TRUE 20

ADVENTURE ROLEPLAYING

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INTRODUCTION

Welcome to worlds of adventure! *True20 Adventure Roleplaying* is everything you need to create fun and fantastic storytelling adventures. It is a game of heroes, villains, action and excitement, where *you* decide the course the story takes! This **Introduction** provides you with an overview of what *True20* is and how it works, while the later chapters show you how to create heroes and your own exciting adventures. Whether you are new to the world of adventure roleplaying games or this is your first, welcome! You have opened the door to whole new worlds of your imagination.

What Is Roleplaying?

If *True20 Adventure Roleplaying* is your introduction to the world of roleplaying games (*RPGs* for short), then you might be wondering, "What's all this 'roleplaying' stuff about?"

Essentially, in a roleplaying game, you (the player) take on the role of a fictional character in a world of your imagination. One player, the Narrator, acts like the narrator of a story or the director of a play. The Narrator sets the scene and describes what happens in the world around your character. Then the other players decide what their characters do, the Narrator describes the outcome of those actions, and off you go, spinning your own story.

Roleplaying is much like cooperative fan fiction or simulation gaming, where players work together to build a fun and exciting story. Although it's the Narrator's job to portray the various antagonists in the story, as well as the heroes' allies, the Narrator isn't playing against everyone else. In fact, it's the Narrator's job to work with the players to ensure everyone has fun and the group tells an enjoyable story.

Think of a roleplaying game like an extended version of the various games of make believe we all played as children, only with rules to help guide the story and a central Narrator to help set the stage and keep things moving along.

The Basics of the Game

True20 provides a framework for your imagination. It has rules to describe your character's traits, help you decide what happens in your stories and resolve conflicts between the heroes and the challenges they face. With it, any adventure you can imagine is possible.

To play, you need a copy of the *True20* rules; a twenty-sided die, available at game and hobby stores; and a pencil and some paper. You might want copies of the *True20* character record sheet found in the **Appendix** as well.

The Core System

True20 uses a core game system to resolve actions. Whenever your character attempts any action with a chance of failure, do the following:

1. Roll a twenty-sided die (abbreviated d20).
2. Add any relevant modifiers (for things like abilities, skills, and circumstances).
3. Compare the total to a number called the action's *Difficulty* (set by the Narrator based on the circumstances).

If the result equals or exceeds the Difficulty, the action succeeds. If the result is lower than the Difficulty, the action fails. This simple system is used for nearly everything in *True20*, with variations based on the modifiers added to a roll, the Difficulty, and the effects of success and failure.

The Narrator

One of the players in a *True20* game takes the role of *Narrator*. The Narrator is responsible for running the game and is a combination of writer, director, and referee. The Narrator creates adventures for the heroes, portrays the villains and supporting characters, describes the world, and decides the outcome of the heroes' actions based on the guidelines given in the rules.

It's a big job, but also a rewarding one, since the Narrator gets to create the setting and the various characters in it, as well as inventing fun and exciting plots. If you're going to be a Narrator, you should read through this whole book carefully. You should have a firm grasp of the setting and rules, since you're expected to interpret them for the players.

The Heroes

The other players in a *True20* game create heroes—the main characters of their own adventure series, like an ongoing series of short stories or novels. As a player, you create your hero following the guidelines in this book, with the assistance and guidance of your Narrator, building the sort of hero you want to play. There are several components to creating a hero, outlined here and described in detail in the following chapters.

Abilities

All heroes have certain basic *abilities* that define what they are capable of doing. These abilities are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. They each have a numeric *ability score*, averaging 0 for a normally capable human. Higher ability scores are bonuses (+1 to +5 or more), while lower ability scores are penalties (as low as –5). As part of creating your hero, you decide how strong, smart, and tough your hero is by choosing the appropriate ability scores. See **Chapter 1: Hero Creation** for more information.

Role

Heroes fall into one of three *roles* that define the part they play in the story. *Adepts* are intellectual and knowledgeable heroes focused on supernatural powers. *Experts* are heroes specializing in various skills. *Warriors* are heroes specializing in fighting and combat. Your hero's role determines things like fighting ability, saving throw bonuses, and available feats.

