



D20 Future Tech, Rodney Thompson, J. D. Wiker, Wizards of the Coast Publishing, 2006, 0786939494, 9780786939497, 96 pages. New Gear and technology for any d20 Modern or d20 Future campaign. d20 Future Tech is an extensive collection of high-tech items for use by players and Gamemasters. Building on subsystems first presented in d20 Future, d20 Future Tech presents new gear and options for characters, vehicles, starships, and mecha. Covering technology levels from the current era to the far future, this supplement can be used in any style of modern or future campaign..

d20 Urban Arcana Campaign Setting A d20 Modern Campaign, Bill Slavicsek, Jeff Grubb, Eric Cagle, Dave Noonan, May 1, 2003, , 320 pages. Explosive action and epic adventure fill the modern world when fantasy and reality collide. In Urban Arcana, heroes armed with swords, spells, shotguns, and cell phones dive

Starships of the Galaxy , Rodney Thompson, Owen K.C. Stephens, Dec 18, 2007, , 160 pages. "She'll make the Kessel run in five parsecs!" This rules supplement contains advanced starship combat rules for the Star Wars Roleplaying Game Saga Edition. In addition, it

Book of Exalted Deeds Dungeons & Dragons Accessory, James Wyatt, Darrin Drader, Christopher Perkins, Oct 1, 2003, , 192 pages. The next mature title in the D&D line that allows players to explore the concept of truly heroic play, "Book of Exalted Deeds" is the second title in the line of products

Mutants and Masterminds Annual #1 , Steve Kenson, Jun 1, 2004, , 127 pages. The Mutants & Masterminds Annual celebrates the game's first spectacular year. Its 128 pages are packed with new rules, options, and setting information, including expanded

The Dark Side A Star Wars Accessory, Bill Slavicsek, J.D. Wiker, Aug 1, 2001, , 160 pages. Provides instructions for creating characters and campaigns for the "Star Wars" roleplaying game that call on the dark side of the Force, and offers details on character

Revised Monster Manual Dungeons & Dragons Core Rulebook, Wizards Team, Jul 1, 2003, , 320 pages. Revised versions of the phenomenally successful Dungeons & Dragons core rulebooks..

Mutants & Masterminds Worlds of Freedom, Scott Bennie, Dwayne Butchino, Shawn Carman, Apr 30, 2008, , 128 pages. Infinite worlds, infinite possibilities: Freedom City is an eminently adaptable setting and this book proves it! Worlds of Freedom presents many visions of Mutants

d20 Menace Manual A d20 Modern Supplement, J.D. Wiker, Eric Cagle, Matthew Sernett, Sep 1, 2003, , 224 pages. The ultimate guide to monsters, villains, and other adversaries for the d20 Modern Roleplaying Game..

d20 Critical Locations A d20 Modern Supplement, Eric Cagle, Owen K.C. Stephens, Christopher West, May 9, 2006, , 96 pages. Locations of adventure for any d20 Modern campaign. d20 Critical

Locations features 40 full-color maps of interesting modern locations, valuable to any d20 Modern campaign

Future Player's Companion Requires the Use of the D20 Modern Roleplaying Game and D20 Future, Gary Astleford, Dr Neil Spicer, Rodney Thompson, J. D. Wiker, Feb 6, 2006, , 127 pages. The limitless possibilities of the future are now yours to discover. Take your campaign to the stars and beyond with the Future Player's Companion. This indispensable

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As the name implies d20 Future Tech is a new supplement for the d20 Modern RPG and the d20 Future Supplement. This book has all the goodies that sci-fi and high tech players will love...the gadgets, weapons, mecha, robots, and ships that you're just dying to get your hands on to outfit your characters. The book is broken down into six chapters dedicated to Personal Gear, Starships, Systems, Mecha, Robotics, and combat. The items in each chapter are presented in chronological eras of progress levels. For example, progress level 1 would be the Bronze/Iron Age, while our current age is progress level 5, the Information Age. These go all the way up to progress level 9.

Personal gear covers such things as weapons, ammunition and armor and includes things like gauss rifles and laser weapons, and at progress level 9, the deadly anti-matter launcher. The Starship section delves into the designing of starships and even space stations and the various weapons, armor, and engines that can be used. Various types and sizes of ships are included as well as all of the options that they can be outfitted with such as warp drives. The chapter on systems provides various types of gadgetry not associated with combat. These include systems such as retinal and genetic ID systems, Health and medical care, communications systems, and even gadgets for the home and kitchen.

The Chapter on Mecha will thrill players not only with the variety of Mecha types, armor and weaponry, but also with it's concise rules for combat, crew actions, training, damage effects, and more. There are even transforming mecha! The chapter on robots isn't just about robots but rather robots as heroes and PC's. Build the robot of your dreams with more options than the latest Mercedes. [Read more ›](#)

First D20 Modern product of the year and it's actually one of the better supplements of the whole series. A good portion of the weapons and such are revamped from Alternity's Star Drive setting. It also dovetails nicely with Cyberspace. And while there is very little for most players to improve themselves other than more choices for guns and rides as well as general gear there is also a chapter for those of us who want to play robots as well as for those that like smashing robots. Still no mecha like the Knight Sabers but some good stuff none the less. In essence this is a toybox. Nothing more and certainly nothing less. But oh, such wonderful toys they are!

D20 Future outlined things and presented a good sample of what is to be, but was a little on the thin side. This book complements d20 Future nicely and fills in many of the gaps the general rules leave open. You get extra almost everything (occupations, feats, classes, starships, mecha and a lot more, but, surprisingly, no cybernetics).

d20 Future is an accessory for the d20 Modern role-playing game written by Christopher Perkins, Rodney Thompson, and JD Wiker. It facilitates the playing of campaigns in the far future, using elements such as cybernetics, mecha, mutations, robotics, space travel, starships, and xenobiology. d20 Future is one of the most extensive of science-fiction d20 games, and has its own SRD[1], being a source for many other sci-fi d20 games.

Mecha Crusade, an anime-inspired (primarily Gundam-inspired) setting taking place in the 2050s

that focuses on the war between Earth and the Colonists, with giant fighting robots (mecha) being used on both sides. It originally appeared as a mini-game in Polyhedron #154. Mecha Crusade uses a different system than the Guardians of Order-published d20 Mecha.

d20 Cyberscape is an expansion for the d20 Future supplement of d20 Modern. It adds more Cybernetics to accompany those found in d20 Future, as well as alternate forms of cybernetics, such as cybernetics in fantasy. It also includes a cyberpunk campaign model called CyberRave, in which the world has become a collection of corporation-owned and run countries.

The book contains additional material expands of the following topics already established in d20 Future: Weapons/Personal Gear, Starships, Mecha, and Robotics. Also, there is a chapter on how future technology affects life and one on integrating different types of combat (Mecha vs Vehicle, Starship vs. Mecha, Etc.).

JD WIKER is currently freelancing while also working as president of The Game Mechanics, a d20 design studio. Some of JD's recent titles include d20 Future(TM), Power of the Jedi Sourcebook(TM), Star Wars Hero's Guide(TM), Galactic Campaign Guide(TM), Ultimate Missions: Rebel Storm(TM), and Ultimate Missions: Clone Strike(TM).

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