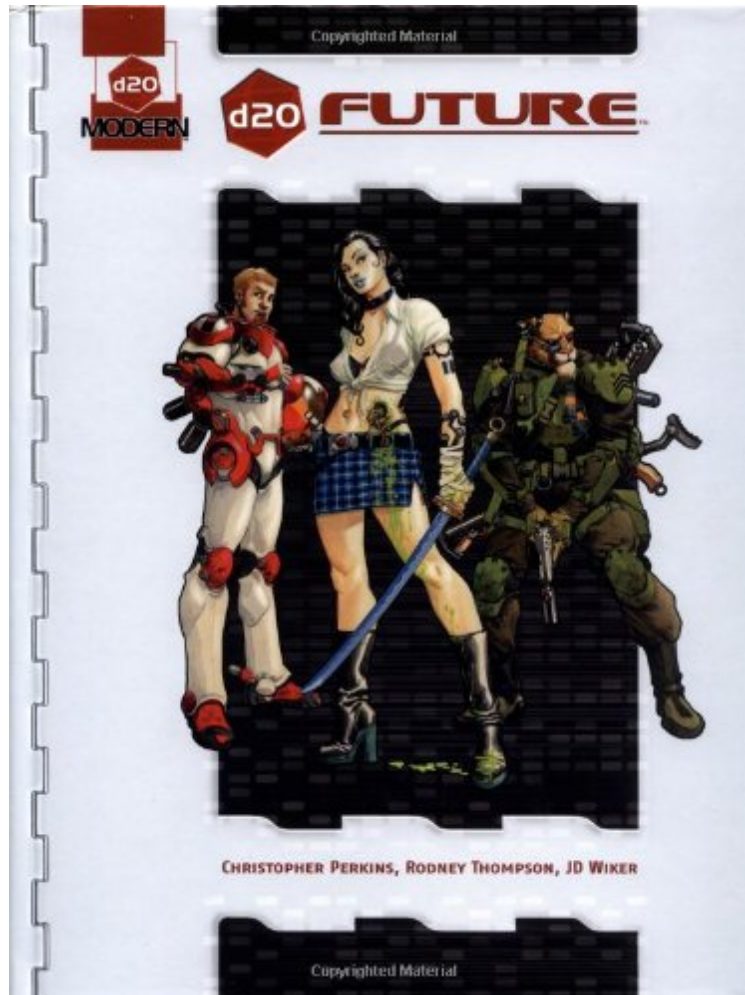


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## d20 Future: A d20 Modern Rules Supplement (d20 Modern Supplement)

*Christopher Perkins, Rodney Thompson, J.D. Wiker  
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**Christopher Perkins, Rodney Thompson, J.D. Wiker : d20 Future: A d20 Modern Rules Supplement (d20 Modern Supplement)** before purchasing it in order to gage whether or not it would be worth my time, and all praised d20 Future: A d20 Modern Rules Supplement (d20 Modern Supplement):

0 of 0 people found the following review helpful. A nice expansion for flavor on the core game. By JasperThe future/and past supplment are very similar in terms of structure. I wasn't certain exactly what I was going to be getting, but it's pretty much a minor expansion that includes more classes and storyline to add structure. I was hoping for more rules (though I did appreciate the equipment and new mechanics) for doing a future/past campaign. They categorize it by certain "eras" of technology, which I feel like limits the potential while at the same time helping to narrow down 0 of 0 people found the following review helpful. Useful. By Alec HartI got more use from this book than I thought I

would. I ordered this almost 3-4 years ago I think (watch me be incredibly wrong on the date), and am just getting around to reviewing it. Fits really well into the modern D20 book, for obvious reasons, and is great for picking and choosing to add things into your own setting as a DM. As a player, the book offers many different options to pick as long as you can convince your DM that your character really, really needs that Laser Bazooka or Star Wars-esque speeder bike. Actually using it full on works well too, as it gives rules for ship to ship space battles, designs to work from, and plenty of number crunching for those that like that. This book coupled with the CyberScape book made for such a wide array of options, I was easily able to create my own setting from the rules. If you play modern and want some twists, or prefer to ditch Modern altogether and fly space ships through apartment complexes in a dystopian future where the only currency is food, or even getting crazy here, Bananas, then this book should be at least enough to get your ship started. 0 of 0 people found the following review helpful. I really enjoyed using this book to run my post apocalyptic survival ...By KPCoyote I really enjoyed using this book to run my post apocalyptic survival game. Many useful classes and tools to be had here.

Provides new rules and modules for running a futuristic d20 Modern campaign. This new supplement provides everything players and gamemasters need to participate in a futuristic adventure with d20 Modern rules. The wealth of information in this volume covers new character traits, feats, advanced classes, starting occupations, gear, vehicles, starships, aliens, monsters, and different types of futuristic travel. Also included is extensive discussion of different types of futuristic science, including genetic engineering, nanotechnology, xenobiology, and even a section on mutations. As this title ties directly to the d20 Modern rules system, it includes new psionic magic rules which influences everything from psionic power to item creation.

About the Author Christopher Perkins is currently a Creative Director in the RD department at Wizards of the Coast, Inc. 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 the Star Wars Revised Core Rulebook, The Dark Side Sourcebook, Power of the Jedi Sourcebook, the Hero's Guide, and the Galactic Campaign Guide. Rodney M. Thompson is a freelance RPG writer and developer. In addition to writing for Wizards of the Coast, Inc., he is a full-time webmaster for the Star Wars RPG Network website.