Skills

Skills represent training in a particular sort of task or knowledge, everything from acrobatic maneuvers to negotiation, riding a horse, and ancient lore. Someone trained in climbing is able to climb faster and with more confidence than someone who isn't, for example. Skills are measured in *ranks*, reflecting how much training a character has in the skill. Skill ranks act as a bonus when a hero attempts an action related to a skill. You choose the skills your hero knows from a list of available skills. See **Chapter 2: Skills** for more information.

Feats

Feats are special abilities, representing talents or special training. They allow your hero to do things others can't or give your hero some other advantage. You select your hero's feats based on what you want your hero to be able to do. Heroes acquire new feats as they improve. See **Chapter 3: Feats** for more information.

GAME PLAY

A session of *True20* resembles one or more chapters from a novel. The Narrator and the players get together and tell a story by playing the game. The length of the game session can vary, from an hour or two to four hours or more. Some adventures are completed in a single session, while others take many sessions. You can choose when to stop playing, and you can start up again anytime later.

Just like a story, a *True20* adventure consists of a series of *scenes*. Some scenes are fairly straightforward, with the heroes interacting with each other and the supporting cast. In these cases the Narrator generally just asks the players to describe what their heroes are doing and in turn describes how the other characters react and what they say and do.

When the action starts happening, such as when the heroes are staving off a disaster or fighting villains, time becomes more crucial and is broken down into *rounds*, each six seconds long, and the players generally have to make die rolls to see how well their heroes do.

Die Rolls

There are a number of different die rolls in *True20*, although they all follow the core system of a d20 roll plus modifiers versus a Difficulty. The three main die rolls in *True20* are checks, attack rolls, and saving throws.

Checks

To make a *check*, roll a d20 and add your modifier for the appropriate trait (ability, skill, and so forth). You always want to roll high. Rolling 20 before adding modifiers (called a *natural 20*) is not an automatic success, and rolling 1 before adding modifiers (a *natural 1*) is not an automatic failure (as they are with attack rolls).

Check = d20 + modifier versus Difficulty

Difficulty

A check's *Difficulty* is a number set by the Narrator you must equal or exceed with your check result to succeed. So, for a task with a Difficulty of 15 you must have a check result of 15 or better to succeed. In some cases, the consequences of a check vary based on how much higher or lower the result is than the Difficulty.

Opposed Checks

Some checks are *opposed checks*. They are made against the result of someone else's check. Whoever gets the higher result wins. An example is trying to bluff someone. You make a Bluff check, while the Narrator makes a Sense Motive check for your target. If you beat the target's Sense Motive check result, you succeed.

For ties on opposed checks, the character with the higher modifier wins. If the modifiers are the same, re-roll.

Trying Again

In general, you can try a check again if you fail, and keep trying indefinitely. Some tasks, however, have consequences for failure. For example, failing a Climb check might mean you fall, which might make it difficult to try again. Some tasks can't be attempted again once a check has failed. For most tasks, once you've succeeded, additional successes are meaningless. (Once you've discovered a room's only secret door using the Search skill, for instance, there's no further benefit from additional Search checks.)

Circumstance Modifiers

Some circumstances make a check easier or harder, resulting in a bonus or penalty to the modifier for the check or a change to the check's Difficulty.

The Narrator can alter the odds of success in four ways:

- Grant a +2 bonus to represent circumstances improving performance.
- Grant a –2 penalty to represent circumstances hampering performance.
- Reduce the Difficulty by 2 to represent circumstances making the task easier.
- Increase the Difficulty by 2 to represent circumstances making the task harder.

