



BY ZACHARY STAUFFER

Welcome to the Doom D20, this is a fan based game as such I plan on implementing things from the doom franchise not just the main games, but also other doom things such as the movie, comic, and other fan made games and other misc that I feel fits.

Below is a list of things that inspired this Game

1. Doom (1993 PC Game by ID software)
2. Doom II (1994 PC Game by ID software)
3. Brutal Doom (2010 Mod for original Doom Games by Sergeant_Mark_IV.)
4. Doom Comic (**** ***)

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INTRO FOR NOOBS

I am including this for noobs to the Doom Universe to get a feel for the atmosphere of the game.

THE STORY SO FAR

You're a marine, one of Earth's toughest, hardened in combat and trained for action. Three years ago, you assaulted a superior officer for ordering his soldiers to fire upon civilians. He and his body cast were shipped to Pearl Harbor, while you were transferred to Mars, home of the Union Aerospace Corporation.

The UAC is a multi-planetary conglomerate with radioactive waste facilities on Mars and its two moons, Phobos and Deimos. With no action for fifty million miles, your day consisted of suckin' dust and watchin' restricted flicks in the rec room.

For the last four years the military, UAC's biggest supplier, has used the remote facilities on Phobos and Deimos to conduct various secret projects, including research on inter-dimensional space travel. So far they have been able to open gateways between Phobos and Deimos, throwing a few gadgets into one and watching them come out the other. Recently however, the Gateways have grown dangerously unstable. Military "volunteers" entering them have either disappeared or been stricken with a strange form of insanity--babbling vulgarities, bludgeoning anything that breathes, and finally suffering an untimely death of full-body explosion. Matching heads with torsos to send home to the folks became a full-time job. Latest military reports state that the research is suffering a small set-back, but everything is under control.

A few hours ago, Mars received a garbled message from Phobos. "We require immediate military support. Something fraggin' evil is coming out of the Gateways! Computer systems have gone berserk!" The rest was incoherent. Soon afterwards, Deimos simply vanished from the sky. Since then, attempts to establish contact with either moon have been unsuccessful.

You and your buddies, the only combat troop for fifty million miles were sent up pronto to Phobos. You were ordered to secure the perimeter of the base while the rest of the team went inside. For several hours, your radio picked up the sounds of combat: guns firing, men yelling orders, screams, bones cracking, then finally, silence. Seems your buddies are dead.

IT'S UP TO YOU

Things aren't looking too good. You'll never navigate off the planet on your own. Plus, all the heavy weapons have been taken by the assault team leaving you with only a pistol. If only you could get your hands around a plasma rifle or even a shotgun you could take a few down on your way out. Whatever

killed your buddies deserves a couple of pellets in the forehead. Securing your helmet, you exit the landing pod. Hopefully you can find more substantial firepower somewhere within the station.

As you walk through the main entrance of the base, you hear animal-like growls echoing throughout the distant corridors. They know you're here. There's no turning back now.

End

Ok well that was Flynn Tagart You are another story The demons have swarmed and taken control of mars and you have been brought here by the UAC to deal with them.

OVERVIEW

Doom D20 was made out of my love for classic First Person Shooters especially Doom obviously. This is the main rules I will be releasing followup source books and campaigns as well. Note that this is the beta version so there will most likely be many changes and additions to this book. Please don't go into this expecting a realistic experience. What I really want is the feel of the Old School Doom games. I really want players to feel like they do when they play the original games of course there will be tons of things that are new but I feel that they will fit perfectly I hope you agree!

PLAYER CHARACTERS INFO

Player Characters are the 3rd most important part of a D20 Campaign with the GM and the story coming 1st and 2nd respectively. Ok so your playing but not the GM? What you need to picture is the player character or "PC" as one of the lead characters in a movie. You are the actor and are acting impromptu along with what the GM describes to you. Now you can't do anything like lifting a building etc... that's what you have a character sheet for. A character sheet is a piece of paper that shows your characters abilities, skills, vitals, and inventory. The parts of a character sheet is explained below.

ABILITIES

Each ability partially describes your character and affects some of his or her actions. This is copied, pasted, and edited from the open d20 basics file.

STRENGTH (STR)

Strength measures your character's muscle and physical power. This ability is especially important for Marines and Half-Demons because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon. (*Exceptions:* Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)
- Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability.
- Strength checks (for breaking down doors and the like).

DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important for marines, security officers, also its high on the list for characters who typically wear light or medium armor or no armor at all, and for anyone who wants to be a skilled marksman.

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.
- Armor Class (AC), provided that the character can react to the attack.
- Reflex saving throws, for avoiding fireballs and other attacks that you can escape by moving quickly.
- Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, and Use Rope checks. These are the skills that have Dexterity as their key ability.

CONSTITUTION (CON)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes.

You apply your character's Constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he or she advances in level).
- Fortitude saving throws, for resisting poison and similar threats.
- Concentration checks. Concentration is a skill, important to priests and half-demons, that has Constitution as its key ability.

