



**COLUMN BY
CHARLES RICE**

**CONTENT MANAGER
CHARLES RICE AND CHRIS DAVIS**

**LAYOUT
CHRIS DAVIS**

**PROOFREADING
DONALD KIESLING, CHRIS DAVIS**

www.RPGOBJECTS.com

d20 Modern(tm) is a trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission. Dungeons & Dragons(R) and Wizards of the Coast(R) are registered trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission.

ALTERNATE ARMORS

INTRODUCTION

Many people have asked for armor in d20 Modern to be handled as *Damage Reduction*. This is the way many games (especially modern ones) have handled armor, but d20 Modern's designers chose to make armor function as it did in d20 Fantasy, providing an armor bonus (but renamed defense).

However with armor bonuses from class, armor as Damage Reduction seems a natural fit and is presented here as an optional rule. Going hand-in-hand with the new armor rules is a new statistic for weapons: *Armor Penetration*.

DESIGN CONSIDERATIONS

My chief goal in these rules is *not* to present a realistic take on armor and firearms weapon penetration. These rules are written so that if a new suit of modern armor or a new modern weapon appears in an article or supplement you can convert the weapon to these rules *in your head*. No conversion charts. No nonsense.

Another, secondary, goal for these rules is to make archaic armors make a little more sense. Sure magic chain mail might be a really good idea when you're fighting an axe wielding gnoll pimp, but when he gets really mad and pulls out his 9mm... give me the flak vest.

DAMAGE REDUCTION CONVERSION

To convert armor to Damage Reduction take the armor's Defense bonus and divide by two applying one-half the armor bonus as an equipment bonus to Defense and the other half as Damage Reduction. In the case of fractional values, round down for the Defense bonus and up for the Damage Reduction.

DR = original equipment bonus / 2 (rounded up)
Equipment Bonus = original equipment bonus / 2 (rounded down)



TABLE 1: MODERN ARMORS

Armor	Type	Defense Bonus	Nonprof. Bonus	Damage Reduction	Max. Dex.	Armor Penalty	Speed (30ft.)	Weight	Purchase DC	Restriction
Light Armor										
Leather jacket	Impromptu	+0	+0	1	+8	-0	30	4 lb.	10	---
Light Undercover Shirt	Concealable	+1	+0	1	+6	-0	30	2 lb.	13	Lic. (+1)
Pull-up Pouch vest	Concealable	+1	+0	1	+6	-1	30	2 lb.	13	Lic. (+1)
Undercover Vest	Concealable	+1	+0	2	+5	-2	30	3 lb.	14	Lic. (+1)
Medium Armor										
Concealable Vest	Concealable	+2	+1	2	+4	-3	25	4 lb.	15	Lic. (+1)
Light Duty Vest	Tactical	+2	+1	3	+3	-4	25	8 lb.	16	Lic. (+1)
Tactical Vest	Tactical	+3	+1	3	+2	-5	25	10 lb.	17	Lic. (+1)
Heavy Armor										
Special Response Vest	Tactical	+3	+1	4	+1	-6	20	15 lb.	18	Lic. (+1)
Forced Entry Unit	Tactical	+4	+2	5	+0	-8	20	20 lb.	19	Lic. (+1)

INSERTS

Inserts allow a wearer to customize body armor for a specific purpose. The statistics in **Table 2** modify the damage reduction, maximum Dexterity, armor penalty and weight of any armor they are worn with. Inserts must be purchased separately but may be worn with armor of any grade (from concealable to tactical to military).

Almost all bulletproof vests manufactured today contain a concealed slip pocket for an insert to be placed in. If a specific insert is going to be worn all the time, this slip pocket can simply be sewn shut.

FLEXIBLE TRAUMA INSERT

This light insert provides some additional protection against blunt force trauma (including explosives).

STEEL TRAUMA INSERT

This insert provides more protection than the flexible trauma insert but has more weight. If you were on a bomb squad rotation or heading into a riot, you wouldn't mind the added heft of one of these.

TITANIUM TRAUMA INSERT

Similar to the steel version, but provides better protection and lighter materials.

ANTI-STAB INSERT

Especially popular with police and corrections officers, these flexible inserts help improve the weakness of most body armors against stabbing weapons.