DIFFICULTY EXAMPLES

Difficulty	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Notice)
Easy (5)	Climb a knotted rope with a wall to brace against (Climb)
Average (10)	Hear an approaching guard (Notice)
Tough (15)	Rig a wagon wheel to fall off (Disable Device)
Challenging (20)	Swim in stormy water (Swim)
Formidable (25)	Pick an average quality lock (Disable Device)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Superheroic (35)	Convince the guards that even though they've never seen you before, they should let you into the fortress (Bluff)
Nearly impossible (40)	Track an expert hunter through the woods on a moonless night after days of rainfall (Survival)

OPPOSED CHECK EXAMPLES

Task	Skill	Opposing Skill
Stealth up on someone	Stealth	Notice
Con someone	Bluff	Sense Motive
Hide from someone	Stealth	Notice
Win a horse race	Ride	Ride
Pretend to be someone else	Disguise	Notice
Steal a key chain	Sleight of Hand	Notice

When to Roll Dice

True20 provides systems to handle most situations likely to come up during a game, but these systems are just guidelines. Ultimately, it's up to the Narrator to decide exactly what happens in any given situation. The Narrator also decides when various checks and other die rolls are necessary to resolve a situation.

Generally speaking, it's possible to handle a lot of challenges and routine issues in the game using the guidelines given in this section, particularly the rules for taking 10, taking 20, and comparison checks. For example, if you know a hero can simply take 10 and succeed at a task under routine circumstances, there's no reason to bother rolling dice; just assume the hero succeeds and move on. This helps to maintain the narrative flow of the game and makes the times when you *do* start rolling dice more dramatic, since all the focus is on the action.

Bonuses to your check modifier and reduction to the check's Difficulty have the same result: they create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

Time and Checks

Performing a particular task may take a round, several rounds or more, or even no real time at all. Most checks are move actions, standard actions, or full-round actions. Some checks are instant and represent reactions to an event, or are included as part of another action. Other checks represent part of movement. The distance the character jumps when making a Jump check, for example, is part of the character's move action. Some checks take more than a round to use, and the rules specify how long these tasks require. See **The Combat Round**, page 6, for more information.

Tools

Some tasks require tools. If tools are needed, the specific items are mentioned in the description of the task or skill. If you don't have the appropriate tools, you can still attempt the task but at a –4 penalty on your check.

A character may be able to put together impromptu tools to make the check. If the Narrator allows this, reduce the penalty to –2 (instead of –4). It usually takes some time (several minutes to an hour or more) to collect or create a set of impromptu tools, and it may require an additional check as well.

Checks without Rolls

A check represents performing a task under a certain amount of pressure, with uncertain results. When the situation is less demanding, you can perform with more reliable results. Applying these rules can speed up checks under routine circumstances, cutting down the number of die rolls players need to make during play.

Taking 1

If your total bonus on a check is equal to or greater than the Difficulty, you will succeed regardless of what you roll on the die. In this case, the Narrator might not require you to roll at all and just assume you succeed, since it's a trivial effort for someone of your capability. If the check has varying levels of success, you're assumed to achieve the minimum possible (as if you'd rolled a 1). You can choose to make a roll to achieve a greater level of success, or the Narrator may assume a greater level of success, depending on the circumstances.

Taking 10

When you are not in a rush and not threatened or distracted, you may choose to take 10. Instead of rolling for the check, calculate your result as if you had rolled a 10. For average (Difficulty 10) tasks, taking 10 allows you to succeed automatically. You cannot take 10 if distracted or under pressure (such as in a combat situation). The Narrator decides when this is the case.

Taking 20

When you have plenty of time, and when the task carries no penalties for failure, you can take 20. Instead of rolling the check, calculate your result as if you had rolled a 20. Taking 20 means you keep trying until you get it right. Taking 20 takes about twenty times as long as making a single check, or about 2 minutes for a task requiring a round or less. If there are potential consequences for failing the check, such as setting off an alarm or slipping and falling, you cannot take 20.

Comparison Checks

In cases where a check is a simple test of one character's capabilities against another, with no luck involved, the one with the higher modifier or score wins. Just as you wouldn't make a "height check" to see who's taller, you don't need to make a Strength check to see who's stronger. The ability scores tell you that. When two characters arm wrestle, for example, the stronger character wins. In the case of identical bonuses or scores, just flip a coin to see who wins.

