

Character Creation

Your character is either a member of the Second Wave of colonists, or a Founder.

If you are a Second Wave colonist, think about why you chose to leave Earth, what skills you have that made you a candidate for the expedition, and why you have been awoken before the majority of the colony. Most colonists have valuable skills, or are the family of individuals with such skills. Doctors, engineers, scientists, farmers, ecologists, explorers and soldiers are possibilities, as are people with social status or wealth that could afford them passage to the new colony.

If you are a Founder, you have lived on a hostile world with minimal resources your entire life. Hunters, traders, medicine men, tradesmen and spokesmen are possible character roles.

Race

Characters can be Human, a Genehack, or a Founder.

Human characters are created as per the standard *d20 Modern* rules. The rules already take into account humans receive bonus Feats and skill points.

Genehacks use the rules for Moreau (*d20M*, pg. 247). All Second Wave genehacks are “Moderate” meaning they are humanoid with distinctly non-human features.

Founders have lived in a rapidly changing environment filled with nano-viruses and powerful mutagens. As a consequence, many Founders suffer mutations. Founder characters are created as normal humans, but also use the Mutation rules from *d20 Future* (page 202). Founders do not have to have mutations.

Attributes

Generate attributes using the standard Random Generation (*d20M*, pg. 14).

Occupations

All occupations from *d20 Modern* and *d20 Future* are available. Most are appropriate for Second Wave colonists, but Drifter, Gladiator, Outcast and Scavenger are only available to Founders. When choosing occupations for Genehacks, keep in mind their status as second-class citizens.

Conviction, Allegiances and Action Points

In PLANETFALL *Allegiances* are replaced by *Convictions*. These are worldviews, morals, or broad personality traits. They are *d20 Modern*’s equivalent of “alignments”. You only have to pick one to begin with and can fill in the others during play. When picking Convictions, specific is better than generic – “generous” or “kind hearted” are better than “good”, for example.

Players can have a maximum number of Action points equal to their Charisma bonus, plus half their level (rounding up). Action points can be spent to do the following:

- ▶ Add a 1d6 to a d20 roll (*d20M*, pg. 36)
- ▶ Use a class talent or feature (*d20M*, pg.36)
- ▶ Immediately recover from a dazed, stunned, shaken or flat-footed condition
- ▶ Immediately heal 1d6 Hit Points
- ▶ Immediately stabilize a dying character (you, or a character you are assisting)

Characters recover 1 spent Action point when they do something interesting, challenging or entertaining in accordance with one of their Convictions. This is always at the discretion of the Game Master.

Feats & Skills

All feats from both *d20 Modern* and *d20 Future* are available. Keep in mind the campaign primarily takes place on the planet, so space-based skills and feats will not be used regularly.

Starting Gear

Each character is issued with a standard “Colonist’s kit”, plus one additional kit based on occupation or role within the colony.

TABLE TALK: Wealth

We can either use the d20 Modern Wealth system, which is an abstract way of indicating a character’s buying power. It is a reasonable to assume the new colony will establish some kind of economy. Alternatively, we can use the Trade Unit option from d20 Apocalypse, where each item has an abstract value and is used for “bartering”.

Colonist’s Kit

All awoken colonists are allocated private accommodation in a single room bedsit, fitted with the basic necessities. They are also issued with the following:

- ▶ Civilian clothing
- ▶ Coat
- ▶ Briefcase, day pack or hand bag
- ▶ Portable glow lamp (d20F, pg. 66)
- ▶ Water canteen
- ▶ Knife
- ▶ iCoN device*
- ▶ One item from the Professional Equipment List (d20M, pg. 113)

*Interpersonal Computer Network device. It is a PDA and communicator that operates on a local Wi-Fi signal, much like an iPod. When the satellite network is up and running it will function more like an iPhone. iCoN’s can also run “apps”.

In addition to the above, each player character may choose one of the following equipment kits *and* a single item from the Bonus Equipment list. Each kit provides useful equipment for a specific role. Also, each kit has one or more “special” equipment items that a character can take instead of the Bonus Equipment item.

Explorer's Kit

Colonists charged with the exploration, mapping and reconnaissance of the local region are issued with the following gear:

- ▶ Explorer's outfit (d20F, pg. 65)
- ▶ Portable Environment Generator (d20F, pg. 66)
- ▶ Backpack
- ▶ Sleeping bag
- ▶ Tent (2 person dome)

Bonus Equipment Option: Survival Suit (d20F, pg. 69)

Vanguard's Kit

Members of the colonial security forces are issued with the following standard equipment:

- ▶ Fatigues and sturdy boots
- ▶ Light combat armor (+3 Defense) (d20F, pg. 68)
- ▶ M4 Carbine and 2 spare magazines

Bonus Equipment Option: Land Warrior Armor (d20F, pg.64)

Medic's Kit

The colony's medical personnel are issued the following kit:

- ▶ FastUse Medkit (d20F, pg. 70)
- ▶ Medicomp Sensor app (requires iCoN) (d20F, pg. 75)
- ▶ Antitox Chemical (d20F, pg. 69)

Bonus Equipment Option: 2 doses of Biocort Chemical healer (d20F, pg. 74)

Engineer's Kit

Mechanics, builders and engineers have the following kit issued:

- ▶ Mechanicomp Sensor App (requires iCoN) (d20F, pg. 75)
- ▶ Tool belt
- ▶ Mechanical toolkit (basic)
- ▶ Fusion Torch (d20F, pg.70)

Bonus Equipment Option: Power Backpack (d20F, pg. 74) OR

Bonus Equipment Option: Mechanical toolkit (Deluxe)

Technician's Kit

Computer technicians, electricians and similarly trained colonists are issued with the following gear:

- ▶ Electricomp Sensor app (requires iCoN) (d20F, pg. 75)
- ▶ Computer Card (d20F, pg. 70)
- ▶ Electrical toolkit (basic)
- ▶ Spray LCD (d20F, pg. 66)

Bonus Equipment Option: Electrical toolkit (Deluxe)

Scoundrel's Kit

Not so much issued as assembled through the trade of issued equipment, the scoundrel's kit represents the gear a thief or smuggler might use.

- ▶ Hackcard (d20F, pg. 65)
- ▶ Intellipicks (d20F, pg. 71)
- ▶ Fake ID
- ▶ Forgery Kit
- ▶ Beretta 92F and 1 spare ammo clip

Bonus Equipment Option: Disguise kit (morphic) (d20F, pg. 70) OR

Bonus Equipment Option: Silent Suit (d20F, pg. 74)

Founder's Kit

Founders that have made contact with the new colony tend to be equipped for survival in the harsh wilderness. Their equipment is simpler and more durable than most of the colonial gear. Only Founders can choose this kit. Founders that choose this kit do not automatically have an iCoN.

- ▶ Bow or Crossbow and a quiver of 20 arrows/bolts
- ▶ Machete
- ▶ Search and Rescue kit
- ▶ Gas mask

Bonus Equipment Option: Riding lizard OR

Bonus Equipment Option: Winchester 94 OR

Bonus Equipment Option: iCoN

Bonus Equipment

A character that does not choose one of the Bonus Equipment Options from their kit may pick one of the following items:

- ▶ M4 Carbine and 2 spare magazines
- ▶ Light Duty Vest (armor +5)
- ▶ WGM Wyoming (4 wheel dirtbike) (d20F, pg. 149)
- ▶ Harris-Musselman Dirtbike (d20F, pg. 148)
- ▶ Search and Rescue kit
- ▶ Beretta 92F and 2 spare ammo clips
- ▶ Sword
- ▶ Duracable and Grappler Tag (d20F, pg. 65)