OUTERSHELL

The opposite of an insert, this one-piece hard shell allows law enforcement officers to quickly covert a concealable vest into something more substantial. If worn over any concealable armor, the Outershell causes it to function in every way like a Light Duty Vest. If a concealable armor is not worn underneath the Outershell it will function as an Undercover Vest.

Donning an Outershell is quick and efficient by design and may be done with a full-round action.

TACTICAL OUTERSHELL

Tactical Outershell operates in the same way that standard Outershell does, except that it functions as a Tactical Vest when worn over concealable armor. If worn alone this Outershell also acts like an Undercover Vest.

TABLE 2: ARMOR INSERTS

Insert	Damage Reduction	Max.Dex.	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
Flexible Trauma	+1 (+2 vs. Blunt)	-1	-1	-0	+2 lbs.	13	Lic. (+1)
Steel Trauma	+1 (+3 vs. Blunt)	-2	-2	-0	+4 lbs.	14	Lic. (+1)
Titanium Trauma	+1 (+4 vs. Blunt)	-2	-2	-0	+3 lbs.	15	Lic. (+1)
Anti-Stab	+1 (+3 vs. Piercing)	-2	-2	-0	+5 lbs.	15	Lic. (+1)
Outershell	*	*	*	*	*	17	Lic. (+1)
Tactical Outershell	*	*	*	*	*	18	Lic. (+1)
Light Ceramic Insert	+1 (+2 vs. Ballistic)	-1	-1	-0	+3 lbs.	15	Lic. (+1)
Medium Ceramic Insert	+1 (+3 vs. Ballistic)	-2	-2	-0	+6 lbs.	16	Lic. (+1)
Heavy Ceramic Insert	+1 (+4 vs. Ballistic)	-3	-3	-0	+8 lbs.	18	Lic. (+1)
Buoyancy Insert	*	-0	-0	-0	+2 lbs.	12	Lic. (+1)

TABLE 3: ARCHAIC ARMORS

Armor	Type	Defense Bonus	Nonprof. Bonus	Damage Reduction	Max. Dex.	Armor Penalty	Speed (30ft.)	Weight	Purchase DC	Restriction
Light Armor										
Padded Armor	Archaic	+0	+0	1/ballistic	+8	-0	30	10 lb.	10	---
Leather	Archaic	+1	+0	1/ballistic	+6	-0	30	15 lb.	12	---
Studded Leather	Archaic	+1	+0	2/ballistic	+5	-1	30	20 lb.	14	---
Chain Shirt	Archaic	+2	+1	2/ballistic	+4	-2	30	25 lb.	16	---
Medium Armor										
Hide	Archaic	+1	+0	2/ballistic	+4	-3	20	25 lb.	15	---
Scale Mail	Archaic	+2	+1	2/ballistic	+3	-4	20	30 lb.	17	---
Chainmail	Archaic	+2	+1	3/ballistic	+2	-5	20	40 lb.	18	---
Breastplate	Archaic	+2	+1	3/ballistic	+3	-4	20	30 lb.	19	---
Heavy Armor										
Splint Mail	Archaic	+3	+1	3/ballistic	+0	-7	20	45 lb.	20	---
Banded Mail	Archaic	+3	+1	3/ballistic	+1	-6	20	35 lb.	21	---
Half Plate	Archaic	+3	+1	4/ballistic	+0	-7	20	50 lb.	22	---
Full Plate	Archaic	+4	+2	4/ballistic	+1	-6	20	50 lb.	23	---

CERAMIC INSERT (LIGHT, MEDIUM AND HEAVY)

These inserts provide maximum protection against military weapons and even help to protect against armor piercing ammunition.

BUOYANCY INSERT

This insert provides no additional protection but causes body armor to double as a flotation device. Especially handy for coast guard officers, armor with this insert does not apply its armor check penalty to swimming skill checks and allows a person so equipped to stay afloat indefinitely.

ARCHAIC ARMOR

Archaic Armor under these rules works much the same as it does in the standard rules except when it comes to firearms. The advent of gunpowder weapons was the death of heavy armor and these rules attempt to reflect that.

ARCHAIC ARMOR VS. ARCHAIC WEAPONS

When facing archaic weapons, archaic armor functions normally, providing a bonus to Defense and Damage Reduction.