Aiding Another

Sometimes characters work together and help each other out. In this case, one character (usually the one with the highest bonus) is considered the leader of the effort and makes the check normally, while each helper makes the same check against Difficulty 10 (and can't take 10 on this check). Success grants the leader a +2 bonus for favorable conditions. For every 10 full points the helper's check exceeds the Difficulty, increase the bonus by +1, so a result of 20–29 grants a +3 bonus, 30–39 a +4, and so forth. In many cases, outside help isn't beneficial, or only a limited number of helpers can aid someone at once. The Narrator limits aid as appropriate for the task and conditions.

Types of Checks

There are two main types of checks: skill checks and ability checks.

Skill Checks

A skill check determines what you can accomplish with a particular skill (sometimes whether you're trained in that skill or not). It is a roll of d20 + your rank in the skill and the skill's key ability score against a Difficulty. Skill checks sometimes have gradations of success and failure based on how much your total roll is above or below the Difficulty. For example, if you fail a Climb check, you don't make any progress. If you fail by 5 or more, you fall.

EXAMPLE ABILITY CHECKS

Task	Ability
Forcing open a jammed or locked door	Strength
Tying a rope	Dexterity
Resisting injury, holding your breath	Constitution
Navigating a maze	Intelligence
Recognize a stranger you've seen before	Wisdom
Getting yourself noticed in a crowd	Charisma

Ability Checks

An ability check is like a skill check, but measures raw ability, like strength, endurance, or intellect. It is a roll of d20 + your ability modifier against a Difficulty. Ability checks tend to be all or nothing (you can either accomplish the task or you can't), although there are sometimes gradations of success or failure. Attempting a skill check without training (in other words, without ranks in the skill) is an ability check.

Attack Rolls

An *attack roll* determines whether or not you hit an opponent in combat. It is a d20 roll + your attack bonus. The Difficulty is your target's Defense, which measures their ability to avoid attacks. If you equal or exceed your target's Defense, your attack hits. Otherwise, you miss.

A roll of 20 on the die (called a *natural* 20) means the attack hits automatically and may be a *critical hit*. A roll of 1 on the die (a *natural* 1) means the attack automatically misses.

Saving Throws

Saving throws allow your hero to avoid different forms of danger, including injury, traps, poisons, tricks, and even supernatural powers. A saving throw is a d20 roll + the appropriate ability score (Constitution for Toughness and Fortitude saves, Dexterity for Reflex saves, and Wisdom for Will saves) and the appropriate save bonus, along with any bonuses from feats, special abilities, and the like.

Saving throw Difficulty is based on the potency of the hazard, such as the power of an attack or the strength of a disease or poison. Like skill checks, there are sometimes gradations to a saving throw's results. For example, a Toughness save may result in no damage at all if you beat the Difficulty, but could result in a glancing blow, a stunning blow, or an immediate knockout if you fail, depending on how much the roll misses the Difficulty.

The Combat Round

When things really start happening in a *True20* game, time is broken down into six-second segments called *rounds*, or *combat rounds*, since they're most often used in fights. A round isn't very much time, just long enough for a hero to do something. The types of actions your hero can perform during a round are standard actions, move actions, full-round actions, free actions, and reactions. During a round you can do the following:

- Take a standard action and a move action.
- Take a move action and then another move action (in place of your standard action).
- Take a full-round action.

You can perform as many free actions and reactions in a round as you wish, although the Narrator may choose to limit them to a reasonable number to keep the game moving.

Standard Actions

A *standard action* generally involves acting upon something, whether it's an actual attack or using some skill to affect something. You're limited to one standard action in a round.

Move Actions

A *move action* usually involves moving. You can move your speed in a single move action or twice your speed in a round by taking two move actions. You can take a move action before or after a standard action, so you can attack then move or move then attack. You cannot normally split your move action before and after your standard action. Move actions also include things like drawing weapons, standing up from being knocked down, and picking up objects.

