

# D20 BLOCK AND ROLL

There are many types of building toys. The most popular of all is “Lego” building systems. Not only does this toy cover a variety of themes from space exploration to medieval fantasy, it has been converted into a variety of video games. This is my attempt to convert “Lego” into a d20 system campaign. These rules will also work for any other building toy such as “Mega-Bloc” or “Magnetix”. “Bionicle” can also be represented by alternate magic item system given in “Magic of Incarnum”. A “Tron” based game is also possible if these rules are used to represent the virtual computer game world. This document is not intended for retail sale and has no affiliation with Lego, Mega-Bloc, Magnetix, Bionicle, or any other toy building block company.

## Game Rules

The rules of the game are largely unchanged except for a few minor variations which are described below. Combat is unchanged as well as experience level advancement.

## Player Classes

Players can either play with d20 Modern Classes (or with D&D core classes). Lego wizards, knights, civilians, superheroes, and monsters all exist in the world of Lego. These classes are unchanged from their standard format. The two new prestige classes are the “builder” and the “augment”.

**Money:** In the Bloc World, your personal wealth is not a measure of how much money you have, but how many bits you possess. Bits are the indivisible component parts of all objects and creatures in the Bloc World. In a d20 Modern game, your wealth score represents your relative bit assets (not the actual number of bits you own).

Bits can be a 1x1 tile up to a massive foundational grid. In addition certain “bits” take the form of simple machines and domestic creatures. These are called “Utility Bits” and are simple mass produced objects such as a motorcycle, basic blaster, helmet, basic armor, air tank, sword, spear, pennant, lance, horse, door, window, wall, wheel, box, barrel, etc. If a utility bit is destroyed nothing of value can be salvaged from them. In the building block game, all non-magical gear, house hold objects, domestic animals, and one person vehicles are considered “Utility Bits”.

If a more complex mechanical or monstrous menace is destroyed, the players can salvage valuable building blocks from its remains. For the most part these basic blocks are palm sized interlocking pieces that come in a variety of colors and act as coinage for commerce as well as the required loose components required by the Builder or Augment to create a new device. The number of bits released by after a creature’s destruction is related to the Challenge Rating of the creature/robot, but differs according to which monetary system you are using. In D&D, instead of coins the player gains  $1d6 \times CR$  metallic colored bits of equivalent coin value (i.e. copper bit, gold bit, platinum bit, etc.). In d20 Modern,  $1d6$  bits of random sizes can be salvaged, each bit is worth  $1d6 \times CR$  in wealth points.

**Equipment:** Most basic equipment is a single bit. Complex or magical equipment consists of various building blocks that are combined together to construct most machines and creatures. Most players can not break down their personal equipment into its component parts to create new devices. The two exceptions are the Builder and the Augment. The Builder can craft entirely new objects from pieces taken from other objects. An Augment can only augment its own body with loose bits.

## NEW ADVANCED CLASSES

### BUILDER (BLD)

A builder takes prefabricated object and mentally manipulates them into entirely new devices. In addition, the builder can break down prefabricated equipment to create more bits for his own projects. The correct bits must be used to create a specific object. The builder will need electronic bits to create electronic devices, and wood bits to create a wooden ship. If magic is a part of your game system, then the builder can break down a magical item to acquire bits and the spell he needs to create a different magic item. For example, the builder could break down a 3<sup>rd</sup> caster level burning hands scroll and wood bits to enable the creation of a 3<sup>rd</sup> caster level wand of burning hands. The created object must be smaller than the source object.

#### Requirements:

*Feat:* Skill Focus (Engineering) or Builder

*Skills:* Search: 6 ranks, Knowledge (Engineering): 6 ranks, and Disable Device: 6 ranks

#### Class Information:

*Hit Dice:* 1d6

*Action Points:* 6 plus one half her character level every time she attains a new level.

*Class Skills:* Concentration (CON), Craft (INT), Disable Device (INT), Drive (DEX), Knowledge (INT), Profession (WIS), Search (Wis)

*Skill Points:* 7+INT Modifier per level gained.