ARCHAIC ARMOR VS. MODERN WEAPONS

Modern weapon attacks are touch attacks against archaic armor, avoiding the armor's equipment bonus entirely. The damage from a modern weapon also ignores the Damage Reduction of archaic armor. Note that since heavy armor lowers your maximum dexterity this makes it a hindrance against gunpowder weapons not an advantage (exactly what happened in the real world). In short, the wearer of archaic armor in modern times gains no benefits against modern weapons.

ARMOR PENETRATION

One of the most important characteristics of a modern weapon is its ability to penetrate armor. The simplest way to accomplish this for the personal firearms

in the Modern core rules is to allow the weapon to ignore one point of DR per 8 points of the weapon's maximum damage (rounded down).

For convenience the penetration value of all the core firearms is presented in **Table 4**.

EXPLOSIVES PENETRATION

Explosives can also penetrate DR. If an explosive has no armor piercing listed (such as C-4) it ignores one DR per three dice of damage unless steps have been taken to enhance the explosives anti-personnel capabilities (fragmentation or even just packing nails around a scratch-built explosive) in which case the armor ignores 1 DR per die of damage.

MELEE AND ARCHAIC WEAPONS PENETRATION

One challenge for body armor in the modern world is the effect stabbing weapons have on it. Many stabbing weapons penetrate Kevlar with ease making law enforcement personnel (especially those in the corrections fields) vulnerable when making arrests or performing cell extractions (removal of an

TABLE 4: FIREARMS WITH ARMOR PENETRATION

Weapon	Damage	Penetration	Critical	Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Handguns											
Beretta 92F	2d6	1	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	16	Lic (+1)
Beretta 93R	2d6	1	20	Ballistic	30 ft.	S, A	20 box	Med	3 lb.	18	Res (+2)
Colt Double Eagle	2d6	1	20	Ballistic	30 ft.	S	9 box	Small	3 lb.	16	Lic (+1)
Colt M1911	2d6	1	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	15	Lic (+1)
Colt Python1	2d6	1	20	Ballistic	40 ft.	S	6 cyl.	Med	3 lb.	5	Lic (+1)
Derringer	2d6	1	20	Ballistic	10 ft.	Single	2 int.	Tiny	1 lb.	14	Lic (+1)
Desert Eagle	2d8	2	20	Ballistic	40 ft.	S	9 box	Med	4 lb.	18	Lic (+1)
Glock 171	2d6	1	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	18	Lic (+1)
Glock 201	2d6	1	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	18	Lic (+1)
MAC Ingram M10	2d6	1	20	Ballistic	40 ft.	S, A	30 box	Med	6 lb.	15	Res (+2)
Pathfinder	2d4	1	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1 lb.	14	Lic (+1)
Ruger Service-Six	2d6	1	20	Ballistic	30 ft.	S	6 cyl.	Small	2 lb.	14	Lic (+1)
S&W M29	2d8	2	20	Ballistic	30 ft.	S	6 cyl.	Med	3 lb.	15	Lic (+1)
SITES M9	2d6	1	20	Ballistic	30 ft.	S	8 box	Tiny	2 lb.	15	Lic (+1)
Skorpion	2d4	1	20	Ballistic	40 ft.	S, A	20 box	Med	4 lb.	17	Res (+2)
TEC-9	2d6	1	20	Ballistic	40 ft.	S or A	32 box	Med	4 lb.	14	Res (+2)
Walther PPK	2d4	1	20	Ballistic	30 ft.	S	7 box	Small	1 lb.	15	Lic (+1)
Longarms											
AKM/AK-47	2d8	2	20	Ballistic	70 ft.	S, A	30 box	Large	10 lb.	15	Res (+2)
Barrett Light Fifty	2d12	3	20	Ballistic	120 ft.	S	11 box	Huge	35 lb.	22	Lic (+1)
Beretta M3P	2d8	2	20	Ballistic	30 ft.	S	5 box	Large	9 lb.	16	Lic (+1)
Browning BPS	2d10	2	20	Ballistic	30 ft.	S	5 int.	Large	11 lb.	16	Lic (+1)
HK G3	2d10	2	20	Ballistic	90 ft.	S, A	20 box	Large	11 lb.	19	Res (+2)
HK MP51	2d6	1	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	20	Res (+2)
HK MP5K	2d6	1	20	Ballistic	40 ft.	S, A	15 box	Med	5 lb.	19	Res (+2)
HK PSG11	2d10	2	20	Ballistic	90 ft.	S	5 box	Large	16 lb.	22	Lic (+1)
M16A2	2d8	2	20	Ballistic	80 ft.	S, A	30 box	Large	8 lb.	16	Res (+2)
M4 Carbine	2d8	2	20	Ballistic	60 ft.	S, A	30 box	Large	7 lb.	16	Res (+2)
Mossberg	2d8	2	20	Ballistic	30 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)
Remington 700	2d10	2	20	Ballistic	80 ft.	Single	5 int.	Large	8 lb.	17	Lic (+1)
Sawed-off shotgun	2d8	2	20	Ballistic	10 ft.	S	2 int.	Med	4 lb.	15	Lic (+1)
Steyr AUG	2d8	2	20	Ballistic	80 ft.	S, A	30 box	Large	9 lb.	19	Res (+2)
Uzi	2d6	1	20	Ballistic	40 ft.	S, A	20 box	Large	8 lb.	18	Res (+2)
Winchester 94	2d10	2	20	Ballistic	90 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)
Heavy Weapons											
M-60	2d8	2	20	Ballistic	100 ft.	A	Linked	Huge	22 lb.	21	Mil (+3)
M2HB	2d12	3	20	Ballistic	110 ft.	A	Linked	Huge	75 lb.	22	Mil (+3)
M72A3 LAW	10d62	7	—	—	150 ft.	1	1 int.	Large	5 lb.	15	Mil (+3)