Full-Round Actions

A *full-round action* occupies all your attention for a round, meaning you can't do anything else that round. Full-round actions include charging an opponent at full speed or moving all out as quickly as you can. Certain maneuvers require a full-round action to perform, as do some skills.

Free Actions

A *free action* is something so comparatively minor it doesn't take any significant time at all, so you can perform as many free actions in a round as the Narrator considers reasonable. Free actions include things like talking (heroes and villains always seem to find time to say a lot in the middle of a fight), dropping something, and so forth.

Reactions

A *reaction* is something you do in response to something else. A reaction doesn't take any time, like a free action. The difference is you might take a reaction when it's not even your turn to act, in response to something else happening during the round.

Conviction

Heroes in *True20* have a trait called *Conviction,* representing their inner determination. Players can spend Conviction to improve heroes' abilities in various ways. You can spend Conviction to re-roll a bad die roll, bounce back from being hurt, and various other things. See **Conviction**, page 13, for more information. Conviction helps give heroes an edge, but don't get overconfident, because many villains also have Conviction!

IMPORTANT TERMS

ability score: The numerical rating of an ability, applied as a bonus or penalty.

ability: One of the six basic character traits—Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha).

action: A character activity. There are standard actions, move actions, full-round actions, free actions, and reactions.

adventure: A story for players to experience.

attack bonus: A modifier used to measure a character's combat skill.

attack roll: A roll to determine whether an attack hits. To make an attack roll, roll d20 and add the appropriate modifiers for the attack type. An attack hits if the result is equal to or greater than the target's Defense.

attack: Any of numerous actions intended to harm, disable, or neutralize an opponent.

bonus: A positive modifier to a die roll.

character: A fictional individual in the game. The players control heroes, while the Narrator controls Narrator characters.

check: A method of deciding the result of a character's action (other than attacking or making a saving throw). Checks are based on a relevant ability, skill, or other trait. To make a check, roll d20 and add any relevant modifiers. If the check result equals or exceeds the Difficulty of a task or the result of an opponent's check, it succeeds.

Conviction: A quality of heroic and villainous characters, used to enhance their abilities and actions in various ways.

critical hit (crit): An attack inflicting extra damage. To score a critical hit, an attacker must first score a *threat* (usually a natural 20 on an attack roll, depending on the attack being used), then make another attack roll equal or greater than the target's normal Defense.

d20: A twenty-sided die, used to resolve all actions in *True20.*

damage bonus: A modifier used to determine the damage of an attack.

damage: Harm caused to a character by injury, illness, or some other source.

Defense: The Difficulty to hit a target in combat. Defense equals 10 + any relevant modifiers.

Difficulty: The number a player must meet or beat for a check, attack roll, or saving throw to succeed.

dodge bonus: Bonus applied to Defense to determine how difficult a character is to hit. Characters lose their dodge bonus when they are flat-footed, stunned, or otherwise incapable of reacting to an attack.

dying: Near death and unconscious. A dying character can take no actions.

flat-footed: Especially vulnerable to attacks at the beginning of a fight. Characters are flat-footed until their first turn in the initiative cycle. Flat-footed characters lose their dodge bonus to Defense.

free action: A minor activity, requiring very little time and effort.

full-round action: An action requiring all your effort in a round. Some skills, feats, and powers require a full-round action (or longer) to use. Also called a full action.

hero: A character controlled by a player, one of the protagonists of an adventure or series.

lethal damage: Damage that can potentially disable or kill a target.

melee attack: A physical attack in close combat.

melee weapon: A handheld weapon designed for close combat.

modifier: Any bonus or penalty applied to a die roll.

move action: An action intended to move a distance or to manipulate or move an object. You can take up to two move actions per round.

Narrator character: Also *supporting character.* A character controlled by the Narrator (as opposed to a hero controlled by a player).