If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. This ability is important for wizards because it affects how many spells they can cast, how hard their spells are to resist, and how powerful their spells can be. It's also important for any character who wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

- The number of languages your character knows at the start of the game.
- The number of skill points gained each level. (But your character always gets at least 1 skill point per level.)
- Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, Search, and Spellcraft checks. These are the skills that have Intelligence as their key ability.

A wizard gains bonus spells based on her Intelligence score. The minimum Intelligence score needed to cast a wizard spell is 10 + the spell's level.

An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

WISDOM (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for clerics and druids, and it is also important for paladins and rangers. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your character's Wisdom modifier to:

- Will saving throws (for negating the effect of charm person and other spells).
- Heal, Listen, Profession, Sense Motive, Spot, and Survival checks. These are the skills that have Wisdom as their key ability.

Priests and Half-Demons get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast a Priest spell is 10 + the spell's level.

CHARISMA (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for paladins, sorcerers, and bards. It is also important for clerics, since it affects their ability to turn undead. Every creature has a Charisma score.

You apply your character's Charisma modifier to:

- Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform, and Use Magic Device checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.
- Turning checks for clerics and paladins attempting to turn zombies, vampires, and other undead.

Sorcerers and bards get bonus spells based on their Charisma scores. The minimum Charisma score needed to cast a sorcerer or bard spell is 10 + the spell's level.

When an ability score changes, all attributes associated with that score change accordingly. A character does not retroactively get additional skill points for previous levels if they increase their intelligence.

CLASSES

HALF-DEMONS

The Half-Demon is a human that has been transformed or born half-human and half-Demon. They gain many innate abilities many unholy and arcane.

Hit Die = 1D12

Weapons = Hand 2 Hand, and any 4 chosen by player

Armor = *Special "Souls"

Skill Points 2 + INT

Class Skills

Alignment = No Good Alignment

Can cast Arcane like spells

Ability Modifiers = -4 Charisma +1 Strength , +1 Constitution, +1 Intelligence, +1 Wisdom.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day										
						1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th		
1	0	2	2	0	Starting Bonuses	2	0	0	0	0	0	0	0	0	0	0
2	1	3	3	0		2	0	0	0	0	0	0	0	0	0	0
3	2	3	3	1		2	2	0	0	0	0	0	0	0	0	0
4	3	4	4	1		2	2	0	0	0	0	0	0	0	0	0
5	3	4	4	1		3	2	2	0	0	0	0	0	0	0	0
6	4	5	5	2		3	2	2	1	0	0	0	0	0	0	0
7	5	5	5	2		3	3	2	1	0	0	0	0	0	0	0
8	6/1	6	6	2		3	3	2	1	0	0	0	0	0	0	0
9	6/1	6	6	3		4	3	3	2	0	0	0	0	0	0	0
10	7/2	7	7	3		4	4	3	2	2	0	0	0	0	0	0
11	8/3	7	7	3		4	4	4	2	2	0	0	0	0	0	0
12	9/4	8	8	4		5	4	4	3	3	1	0	0	0	0	0
13	9/4	8	8	4		5	5	4	3	3	2	0	0	0	0	0
14	10/5	9	9	4		5	5	5	4	4	2	0	0	0	0	0
15	11/6/1	9	9	5		6	5	5	4	4	2	0	0	0	0	0
16	12/7/2	10	10	5		6	6	5	5	5	3	1	0	0	0	0
17	12/7/2	11	11	6		6	6	6	5	5	3	2	0	0	0	0
18	13/8/3	11	11	6		7	6	6	6	5	4	2	2	0	0	0
19	14/9/4	12	12	6		7	7	6	6	6	4	2	2	2	1	0
20	15/10/5					7	7	7	6	6	5	3	3	3	2	1

MARINE

The marine

Hit Die = 1D10

Weapons = All Simple and Martial Weapons

Armor = Light, Medium, Heavy, Shields

Alignment = Any

1 Bonus Feat every other level

Resilient Bodies -

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	1	2	0	0	Starting Bonus
2	2	3	0	0	Bonus Feat
3	3	3	1	1	
4	4	4	1	1	Bonus Feat
5	5	4	1	1	
6	6\1	5	2	2	Bonus Feat
7	7\2	5	2	2	
8	8\3	6	2	2	Bonus Feat
9	9\4	6	3	3	
10	10\5	7	3	3	Bonus Feat
11	11\6\1	7	3	3	
12	12\7\2	8	4	4	Bonus Feat
13	13\8\3	8	4	4	
14	14\9\4	9	4	4	Bonus Feat
15	15\10\5	9	5	5	
16	16\11\6\1	10	5	5	Bonus Feat
17	17\12\7\2	10	5	5	
18	18\13\8\3	11	6	6	Bonus Feat
19	19\14\9\4	11	6	6	
20	20\15\10\5	12	6	6	Bonus Feat

PRIEST

the priest

Hit Die = 1D8

Weapons = All Simple Weapons