#### **Table: The Builder**

Level	BAB	Fort	Ref	Will	Def.	Rep.	Special
1	+0	+0	+0	+2	+1	+0	Fabricate
2	+1	+0	+0	+3	+1	+0	Disassemble I
3	+1	+1	+1	+3	+2	+1	Bonus Feat
4	+2	+1	+1	+4	+2	+1	Disassemble II
5	+2	+1	+1	+4	+3	+1	Bonus Feat
6	+3	+2	+2	+5	+3	+2	Disassemble III
7	+3	+2	+2	+5	+4	+2	Bonus Feat
8	+4	+2	+2	+6	+4	+2	Disassemble IV
9	+4	+3	+3	+6	+5	+3	Bonus Feat
10	+5	+3	+3	+7	+5	+3	Disassemble V

#### Special Abilities:

**Fabricate (Su):** The builder can mental fabricate any object as a full round action. The mental focus to fabricate an object requires absolute concentration, and provokes an attack of opportunity form any adjacent enemy and the builder is considered “flat-footed” against any attacks. If distracted, the builder must succeed at a concentration check to successfully fabricate an object and all bits are lost. Any object created by the builder requires loose bits. These bits must be the right “craft” type (chemical, electronic, mechanical, structural, or pharmlological) to fabricate the device the character wishes to create. The amount of loose bits need is equal to the purchase cost of the fabricated object. The builder can not create a living or undead creature with the fabricate power.

**Disassemble (Su):** The builder can mentally disassemble an object by looking at it. The range and size of the object the builder can affect is limited by her class level. The builder can disassemble any object as a full round action. The mental focus to disassemble an object requires absolute concentration, and provokes an attack of opportunity form any adjacent enemy and the builder is considered “flat-footed” against any attacks. If distracted, the builder must succeed at a concentration check to successfully disassemble an object. This power can not effect living creatures, but is effective against the corporeal undead and constructs. Constructs and corporeal undead suffer 1d6 hp damage per builder class level unless they succeed at a Fortitude save (DC = 10 + INT Modifier + half the builder’s experience level round down). When the creatures HP are depleted, then the creature’s bits can be completely disassembled.

A disassembled object resembles a whirlwind of spinning bits that surrounds the builder. This whirlwind lasts for one round per builder level and provides an AC deflection bonus based on the size of object disassembled. Only one object can be disassembled at a time.

If the character does not use the bits to fabricate a new object during the whirlwind’s duration then the bits are lost. The fabricated object is always one size smaller than the disassembled object.

**Table: Disassemble Object**

Type	Size of Affected Object	Deflection AC Bonus
Disassemble I	Small	+1
Disassemble II	Medium	+2
Disassemble III	Large	+3
Disassemble IV	Huge	+4
Disassemble V	Colossal	+5

**Object Size Reference:**

Diminutive: Ashtray, CD case, paperweight, bullet, penlight, skate key.

Tiny: Knife, mug, screwdriver, softball, flashlight, wrench.

Small: Bottle, drill, fire extinguisher, flower pot, helmet, hubcap, vase.

Medium: Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick, nail gun.

Large: Empty garbage can, guitar, computer monitor, office chair, tire iron.

Huge: Ten foot ladder, mailbox, oil barrel, park bench, sawhorse, street sign.

Gargantuan: Desk, dumpster, file cabinet, large sofa, soda machine.

Colossal: Compact car, stoplight, telephone pole.

**Bonus Feat:** The Builder can take any bonus feat related to building, crafting, knowledge, traps, or concentration, that she qualifies to acquire.

## AUGMENTER (AUG)

An augmenter utilizes loose bits to enhance himself or his personal possessions. Any augmented piece of equipment will be awkward to others due to its size and unconventional design (-4 AB and -4 on any skill check). Unlike the builder, the augmenter can not break down equipment into component parts and relies entirely on the bits he earns by defeating monstrous and mechanical menaces. Augments mix and match the mechanical with the organic and are not limited by bit type when crafting an augment for a piece of equipment. In appearance, an augmenter slowly loses its birth features as it augments its own body and starts to resemble a cybernetic creature or patchwork monster.

### Requirements:

*BAB:* +3

*Feats:* Toughness, Great Fortitude

*Skills:* Heal/Treat Injury: 6 ranks, Knowledge (Technology): 6 ranks, Intimidate: 6 ranks.

### Class Information:

*Hit Points:* 1D10

*Action Points:* 6 + one half his character level, rounded down, every gain in class level

*Class Skills:* Concentrate (CON), Demolitions (INT), Disguise (CHA), Drive (DEX), Forgery (INT), Intimidate (CHA), Knowledge (life sciences, physical sciences, streetwise, technology) (INT), Listen (WIS), Profession (WIS), Search (INT), Sense Motive (WIS), Spot (WIS), Treat Injury (WIS).

*Skill Points:* 3 + INT modifier per gain in class level.