Narrator: The player who portrays characters not controlled by the other players, makes up the story and setting for the game, and serves as the referee.

natural: A natural result on a roll or check is the actual number appearing on the die, not the modified result obtained by adding bonuses or subtracting penalties.

non-lethal damage: Damage that can potentially stun or knock out a target, but does no permanent harm.

penalty: A negative modifier to a die roll.

range increment: Each full range increment of distance between an attacker using a ranged weapon and a target gives the attacker a cumulative –2 penalty to the ranged attack roll. Thrown weapons have a maximum range of five range increments. Other ranged attacks have a maximum range of ten range increments.

ranged attack: Any attack made at a distance.

ranged weapon: A projectile or thrown weapon designed for attacking at a distance.

rank: A measure of a character's level of ability with a skill or other trait.

round: A six-second unit of game time used to manage actions, usually in combat.

saving throw (save) : A roll made to avoid or reduce harm. The four types of saving throws are Toughness, Fortitude, Reflex, and Will.

series: A series of linked adventures.

stack: Combine for a cumulative effect. In most cases, modifiers to a given check or roll stack. If the modifiers of a particular roll do not stack, only the best bonus or worst penalty applies. Sometimes there is a limit to how high a stacked bonus or penalty can be.

standard action: An action intended to do something within about 3 seconds. You can perform a single standard action per round.

target (also subject) : The intended recipient of an attack, action, or effect.

threat range: The natural die roll results constituting a critical hit threat when rolled for an attack. For most attacks, the threat range is a roll of 20.

threat: A possible critical hit.

trained: Having knowledge of, and therefore ranks in, a skill.

trait: Any of a character's game-defined qualities. Ability scores, skills, and feats are all traits.

unarmed attack: A melee attack made with no weapon.

untrained: Having no ranks in a skill. Some skills cannot be used untrained.

Chapter 1: Hero Creation
Abilities

Everyone has certain basic abilities: how strong, fast, smart, and clever they are. These *ability scores* influence almost everything your character does. Stronger characters can lift greater weights, more dexterous characters have better balance, tougher characters can soak up more damage, and so forth.

Characters have six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Strength, Dexterity, and Constitution are called *physical abilities*, whereas Intelligence, Wisdom, and Charisma are *mental abilities*. Each above-average ability score provides a bonus on certain die rolls, while below average abilities apply a penalty to some die rolls.

Choosing Ability Scores

Ability scores have a numerical value, expressed as a penalty or bonus, from –5 (abysmal or disabled) to +5 or more (legendary, practically superhuman), with an average of +0. When ability scores are noted in this book, the score follows the ability's name, for example: Strength +2, Dexterity –1, and so forth.

You have 6 points to divide among your hero's abilities, which all start at 0, neither a bonus nor a penalty. This means you can have +1 in all six abilities; +3 in one ability, 0 in two others, and +1 in the remaining three; or any combination adding up to 6. The only limitation is you cannot put more than 5 points in a single ability score. (Scores can only go higher than +5 as a result of level advancement and a few other factors.)

Ability Scores = 6 points divided between six abilities.

If you choose to have a *negative* value in an ability, you gain bonus points to assign to your other ability scores. For example, if you give your hero Strength –1, you have 1 more point to assign to another ability (such as Intelligence). If your hero has Strength –2, you have 2 bonus points, and so on. Heroes cannot have abilities lower than –5, and abilities lower than –2 aren't recommended unless the hero is seriously deficient in that ability. Even with bonus points, you cannot put more than 5 points in a single ability score.

Your ability score is added to or subtracted from die rolls when you do something related to that ability. For example, your Strength score affects the amount of melee damage you do, your Intelligence score affects your Knowledge skills, and so forth. Sometimes your score is used to calculate another value, such as when you use your Dexterity score to help determine how good you are at avoiding harm using your reflexes (your Reflex saving throw).

The Abilities

Given here are descriptions of the six abilities and how they affect your character.

Strength (Str)

Strength measures sheer muscle power and the ability to apply it. Your Strength score applies to the following:

- Damage dealt by melee and thrown weapon attacks.
- Defense when parrying, blocking attacks in melee combat.
- Climb, Jump, and Swim checks.
- Your carrying capacity, how much you can lift and carry.
- Strength checks for breaking through doors, smashing things, and other deeds of strength when a specific skill doesn't apply.

