

Merc (Twilight) : 2000

D20 House Rules

Character Generation : Attributes

All characters roll 4d6, dropping the lowest. This is done 7 times. The first 6 attributes are standard to D&D 3.5. The 7th attribute is resources. This attribute only applies during character generation.

Attribute	Resources* (Soldier)	Resources* (Officer)	Resources* (Civilian)	Resources* (Professional)	Resources* (Aristocrat♦)	Contacts Known	Starting Renown⊙	Starting Age**
18-19	Soldier+\$25k	Officer+\$50k	Civ.+\$25k	Civ.+\$50k	Civ.+\$1m+T	5	3	28+2d6
16-17	Soldier+\$20k	Officer+\$40k	Civ.+\$20k	Civ.+\$40k	Civ.+\$600k+T	4	2	25+2d6
14-15	Soldier+\$15k	Officer+\$30k	Civ.+\$15k	Civ.+\$30k	Civ.+\$300k+T	3	2	22+2d6
12-13	Soldier+\$10k	Officer+\$20k	Civ.+\$10k	Civ.+\$20k	Civ.+\$150k	3	2	19+2d6
10-11	Soldier+\$5k	Officer+\$10k	Civ.+\$5k	Civ.+\$10k	Civ.+\$75k	2	1	16+2d6
8-9	Soldier+\$500	Officer+\$1k	Civ.+\$500	Civ.+\$1k	Civ.+\$30k	2	1	16+2d6
6-7	Soldier+\$50	Officer+\$100	Civ.+\$50	Civ.+\$100	Civ.+\$10k	1	1	16+2d6
4-5	Mil. Basic	Mil. Basic	Civ. Basic	Civ. Basic	Civ. +\$2k	1	0	16+2d6
2-3		~ Tattered Clothes ~			Civ. +\$500	0	0	16+2d6

Starting Equipment

Mil. Basic	Uniform (x2), a Kevlar helmet, a day pack, a gortex jacket, a gas mask, and one set of combat webbing.
Soldier	“Basic” plus 1 bayonet, 1 personal weapon† with 6 magazines, 6 frag grenades, 2 smoke grenades, and 180 additional rounds of ammunition for the personal weapon
Officer	“Soldier” plus sidearm†† and 3 full magazines for it.
Civ. Basic	Clothes (x2), Coat, Gortex Jacket, Rucksack

Notes

* In Merc : This is the starting cash the character begins with. Any amount may be taken in cash or other means. These prices are based on 1990 prices in Merc. For 2021 multiply all figures by 2. In Twilight : this represents the characters starting military gear, up to 10% may be taken in gold or cash. If starting a party at character generation the characters may pool their resources to buy bigger equipment.

** The starting age of PQOs is adjusted upwards by an additional +7. If players want to have older characters they can, this represents the minimum age

† This is dependent on the army : UK (L85A2), US (M4A1), Russia (AK-74)

†† This is dependent on the army : UK (Glock 17), US (M17), Russia (MP-443 Grach)

♦ Depending on the nation of origin this may also include a title.

⊙ Renown determines the types of jobs a Merc will get. The higher the rating the better. Each successful mission increases this by +1, each failure reduces it by -1. Outstanding acts of bravery or cowardice will also adjust this.

Use the resources table and equipment condition rules from Merc (itself based on Twilight).

Character Generation : Starting Rank

In Merc the characters are assumed to have been in the military and then left. If so, their starting (and probably only) rank, is determined from their resources attribute. Some mercenary organisations will have a promotions structure, and this will broadly follow the rules on rank and promotion. Characters who only have civilian classes have no rank unless conferred during game play.

