	Add Dexterity/2 to your damage with a ranged weapon wielded in two hands; cannot move during same turn.
Draw/Holster Weapon	Draw a weapon from an easy-to-reach location such as a holster, or replace the weapon there.
Extra Attack	When wielding two weapons and you hit with an attack with your primary weapon, use this action to make a simple ranged or melee attack with your off-hand weapon; -5 penalty to all attacks (-2 with light weapon) when wielding two weapons.
Fall Prone	Drop to a prone position.
Lean	Reduce or improve existing cover by one step, such as by peeking around a corner.
Retrieve/Store Item	Retrieve or store a handheld item in an easy-to-reach location such as a pocket or belt pouch.
<i>Free Actions</i>	
Speak	Speak or shout a few words.
<i>Interruptions</i>	
Attack of Opportunity	When an enemy threaten performs a provoking action or moves out of a threatened square, make a simple melee attack or simple ranged attack (side arms only) against that enemy.
<i>Reactions</i>	
Perform Readied Action	Perform action readied earlier in the round when triggering condition is met.

\* Provokes attack of opportunity

## COMBAT MODIFIERS

Different situations in combat can have a substantial effect on the outcome of the battle. Most of these are similar to those seen in previous d20-based games.

### Cover

If you have cover, you gain a +2 cover bonus to your Primary and Reflex Defenses. If you have improved cover (such as from an arrow slit or peeking around a corner), you instead gain a +5 cover bonus to your Primary and Reflex Defenses.

You cannot make an attack of opportunity against a target that has cover against you.

**Determining Cover:** When making an attack, pick a corner of your space and draw an imaginary line to all four corners of the opponent's space. If one or two lines cross a square that provides cover, the target has cover. If three lines cross a square that provides cover, the target

has improved cover. If all four lines cross a square that provides cover, the target has total cover and there is no line of effect for your attack.

**Low Objects:** Some low objects provide cover just as a wall or other obstacle would. However, you ignore low objects that are within your reach when making an attack because you are able to shoot or swing above the low objects.

Normally, low objects do not provide more than normal cover if you are standing or more than improved cover if you are prone.

**Lean:** As a swift action, you can lean into cover to increase it by one step (turning improved cover into total cover), and you can reverse this with another swift action. This is possible only if there is a space within your reach that would provide less cover if you were to stand in it, such as peeking around a corner.

**Mobile Cover:** Mobile cover is provided by other characters, and it works like ordinary cover except that it does not prevent attacks of opportunity.

**Hitting Cover:** If you make an attack against a target with cover and the target's defense exceeds your attack roll by an amount equal to or less than the target's cover bonus, the object or character providing cover is subject to the attack instead of the original target. Compare the attack roll to the new target to determine the effect of the attack.

**Shooting Through Cover:** Some objects are weak or thin enough that they can be penetrated by particularly powerful attacks. If you hit this cover, your attack does not miss but the target gains Hardness (see below) against your attack. Some common examples of cover and the Hardness they provide are listed below.

Shooting Through Cover	Hardness
Thick glass, thick padding (e.g. overturned mattress)	1
Thin wood or plastic (e.g. hollow-core door), typical interior wall (e.g. plaster, sheet rock, dry wall)	2
Thick wood (e.g. solid oak door, small tree), thin light metal (e.g. car door, empty barrel)	5
Typical exterior wall (thin brick or stone), bullet-resistant glass, thin layer of steel, multiple interior walls	10
Thick or lightly armored wall, sandbags, thick tree trunk, thick layer of steel	20
Heavily armored wall, very thick steel, bank vault	50

## Concealment

If you have concealment, you gain a +2 concealment bonus to your Primary and Reflex Defenses. If you have total concealment (such as from total darkness), you instead gain a +5 concealment bonus to your Primary and Reflex Defenses.

You cannot make an attack of opportunity against a target that has concealment against you.

**Determining Concealment:** When making an attack, pick a corner of your space and draw an imaginary line to all four corners of the opponent's space. If at least one line crosses a square that provides concealment (such as smoke, haze, or heavy vegetation), the target has concealment. If three lines cross a square that provides concealment, the target has improved concealment. If all four lines cross a square that provides total concealment (such as thick smoke), the target has total concealment and there is no line of sight for your attack.