Dexterity (Dex)

Dexterity is a measure of coordination, agility, and manual dexterity. Your Dexterity score applies to the following:

- Attack rolls.
- Defense when dodging, evading attacks in combat.
- Reflex saving throws, for avoiding danger with coordination and quick reflexes.
- Initiative checks.
- Acrobatics, Escape Artist, Ride, Sleight of Hand, and Stealth checks.
- Dexterity checks for tasks requiring agility and coordination when a specific skill doesn't apply.

Constitution (Con)

Constitution is a measure of endurance, health, and overall physical toughness. Constitution is important because it affects your hero's ability to resist damage. Your Constitution score applies to the following:

- Toughness saving throws, for resisting damage.
- Fortitude saving throws, for resisting disease, poison, fatigue, and other effects involving your hero's health.
- Constitution checks for overcoming the hazardous effects of the environment and recovering from damage.

Intelligence (Int)

Intelligence is a measure of reasoning, memory, and quick thinking. Your Intelligence score applies to the following:

- Your number of known skills at 1st level.
- Craft, Disable Device, Knowledge, and Search checks.
- Intelligence checks to solve problems using sheer brainpower when a specific skill doesn't apply.

Wisdom (Wis)

While Intelligence measures reasoning, Wisdom is a measure of awareness, common sense, intuition, and strength of will. Your Wisdom score applies to the following:

- Will saving throws, for resisting attempts to influence you, whether by mundane or supernatural means.
- Concentration, Heal, Notice, Sense Motive, and Survival checks.
- Wisdom checks to resolve matters of intuition when a specific skill doesn't apply.

Charisma (Cha)

Charisma is a measure of persuasiveness, force of personality, leadership ability, and attractiveness (not necessarily physical). Your Charisma score applies to the following:

- Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, and Perform checks.
- Charisma checks to use force of personality when a specific skill doesn't apply.

Altering Ability Scores

Over the course of play, your hero's ability scores may change for the following reasons:

- Some effects—including disease and poison—temporarily lower ability scores.
- Characters improve their ability scores permanently as they increase in level.

Whenever an ability score changes, all traits associated with the ability change as well. For example, if you increase your Dexterity, your attack bonus, Dexterity-based skills and Reflex saving throw modifier also increase. Likewise, if your Dexterity bonus decreases, your attack bonus, Dexterity-based skills and Reflex saving throws suffer.

Debilitated Abilities

There is no limit to how high an ability score can be raised, but there is a limit on how low it can drop. If one of your hero's ability scores drops below –5 for any reason, the score is *debilitated*. Your hero suffers serious effects, depending on the ability. Debilitated Strength or Dexterity means the hero is helpless and unable to move. Debilitated Constitution means the hero is dying (and suffers a –5 on checks to avoid death). Debilitated Intelligence, Wisdom, or Charisma means the hero is unconscious and incapable of waking until the score is restored to at least –5.

Nonexistent Abilities

Some things in *True20* actually *lack* a basic ability (having no score in it at all, which is not the same as having a debilitated ability). The effect of lacking a particular ability is as follows:

- **Strength:** Any creature capable of physically manipulating other objects has a Strength score. A creature with no Strength is incapable of exerting any physical force, either because it has no physical form (like an incorporeal ghost) or simply can't move (like a tree). The creature automatically fails Strength-based checks.

- **Dexterity:** Any creature capable of movement has a Dexterity score. A creature with no Dexterity cannot move (like most plants) or take physical actions and automatically fails Dexterity-based checks.

- **Constitution:** Any living creature has a Constitution score. A creature with no Constitution has no physical body (like a ghost) or no living metabolism (like an animated statue or other construct). It is immune to effects requiring Fortitude saving throws unless they work on inanimate objects. The creature always fails Constitution-based checks. Creatures with no Constitution do not recover from damage (since they can't make recovery checks). They must be repaired in some fashion. The same is true of objects.

