

d20 Apocalypse: A d20 Modern Supplement

From Wizards of the Coast
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From Wizards of the Coast : d20 Apocalypse: A d20 Modern Supplement before purchasing it in order to gauge whether or not it would be worth my time, and all praised d20 Apocalypse: A d20 Modern Supplement:

5 of 5 people found the following review helpful. Fun rules and settings By S. Collins I really enjoyed this supplement. Like much of the d20 Modern rules and setting supplement, Apocalypse uses a fair amount of humor - both for presentation and within the actual content. The book offers two sets of things: new rules and options for playing a d20 Modern game in a post-apocalyptic setting; and several sample settings and apocalyptic events. The rules are adaptable to any setting you would want to create, and I think expand very nicely on some of my favorite aspects of the d20 Modern game. The philosophy of the whole ruleset is to provide a simple mechanic that effectively and elegantly emulates a real-world event, structure or process, without having to reenact every aspect of it. The basic rules do this best with the wealth system. The Apocalypse rules offer systems for barter and trade (assigning items a

point value) that accounts for the end of the world (basic value is based upon food and fuel). Supplements to this system allow you to trade in collections of parts, which very effectively streamlines the repair and craft skills while successfully emulating a real world system. This system allows you to operate your game and gameworld without the rules getting in the way. A simple system can be expanded infinitely. On the whole, you don't need to waste time on seeking out the carburetor for a '67 Chevy, but you can make that quest if it becomes necessary, etc. I won't take much time on the settings, because they are brief to begin with. However, I will just note that I really like them. I have not used them in my games but each provides a number of settings, classes, organizations, NPCs and monsters that can help you expand your game and inspire your own setting. None of them reflected the exact setting I have wanted to use in running a game, so I have harvested them for their good points and added my own flavor. But each is an excellent starting point for a new campaign, for sure. Overall, I have really enjoyed this supplement. It represents all the things I really enjoyed about d20 Modern: the elegance of the social rules, the interchangeability of parts (my campaign drew from this book, d20 Future and Urban Arcana) and the talent of the creators and writers. It's a real shame that this system has not been better supported by Wizards of the Coast.

0 of 0 people found the following review helpful. which is good for a writer who also likes DD games

By CustomerThis gave me ideas for apocalypse writing. While I'm both a gamer and a writer, I find there's a lot of overlap between the two disciplines of entertainment. It gave me campaign ideas, which is good for a writer who also likes DD games. DD is more suited as a toolbox than a story guide, but I feel you can learn a lot from roleplaying games, and Dd is the best of the best, even when it experiments with modern settings like D20 Modern. I feel this particular expansion was one of their more imaginative expansions for the 3.0-3.5 era.

21 of 21 people found the following review helpful. Thorough treatment, Good material

By Edward SwingThis supplement to d20 Modern provides a number of campaign options and rules additions to a post-apocalyptic campaign. The book gives several options for the cause of the apocalypse (nuclear, invasion, plague, final judgement, etc.).The book also includes four stages of the post-apocalypse: Aftermath, Generation 0, Dark Ages, New World. Each has a different feel to it, and GMs can use the the descriptions to refine their campaign. Types of post-apocalypse societies are described, and several examples are included.Rules for scavenging in the ruins are a very useful section. Buildings are rated by size, damage level, and how long they've been abandoned. What can be found varies by building type - you're more likely to find food in a supermarket, and mechanical parts in a garage. Finally, the chance of a building collapsing on the searchers is also included.The book contains a section on fantastic mutations, a la Gamma World. I have not read through the mutations in enough detail to know if the mutations in this book mesh well with those in the d20 Gamma World books from Sword Sorcery. But I'm sure a talented GM can incorporate them together.Finally, there are a number of monsters, three pre-designed campaigns, prestige classes and equipment. The material is solid, though not exceptionally original. The equipment lists include a number of different items, enough that a good GM can figure out the Trade Unit cost of other items fairly easily.There are a few holes. Despite the centaur on the front cover, and the nice illustration of bugbear scavengers on pg. 12, there is not much reference to the role of non-humans (from Urban Arcana and the like) in a post-apocalypse world. A few GMs I've known blend the post-apocalypse into technofantasy, and this is unfortunately missing.Overall, I think this book is a useful addition to a GM's library.

New rules designed for running a d20 Modern campaign in a postapocalyptic setting.This new rules supplement provides everything players and Gamemasters need to participate in adventures in a post-apocalyptic setting, including rules and designs for apocalyptic events, such as nuclear war, environmental disaster, alien invasion, or Armageddon. The book provides new rules for barter, scavenging, equipment, mutations and robots. Three ready-to-play campaign models are included.

ERIC CAGLE's most recent credits are Star Wars Ultimate Adversaries, Star Wars Ultimate Alien Anthology, and the DD Arms Equipment Guide. DARRIN DRADER co-authored Serpent Kingdoms and the Book of Exalted Deeds. In addition, he frequently contributes articles to the DD website and his work has appeared in Dragon Magazine. OWEN K.C. STEPHENS most recently contributed to Star Wars Ultimate Adversaries, the Star Wars Rebellion Era Sourcebook, the Star Wars Power of the Jedi Sourcebook, and the Star Wars Arms Equipment Guide.

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