uncooperative prisoner from a prison cell). In fact many of the inserts and new armors detailed above are specifically designed to counteract the effect of stabbing weapons on standard body armor.

The penetration of melee and archaic weapons are based on their damage type. In addition melee weapons gain a +1 bonus to their penetration when used two-handed.

Damage Type	Penetration	
	One Handed	Two-Handed
Bludgeoning	0	1
Slashing	0	1
Piercing	2	3

ARMOR PIERCING AMMUNITION

Making ammunition out of different materials or of a different design to better penetrate body armor is a subject of much research and military spending.

To represent armor piercing ammunition, use **Table 5**. All armor piercing ammunition has a Restriction level of Military (+3 cost to buy on the black market if not authorized).

NEW FEATS

Following are a few new feats for armor.

ARMOR FAMILIARITY

You have a growing familiarity with your armor.

Prerequisite: Strength 13+, Armor Proficiency (light)

Effect: When wearing a suit of armor with which you are proficient you decrease the armor check penalty by 1.

Special: You may take this feat multiple times. Its effects stack.

TABLE 5: ARMOR PIERCING AMMUNITION

Ammunition(quantity)	Wealth DC		
	Normal	Penetration +1	Penetration +2
5.56mm (20)	4	9	14
7.62mm (20)	4	9	14
7.62mmR (20)	4	9	14
.444 caliber (20)	6	11	16
.50 caliber (20)	6	11	16
9mm (50)	5	10	15
10mm (50)	5	10	15
.22 caliber (50)	4	9	14
.32 caliber (50)	5	10	15
.38 special (50)	5	10	15
.357 caliber (50)	5	10	15
.44 caliber (50)	5	10	15
.45 caliber (50)	5	10	15
.50AE caliber (50)	6	11	16

ARMOR TOLERANCE

Even the heaviest armor feels light and natural to you.

Prerequisite: Armor Proficiency (light)

Effect: When wearing a suit of armor with which you are proficient you increase the maximum Dexterity bonus by +1.

Special: You may take this feat multiple times. Its effects stack.

BRUTE FORCE

You are skilled at using hand-to-hand weapons to penetrate armor, using strength to your advantage.

Prerequisite: Strength 13+

Effect: You gain a +1 penetration when using any melee weapon.

TARGETING FINESSE

You are skilled enough to bypass armor when using light weapons.

Prerequisite: Weapon Finesse

Effect: When you attack with a finesse weapon you may ignore any damage reduction from Armor.

OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Modern Dispatch #1 2004, RPGObjects; Author Charles Rice, Chris Davis

OPEN GAMING CONTENT

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Modern Dispatch, Darwin’s World, Blood and Guts, Blood and Fists, Blood and Vigilance, Blood and Circuits, Blood and Relics.

Designation of Open Gaming Content: The following sections of *Modern Dispatch #1* is designated as open gaming content except for terms defined as product identity above. All illustrations, pictures, and diagrams are Product identity and property of RPGObjects™.

All the text in this document is open content.