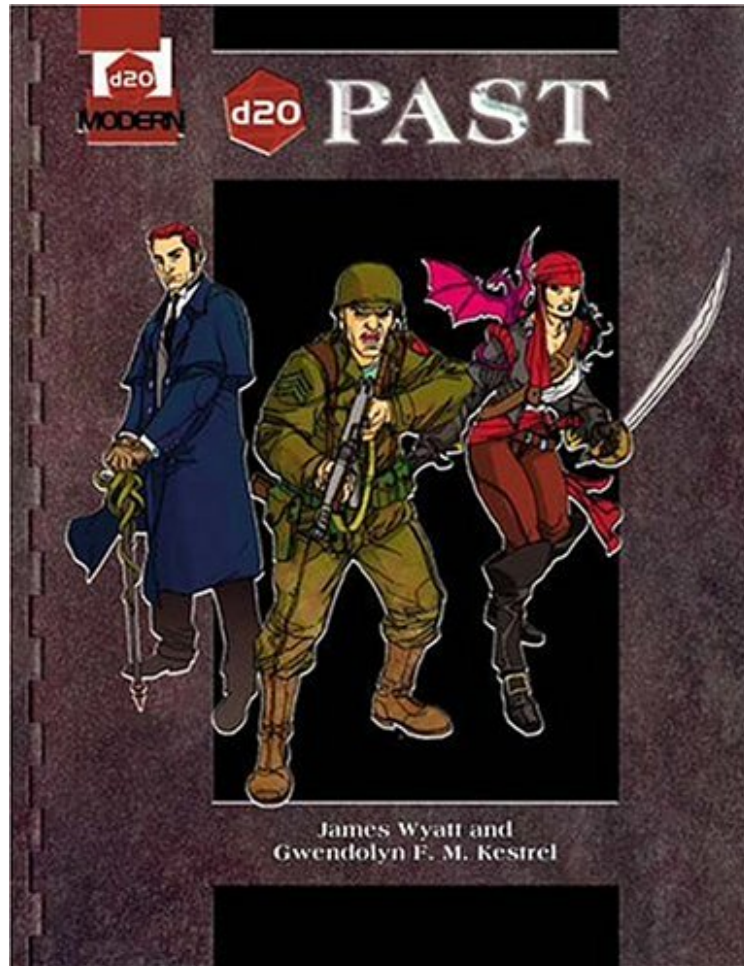


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d20 Past: A d20 Modern Supplement

James Wyatt, Gwendolyn F.M. Kestrel
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James Wyatt, Gwendolyn F.M. Kestrel : d20 Past: A d20 Modern Supplement before purchasing it in order to gage whether or not it would be worth my time, and all praised d20 Past: A 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 supplement 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 37 of 37 people found the following review helpful. Could have been much better By C. Bedford Crenshaw I had high hopes for this book. Too bad it didn't live up. Once you see how skinny the book is, you will start to be concerned. First, what the book does well. It gives a nice general overview on how to translate d20 Modern occupations, skills, and feats to less modern eras. The book also does the best job yet for showing how to have a d20

Pirates/1600's setting, complete with a sample adventure. The various advanced and prestige classes (Explorer, Musketeer, Shaman, and Sorcerer) for that era are also well done. Sadly, once you are done with the section concerning 17th-century adventuring, the book drops down in value fast. Instead of giving general guidelines for the eras in question, d20 Past force feeds two campaign settings that are only moderately described. (It gives 24 pages for 17th Century, but only 16 for "Shadow Stalkers" (Victorian) and 15 for "Pulp Heroes" (1930's)) Outside of the rifles rules that were presented in the first chapter of the book, there is nothing to recommend getting this book instead of preexisting d20 books like Forbidden Kingdoms from OWC or Masque of the Red Death from SS. The adventure models are weak for those eras, and the prestige classes are nothing special. With nothing on how to deal with the Wars of the eras (Napoleon, American revolution, American Civil War, WWI), and the exceptionally-poor-for-WotC artwork in the book, the only reason to pick up this book is if one wants to do 1600's settings using d20 Modern rules. All others should look instead at the books I previously mentioned. 0 of 0 people found the following review helpful. Five Stars By Daniel Well worth the buy.

New rules for running a d20 Modern campaign set in the past. This new rules supplement provides everything players and gamemasters need to participate in adventures in the time period between the Renaissance and World War II, including new character options and rules for early modern firearms. It begins with an exploration of the historical period between 1450 and 1950, then provides rules for creating characters and campaigns that blend realism and fantasy. d20 Past also presents alternative campaign models, along with all the rules needed to play swashbuckling pirate adventures, Victorian horror investigations, thrilling Pulp Era escapades, and more, including three ready-to-play campaign modules. AUTHOR BIO: James Wyatt won an Origins award for Oriental Adventures. He has also co-authored numerous roleplaying game products, including the Eberron Campaign Setting, Sharn: City of Towers, Draconomicon: The Book of Dragons, and Book of Exalted Deeds. AUTHRO BIO: Gwendolyn F.M. Kestrel is a managing editor for Wizards of the Coast, Inc. In addition to editing several DD books, she co-authored Underdark and Planar Handbook for Wizards of the Coast, Inc.

About the Author JAMES WYATT won an Origins award for writing Oriental Adventures. He has also co-authored numerous roleplaying game products, including the Eberron Campaign Setting, Sharn: City of Towers, Draconomicon, and Book of Exalted Deeds. GWENDOLYN F.M. KESTREL is a managing editor for Wizards of the Coast, Inc. In addition to editing several DD books, she has also co-authored Underdark and Planar Handbook for Wizards of the Coast, Inc.