Attribute	Rank (Soldier)	Rank (Soldier w/ Rank Feat)	Rank (Officer)	Rank (PQO)**
18-19	Corporal [OR4]	Colour Sergeant [OR7]	Major [OF3]	Major [OF4]
16-17	Lance Corporal [OR3]	Sergeant [OR6]	Captain [OF2]	Captain [OF3]
14-15	Private [OR2]	Sergeant [OR6]	Captain [OF2]	Captain [OF3]
12-13	Private [OR2]	Corporal [OR5]	Lieutenant [OF1]	Captain [OF3]
10-11	Private [OR2]	Corporal [OR4]	Lieutenant [OF1]	Captain [OF3]
8-9	Private [OR2]	Lance Corporal [OR3]	2 nd Lieutenant [OF1]	Captain [OF3]
6-7	Recruit*	Lance Corporal [OR3]	2 nd Lieutenant [OF1]	Captain [OF3]
4-5	Recruit*	Private [OR2]	Cadet*	Captain [OF3]*
2-3	Recruit*	Private [OR2]	Cadet*	Captain [OF3]*

* This indicates the character did not complete basic training.

Character Generation : Rads (Twilight Only)

Starting radiation is determined by rolling a number of d8 equal to the characters initiative bonus. If the character has an initiative of +0 or less they roll 2d4.

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Massive Damage (PHb, p145)

The Massive Damage Threshold is decreased from 50 to 25. The Fortitude DC remains the same at 15. Spending a benny does not provoke a re-roll, but fully negates the failure. If the save is passed, or a benny is spent then the character is 'staggered' until he has had a full 8 hours of rest under medical supervision (Medicine roll, DC as 'Long Term Care'). A 'staggered' character can only take standard actions in a round, cannot take 10 or 20, is at half move and is at -8 to all actions. These rules apply to all creatures and characters who are subject to the massive damage rules.

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Marksman Ability (BotR, p119)

This ability allows the sniper to perform a *Coup de Grace* (PHb, p153) at range with a rifle. The sniper will be *Specialised* with his weapon, and have the *Dead Eye* feat. Since the Coup de Grace grants an automatic critical, even a sniper of minimum level (7th) will thus be doing 4d8+18 damage (minimum 22, average 36). Whilst this isn't a problem, passing the Fortitude save would be (Minimum DC:32, Average 46). A grunt with a constitution of 18 would need to be 14th level just to have a better-than-1:20 chance of surviving!

Therefore the Coup de Grace Fortitude save DC is halved when the Marksman ability is applied. The DC for a Coup de Grace applied to an adjacent helpless target remains the same as the PHb rules.

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Hit Points (New Calculation)

Experience from the Andover Campaign in 2010-12 showed that after hitting 7th-8th levels the characters started to overcome damage which would have killed any mere mortal (cf. Sgt Arnold under the lorry bomb in Scnr Andover 1.02). Although the adjustments to Massive Damage and Marksman were made, the game was starting to become unworkable at 9th/10th level and would have been broken by 12th/13th. Conversely characters at 1st and 2nd level had a nasty habit of dying.

The D&D wiki (Hit Point Scaling variant rule for 5e) suggests this fix for the Fantasy game : Calculate hit points normally, then adjust them by dividing by 2 (rounding down), and adding the whole of the characters Constitution attribute. Animals and beasts remain the same as the standard rules.

½ HP (Rnd Dwn) + Con Stat working out :

Grunt (Con 14)	1 st	2 nd	3 rd	4 th	5 th	10 th	15 th	20 th
PHb (Ave. Lvl)	10	15.5	21	26.5	32	59.5	87	114.5
Con Bonus	+2	+4	+6	+8	+10	+20	+30	+40
Std HP Total	12	19	27	34	42	79	117	154
Adjusted HP Total	20	23	27	31	35	53	73	91
Difference	+8	+4	+0	-3	-7	-26	-44	-63

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Bennies (BotR, p94)

All primary player characters gain a benny for every session they attend. In addition a player earns a benny for every session they publish notes for. This can be allocated to any character the player is running. Secondary characters receive a new benny every time they level. Bennies can be spent on the following, but note a maximum of 3 bennies can be used in any one combat turn :

Cost	Spend	Source
1	Skill Re-Roll – Take either result	BotR
1	Attack Re-Roll – Take either result	BotR
1	Save Re-Roll – Take either result	New
1	+1d6 Hit Points of personal healing	BotR
1	Act out of turn in combat providing the character hasn't had their action yet	New
2	Have an additional standard or move action at the end of the round	New
1	Reduce the spellcasting fatigue by 1 per spell level. This cannot reduce the fatigue cost to 0	New
1	Make a Fortitude save vs massive damage – The character is still 'Staggered' afterwards	New