**Darkness:** Dim light (concealment) and total darkness (total concealment) are different from other types of concealment; determine their effects based on the lighting conditions in the target's square. For example, a character holding a bright lantern at the end of a long, dark hallway does not have concealment, even if most of the space between you is dark.

## Damage Reduction

Damage Reduction (DR) represents a target's natural resilience to damage. It might be the result of its composition (such as a gelatinous target), its naturally redundant physiology or construction, or its sheer size. Whenever the target takes damage, reduce the damage taken by its DR, to a minimum of 0 damage.

**Types of Damage Reduction:** Some DR is bypassed by different sources of damage. For example, DR 10/fire reduces damage by 10 points until the attack has the fire descriptor.

**Multiple Sources of Damage Reduction:** If a target has more than one source of DR, only the best one applies.

## Disadvantaged Opponents

A disadvantaged character grants opponents a +2 bonus to attacks against it. In addition, some talents, feats, and other traits might have a special effect when a target is disadvantaged.

**Flanking:** If two opponents are on opposite sides of your space and both threaten you, you are disadvantaged to those opponents.

**Flat-Footed:** A character is disadvantaged until the start of its first turn in combat.

**Uncanny Dodge:** This feat prevents you from being disadvantaged due to being flanked or flat-footed.

## Hardness

Hardness represents the toughness of a target's exterior, making it more difficult to damage with weaker weapons. Whenever the target takes damage, reduce the damage taken by its Hardness, to a minimum of 0 damage.

In addition, compare the weapon damage of an attack (not including any modifiers such as your skill, ability modifiers, or bonus damage dice); if the weapon's damage is not equal to or greater than the target's Hardness, the attack deals no damage at all. For example, if attacking with a club (1d6 + Strength modifier weapon damage), it is virtually impossible to damage a bank vault (Hardness 20) regardless of your training and experience.

**Area and Splash Attacks:** Because their energy is distributed over a large surface area, area attacks double a target's Hardness against their damage.

**Hollow-Point and Explosive Ammunition:** Because they are designed to inflict extra damage on soft targets by shedding their energy rapidly after impact, hollow-point and explosive ammunition double a target's Hardness against their damage.

**Armor-Piercing Ammunition:** Because of its high velocity and small striking area, armor-piercing ammunition halves a target's Hardness against its damage.

**Other Modifiers:** Talents, feats, and other modifiers might change a target's Hardness for purposes of your attack or alter the way your attack interacts with Hardness. Such exceptions are described in the rules text.

**Melee Attacks and Hardness:** If making a melee attack and your weapon damage is less than the target's Hardness, there is a possibility that your weapon will be damaged by the attempt. If your weapon damage equals or exceeds your weapon's Hardness (or your armor bonus, if you made an unarmed attack), deal that weapon damage to your weapon (or you, if you made an unarmed attack).

Melee weapons always include your Strength modifier as a part of its base weapon damage, so be sure to include this when determining if the weapon damage equals or exceeds the target's Hardness.

## CONDITIONS

This is a small sample of conditions that come up elsewhere in *e20 Lite*.

**Dazed:** You cannot take any actions on your turn.

**Disabled:** You can take only a single action (standard, move, or swift) on your turn. In addition, if you take a standard action, you must make a Fortitude save at the end of your turn to avoid falling unconscious.

**Dying:** You fall prone and cannot take any actions on your turn, and you are disadvantaged and helpless. If you make a Fortitude save at the end of your turn, you become stable. If you fail the Fortitude save by 10 or more, you die.

**Fatigued:** You take a -1 fatigue penalty to all attacks and checks. If you are fatigued multiple times, these fatigue penalties stack. At the end of your turn, you can make a Fortitude save to reduce your fatigue penalty by 1 point.

**Injured:** You take a -1 injury penalty to all attacks and checks. If you are injured multiple times, these injury penalties stack. After a full night's rest (8 hours minimum), you can make a Fortitude save to reduce your injury penalty by 1 point.

**Slowed:** You lose your move action on your turn. (You can trade your standard action for another move action, however.)

**Stable:** You cannot take any action on your turn, and you are disadvantaged and helpless. After one hour, you can make a Fortitude save to recover a number of hit points equal to 1/10th your reserves and regain consciousness. If you fail the save by 10 or more, you are dying.

**Stunned:** You cannot take any actions on your turn, and you are disadvantaged.

**Unconscious:** You fall prone and cannot take any actions on your turn, and you are disadvantaged and helpless. If you make a Fortitude save at the end of your turn, you wake up but remain prone.

