d20 Modern WEAPONS

d20 Modern (and *d20 Future*) contains a wide variety of weapons. If you add in books like *d20 Weapons Locker*, and the *d20 Modern* version of *Ultramodern Firearms* from Green Ronin Publishing, by Charles Ryan, you'll find literally hundreds of real-world weapons weapons ready for use in your WOIN game with just a little conversion.

d20 Modern gear is very easy to convert. It only takes about 10 seconds.

Damage. Use the damage conversion table below. A 2d8 Desert Eagle does 2d6+2 damage in WOIN.

Type. Type is usually the same. Ballistic, fire/heat, etc. Bludgeoning becomes blunt.

Range. Range increments are the same; it's shown in feet in *d20 Modern*, so just divide by 5 for 5' squares. The Desert Eagle's 40' range increment is a WOIN range 8.

Cost. d20 Modern uses a Purchase DC. Use the table on the following page to convert that to a price in $ or cr.

Size. Same (though Tiny is Small, Huge is Enormous).

Weight. Same.

Availability. Assign manually. For real world weapons it'll be Genre A and AL 4-5.
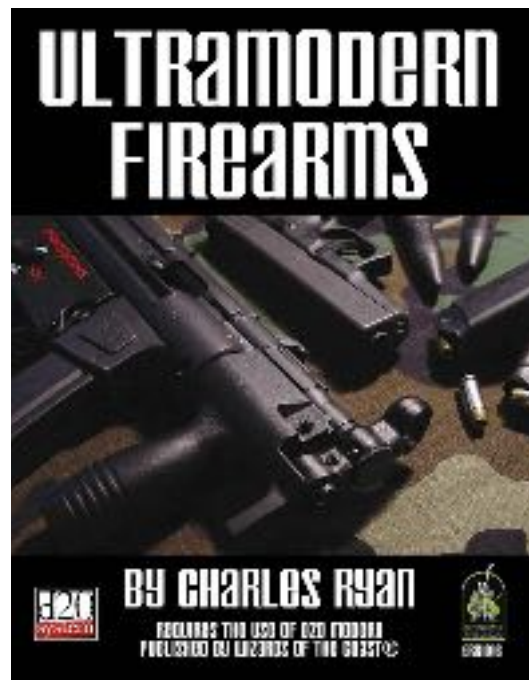
Rate of Fire. If the weapon has a ROF of "Single", give it the *single* trait (which means one shot max per round). If it has "A" give it the *auto* trait. "S" or semi-automatic, gets no trait; it's the default.

Dice	1d	2d	3d	4d	5d
d4	1d6-1	1d6+1	2d6	2d6+2	3d6+2
d6	1d6	2d6	3d6	4d6	5d6
d8	1d6+1	2d6+2	4d6	5d6+2	6d6+2
d10	1d6+2	3d6+2	5d6	6d6+4	8d6
d12	2d6	4d6	6d6	8d6	10d6
d20	3d6+2	6d6+4	10d6	13d6+2	16d6+2

d20 Modern Purchase DC	WOIN ($ or cr)
1	$9 or less
2	10
3	15
4	20
5	30
6	40
7	50
8	70
9	85
10	120
11	150
12	200
13	275
14	350
15	500
16	650
17	900
18	1,200
19	1,500
20	2,000
21	2,750
22	3,500
23	5,000
24	6,500
25	9,000
26	12,000
27	15,000
28	20,000
29	27,500
30	35,000
31	50,000

d20 Modern Purchase DC	WOIN ($ or cr)
32	65,000
33	90,000
34	120,000
35	150,000
36	200,000
37	275,000
38	350,000
39	500,000
40	650,000
41	900,000
42	1,200,000
43	1,500,000
44	2,000,000
45	2,750,000
46	3,500,000
47	5,000,000
48	6,500,000
49	9,000,000
50	12,000,000

ARMOR

Armor is also very easy to convert. Simply use the Equipment Bonus as the SOAK; weight is the same, purchase DC uses the above table again. Light, medium, or heavy types are already indicated.

EQUIPMENT

Equipment is equally easy. The main task is to use the purchase DC, again. Most items just do what they say on the tin. Where items give bonuses to skill checks, add a +1d6 equipment bonus for each 5 points of d20 bonus, or part thereof. Where they give bonuses to saves, apply the bonus on a 1:1 basis equating as follows: Fort/MELEE DEF, Ref/RANGED DEF, Wil/MENTAL DEF.