### **Table: The Builder**

Level	BAB	Fort	Ref	Will	Def.	Rep.	Special
1	+0	+1	+1	+0	+1	+0	Weapon Aug I
2	+1	+2	+2	+0	+1	+0	Armor Aug I
3	+2	+2	+2	+1	+2	+1	Body Aug I
4	+3	+2	+2	+1	+2	+1	Weapon Aug II
5	+2	+3	+3	+1	+3	+1	Armor Aug II
6	+3	+3	+3	+2	+3	+2	Body Aug II
7	+3	+4	+4	+2	+4	+2	Weapon Aug III
8	+4	+4	+4	+2	+4	+2	Armor Aug III
9	+4	+4	+4	+3	+5	+3	Body Aug III
10	+5	+5	+5	+3	+5	+3	Synthesis

**Weapon Augment (Ex):** Pick ONE of the weapon augments listed below (pick another at levels 4 and 7). You can always add that augment on any of your weapons at any time. The cost of the augment is equal to a randomly determined number of bits with loose bit value equal to the weapon they are modifying. The time to craft the augment equals the total loose bit number in rounds. Each augment can only be applied to the same weapon once. Once the loose bits are used they become part of the

weapon, doubles the value of the weapon, and can not be removed. Only one augment per weapon is allowed at class level one. This increases to two at class level 4 and three at class level 7.

*Bigger Is Better:* 1d4 loose bits of equal or greater wealth value

This weapon is one size category larger than before. Increase the weapon damage by one die size and increase the base RI by 10%, round down, to the nearest 5ft interval. Increase the hit point total of the weapon by 50% hit points. The increased size inflicts no penalty on the accuracy of the augments, but he may have to use his new weapon two handed or on a tripod.

*Transforming Weapon:* 1d4 loose bits of equal or greater wealth value

This projectile weapon can change from a melee weapon to a projectile weapon. It is a move equivalent action to change it from one form to another. It does not change size so both weapons must be the same size. For example, a long sword could become a 12 gauge shotgun. A Pathfinder revolver transforms into a set of brass knuckles.

*Ammunition Conversion:* 1d4 loose bits of equal or greater wealth value

This augmentation transforms the basic ammunition of the weapon into a new type. Only one type can be picked and this change is permanent.

- Armor Piercing (AP): AP ammo is -2 to damage, but gains a +2 to hit bonus against opponents with natural, equipment, or shield armor bonus.
- Bean Bag (BB): BB ammo inflicts non-lethal damage.
- Flechette (FL): FL ammo is a shell filled with sharp metal needles that spread when fired into an armor piercing cloud of razors. +2 to hit bonus but reduce RI by half (5ft minimum).
- Hollow Point (HP): HP ammo is designed to expand when hitting a solid target inflicting larger wounds, but is less able to penetrate armor. +2 to damage bonus but -2 to hit any target with natural, equipment, or shield armor bonus.
- Tracer (TR): TR ammo has a phosphorus tip that ignites when fired enabling the shooter to see the trajectory of his bullets. Beginning at the second round of ranged combat against the same target, the TR ammo gains a +1 to hit bonus.

*Regenerating Ammo:* 1d4+4 loose bits of equal or greater wealth value

This weapon grows new ammo spontaneously and will completely refill its payload within one hour. On the negative side, this weapon can not be reloaded by the shooter, it must grow its own ammo.

*Power To Burn:* 1d4+4 loose bits of equal or greater wealth value

Instead of ballistic rounds, this weapon now converts bullets into sonic, electric, heat, cold, or acidic energy blasts. This weapon is otherwise the same as original ballistic weapon.

*Mind of Its Own:* 1d4+8 loose bits of equal or greater wealth value

This weapon now has an animal intelligence (INT 3), if the shooter has "Handle Animal" skill he can use it to teach the weapon tricks. In addition, the weapon will not function for anyone other than its owner. The weapon has a +0 BAB and can make one attack per round. It inflicts its normal damage if the attack hits its target. The weapon has a Speed of 10ft on its retractable legs and has the same hit points and hardness it had before.

**Armor Augment (Ex):** Pick ONE of the armor augments listed below (pick another at levels 5 and 8). You can always add that augment on any of your suits of armor at any time. The cost of the augment is equal to a randomly determined number of bits with loose bit value equal to the armor they are modifying. The time to craft the augment equals the total loose bit number in rounds. Each augment can only be applied to the same suit of armor once. Once the loose bits are used they become part of the armor, double the value of the armor, and can not be removed. Only one augment per suit of armor is allowed at class level two. This increases to two at class level five and three at class level eight.

*Conversion Armor:* 1d8 loose bits of equal or greater value

This suit of armor can fold up into a lighter form of armor. For example a full suit of plate armor could become a half suit. A suit of riot armor retracts into a riot vest. The weight of the armor is unchanged. It costs the character one full round action the shift his armor from on form to another but does not provoke an attack of opportunity.