A character, either primary or secondary, can only carry over a maximum of (Level/5)+5 bennies per session. This is summarised :

Level	Bennies	Level	Bennies	Level	Bennies	Level	Bennies
1 st	5	6 th	6	11 th	7	16 th	8
2 nd	5	7 th	6	12 th	7	17 th	8
3 rd	6	8 th	7	13 th	8	18 th	9
4 th	6	9 th	7	14 th	8	19 th	9
5 th	6	10 th	7	15 th	8	20 th	9

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Firing into Melee

If a character fires a missile weapon into melee and misses their target then roll a random number to see if they hit another member of the combat. There is no need to re-roll the attack roll. Once another opponent is selected, check their armour class. If this should miss, re-roll for another target. If all targets miss, the missile has gone wild. *Precise Shot* negates this.

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Critical Hits : Staging Up

Critical hits are played out as per the standard rules with the following exception : when a character capitalises on a threat with another potential critical, they roll again, and so on. For each additional critical roll, add the dice plus modifiers to the damage again (regardless of the multiplier). Thus a warrior using a longsword (1d8+1 damage, critical on 19-20/x2) who rolls two 20's in a row, followed by a capitalisation, would roll 3d8+3 for his damage. Should the final roll miss, the previous roll is taken as the capitalisation. Thus in the above example, if two 20's followed by a miss were to be rolled, then the damage would be 2d8+2.

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Critical Fumbles

These are the reverse of critical hits. If the character rolls a natural '1' he has done something catastrophic. This can range from simply dropping a weapon, to hitting himself or a friendly target. When a 1 is rolled, roll a d6 to determine the result on the following table :-

Roll	Melee Weapon / Bow	Firearm	Grenade
1	Drop Weapon - requires one round to recover	Drop Weapon - requires one round to recover	Drop Grenade with pin still attached - requires one round to recover
2	Hurl weapon across the battle field, room or somewhere else - requires 3d6 rounds to recover	Weapon jams – requires 1d3+3 rounds to clear	Hurl grenade across the battlefield etc., pin still attached.
3	Drop weapon or strike it on nearest inanimate object - weapon is broken beyond use	Breach or gas parts damage – weapon is rendered broken	Faulty grenade, fails to explode.
4	Hit self with weapon for normal damage - may continue fighting provided enough hits	Shoot self for normal damage, if using a large weapon, the round has struck an object and re-bounded.	Drop grenade at feet, explodes for normal damage.
5	Hit nearest friend within range, if none hit self - see above	Shoot nearest friend for normal damage, if you're Billy No-Mates, hit self as above	Through grenade at friends for normal damage. If no friends, as above.
6	As 5, except attack does maximum inflictable damage	As 5, except attack does maximum inflictable damage	Grenade explodes in hand, double damage to self.

New Player Characters (New)

XP : After the start of a campaign any new characters are rolled with 0.66 times the party average. This can never be greater than an existing characters level.

Basic & Unrestricted Prestige Classes : Players are free to develop their new character within the boundaries set by the campaign at that point. The character can be developed with any basic class permitted, plus any non-restricted prestige class. These prestige classes can be taken at the earliest opportunity during character generation.

Restricted Prestige Classes : If new characters have access to restricted prestige classes (eg. The party are already part of the OSI or MI20) then they must roll 1d3+4. This is the minimum number of basic/unrestricted levels they must have before entering their restricted prestige class. If the number rolled is higher than their starting level then they cannot have their special class yet. This is partly to maintain balance and partly because the requirements for the OSI classes are set very low.

Medals : New characters do not start with any medals. They may start with courts martial judgements if their background warrants it.

Rank & Age : New characters roll for promotion at the end of each level and can take the rank feat normally. This determines the characters temporary rank. During peace time this also determines the characters minimum starting age, as the temporary and actual ranks will be the same. The character's starting age cannot be less than the minimum term of service required by the rank. During war time the characters actual rank is the basic minimum for their class. Minimum starting age is then calculated based on their actual rank.