## ENCOUNTERS

The e20 System encourages more fluid and volatile combat encounters than that seen in earlier d20-based games; combatants rarely remain in fixed positions for very long.

Drawing inspiration from DUNGEONS & DRAGONS 4th edition, threat levels are scaled such that a standard 1st-level opponent is an appropriate challenge for a single 1st-level hero. Encounters are thus very easy to scale for parties of different sizes; if you have six 3rd-level heroes, pick out six 3rd-level standard opponents (or any other combination that adds up to roughly the same amount of experience). Opponents are rated as ordinary (simpler attack options and lower hit points, not unlike minions in DUNGEONS & DRAGONS 4th edition), standard, or elite (higher hit points and defenses, and a more-or-less even match for a hero of the same level). As a rough comparison, a 1st-level elite opponent is roughly equivalent to a 3rd-level standard opponent or a 5th-level ordinary opponent.

Noncombat encounters, inspired by complex skill checks in *Unearthed Arcana* and skill challenges in DUNGEONS & DRAGONS 4th edition, provide game mechanics for resolving situations that are too long, complex, or dangerous to be represented by a single skill check. Extensive guidelines are included on how to build a noncombat encounter (with several variant options to create a unique experience) and, more importantly, how to run one during play so that they serve as a framework

that encourages roleplaying and creativity in the players. Mixed encounters with both combat and noncombat challenges are both possible and encouraged.

## EXPERIENCE AWARDS

Much like DUNGEONS & DRAGONS 4th edition, experience awards are level-independent to make encounter building easier and more intuitive. In this way, experience points serve two purposes: In addition to representing how much progress you make toward your next level by overcoming an attack, this experience awards help the GM to build an encounter of the appropriate difficulty level by providing a “budget” of XP to spend on difference challenges.

**Table 8: Experience Awards by Level** provides the XP value for ordinary, standard, and elite challenges of each level as well as the XP target that the GM can use as a budget for a typical encounter for the listed number of heroes of a given level. For larger or smaller groups of heroes or groups that have heroes of different levels, the target XP is equal to the total of one standard challenge of each hero’s level. For example, a group of two 6th-level heroes and three 3rd-level heroes would find a group of challenges worth 2,500 XP to be an encounter of average difficulty (2 × 800 XP for two 6th-level standard challenges plus 3 × 300 XP for three 3rd-level standard challenges). The target XP can be adjusted as desired to increase or decrease the difficulty of an encounter.

## SETTINGS

The e20 System is designed to be universal in scope, appropriate for any genre, setting, or style of play. To this end, the rulebook will include extensive rules for adding specific mechanics to a given campaign, such as magic, psionics, superpowers, and so forth. These rules are too extensive to include in this early version of *e20 Lite*, but future versions might include some sample talent trees to illustrate the concepts in practice.

**Table 8: Experience Awards by Level**

Level	XP Target (4 heroes)	XP Target (5 heroes)	XP Target (6 heroes)	Ordinary	Standard	Elite
1st	400	500	600	20	100	200
2nd	800	1,000	1,200	40	200	400
3rd	1,200	1,500	1,800	60	300	600
4th	1,600	2,000	2,400	80	400	800
5th	2,400	3,000	3,600	120	600	1,200
6th	3,200	4,000	4,800	160	800	1,600
7th	4,800	6,000	7,200	240	1,200	2,400
8th	6,400	8,000	9,600	320	1,600	3,200
9th	9,600	12,000	14,400	480	2,400	4,800
10th	12,800	16,000	19,200	640	3,200	6,400
11th	20,000	25,000	30,000	1,000	5,000	10,000
12th	30,000	37,500	45,000	1,500	7,500	15,000
13th	40,000	50,000	60,000	2,000	10,000	20,000
14th	60,000	75,000	90,000	3,000	15,000	30,000
15th	80,000	100,000	120,000	4,000	20,000	40,000
16th	120,000	150,000	180,000	6,000	30,000	60,000
17th	160,000	200,000	240,000	8,000	40,000	80,000
18th	240,000	300,000	360,000	12,000	60,000	120,000
19th	320,000	400,000	480,000	16,000	80,000	160,000
20th	480,000	600,000	720,000	24,000	120,000	240,000

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