*Tool Vest:* 1d8 loose bits of equal or greater value to the armor

This suit of armor is designed with a particular skill in mind. This armor provides all the tools required to perform one skill and a +2 equipment bonus to one skill check.

*Energy Resistance:* 1d8+8 loose bits of equal or greater value

This suit of armor gains 5 points of resistance against one type of energy damage.

*Environmental:* 1d8+8 loose bits of equal or greater value to the armor

This suit provides the wearer with temperature control, radiation shielding, and breathable air for 3 hours.

*Chameleon:* 1d8+8 loose bits of equal or greater value to the armor

This suit changes colors to match its environment. After 1 full round of hiding, the character gains a +8 hide bonus if he remains motionless.

**Body Augment (Ex):** At class level three the Augmenter can create petty augments. At level 6 she can create modest augments. At level 9, she can create severe augments. The cost of the augment is equal to a randomly determined number of bits with each loose bit value at least equal to the value of the Body Augmentation. The time to craft the augment equals the augment wealth cost in hours. Each augment can only be applied to the same creature once. Once the loose bits are used they become part of the creature and can not be removed. Only one augment per creature is allowed at class level two. This increases to two at class level 5 and three at class level 8. Magic items wore on augmented body locations have no effect (i.e. a magic ring worn on a cyber-hand does nothing). Augment bonuses do not stack.

*Petty Body Augments:* One isolated limb or body location (-10 to Spot, minor augmentations are hard to spot)

+1 augment bonus to one physical attribute	Cost: 10,000gp or DC26
+1 augment bonus to natural armor	Cost: 20,000gp or DC28
+2 augment bonus to one saving throw	Cost: 20,000 or DC28

+4 augment bonus to one skill	Cost: 16,000gp or DC27
Low-light Vision	Cost: 20,000gp or DC28
Tremorsense (10ft)	Cost: 20,000gp or DC28

*Modest Augments:* Two linked body locations such as Eyes and Head, or Right Hand and Right Arm. (+0 to Spot, the augmentation is plainly visible). Each modest augment inflicts a -1 penalty to all CHA based checks.

+2 augment bonus to one physical attribute	Cost: 40,000gp or DC30
+2 augment bonus to natural armor	Cost: 80,000gp or DC33
Hardwired Feat* (Pick One)	Cost: 50,000gp or DC31
Bite or Horns (Natural Weapon)	Cost: 50,000gp or DC31
Pair of Claws (Natural Weapons)	Cost: 60,000gp or DC32
Spiked Tail (Natural Weapon)	Cost: 80,000gp or DC33
Dark-Vision (60ft)	Cost: 80,000gp or DC33
Pounce	Cost: 80,000gp or DC33
Crush or Constrict	Cost: 80,000gp or DC33
Telepathy (100ft) (Su)	Cost: 80,000gp or DC33
Scent	Cost: 80,000gp or DC33

\*NOTE: Cost is based on an entry level feat with no prerequisites. If feat prerequisites exist, the cost increases exponentially: (number of prerequisite feats plus any other prerequisites) squared times 50,000gp. For example, "Cleave" (1 feat {Power Attack} + 1 pre. {STR 13}) costs 200,000gp (DC36). The cost of all prerequisites must be included even if the character possesses the prerequisite feats through normal means.

*Severe Augments:* Severe augments cover three linked body locations (+10 to Spot, highly visible augmentation). Each inflicts a -2 penalty on all CHA based checks.

+4 augment bonus to one physical attribute	Cost: 160,000gp, DC35
+4 augment bonus to natural armor	Cost: 320,000gp, DC37
Special Abilities: Pick ONE listed below	Cost: 1 million gp, DC42
• Damage Resistance: 10/adamantine	
• Alternate Form	
• Immunity to ONE energy type	
• Tail Sweep (trip attack 360*, all adjacent opponents)	
• Rend (Double claw damage + STR x1.5) damage when both claw attacks hit.	
• Poison (Damage based on size, pick vermin type: spider, scorpion, or centipede)	
• Blindsight (30ft): Pick sonar, radar, pheromone, or heat detection.	
• Frightful Presence	
• "Energy" Aura (Touch Attack: 1d6 damage, Pick energy type at creation)	
• Powerful Charge (Double normal horn damage)	

**Synthesis (Ex):** The augments can now eliminate an unwanted augment as a full round action; until now removing an augment meant destroying the object. He can also combine weapon or armor with body augments. In addition, weapons and armor merge with the augments' body and are no longer vulnerable to disarming and sundering attacks.

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