- **Intelligence:** Any creature that can think, learn, or remember has an Intelligence score. A creature with no Intelligence is an automaton, operating on simple instinct or pre-programmed instructions. It is immune to all mental effects and automatically fails Intelligence-based

MENTAL ABILITIES

Intelligence, Wisdom, and Charisma are a bit more difficult to quantify than the physical abilities of Strength, Dexterity, and Constitution. They also have a more dramatic affect on your character's personality and behavior.

Intelligence: A character with a high Intelligence score tends to be knowledgeable, clever, and prone to using big words. A character with a high Intelligence but a low Wisdom may be smart but absent-minded or easily distracted. A character with a high Intelligence and low Charisma may be knowledgeable but something of a know-it-all or lacking in social skills. Characters with high Intelligence and low Wisdom and Charisma tend to be social misfits. A character with a low Intelligence may be slow, poorly educated, or just not very cerebral.

Wisdom: High Wisdom characters are aware, sensible, and confident in themselves and their abilities. High Wisdom, low Intelligence characters are simple-minded but capable of surprising insights. High Wisdom, low Charisma characters are quietly confident and tend to work behind the scenes. Low Wisdom characters are indecisive, absent-minded, impulsive, or just gullible.

Charisma: Characters with high Charisma are outgoing, forceful, and often attractive. High Charisma, low Intelligence characters either manage to seem to know what they're talking about, or they attract people who find them endearing and want to help them. Characters with high Charisma and low Wisdom aren't very good at choosing their friends wisely. Low Charisma characters may be cold, aloof, rude, awkward, or simply plain and nondescript.

checks. Note animals have low Intelligence scores (usually –4), but they *do* have Intelligence.

- **Wisdom:** Any creature aware of its environment has a Wisdom score. Anything with no Wisdom also has no Charisma. It is an inanimate object, not a creature. Objects are immune to mind-influencing effects and automatically fail Wisdom-based checks.

- **Charisma:** Any creature capable of interacting with others has a Charisma score. Creatures without Charisma cannot interact, are immune to interaction checks, and automatically fail Charisma-based checks.

Inanimate objects have no abilities other than their Toughness score. Animate but nonliving beings, like undead, have Strength and Dexterity. They might have Wisdom and Charisma, if they are aware of their environment and capable of interaction. They might have Intelligence, if they are capable of thought, but they never have Constitution, since they are not alive.

ROLES

Heroes in *True20* come in different types and from many walks of life. Your hero's *role* is the part he or she plays in the game. A role is like a character's part in a story; stories have different sorts of heroes, from brave and skilled warriors to cunning diplomats to wise wielders of the supernatural arts. The role you choose for your hero affects the other choices you make, including your hero's skills and feats. Still, roles in *True20* are broad enough to allow plenty of freedom of choice in creating your hero.

There are three roles in *True20*, in addition to heroes with mixed, or multiple, roles. The roles are:

Adept: Someone with a keen intellect and usually a talent for the supernatural powers.

Expert: Someone experienced in a wide range of skills.

Warrior: Someone with unmatched skill at arms and training in many forms of combat.

Mixed-Role Heroes: Heroes start out with only one role at 1st level; however, as your hero advances in level, you may choose levels in other roles, creating a mixed-role hero. This mixing of roles gives a hero a wider range of abilities at the cost of slowing advancement in any one role.

For example, a 1st-level warrior attaining 2nd level might choose to take the 1st level in adept instead of a 2nd level in warrior. The hero is now a 1st-level warrior/1st-level adept, but still a 2nd-level character. The character's combat abilities are less than those of a 2nd-level warrior, but the character now has the abilities of a 1st-level adept. Guidelines for creating mixed-role heroes can be found at the end of this chapter.

Level-Dependent Benefits

Heroes improve in experience and power by advancing in *level*. This represents the progress of a hero's career during a long series, from novice to seasoned expert. As heroes advance in level, they gain additional bonuses and access to more skills and feats, improving and expanding their capabilities. After 1st level, heroes also get the opportunity to begin mixing roles to further expand their options and capabilities.

Certain benefits are based on a hero's overall level, regardless of role. The **Level-Dependent Benefits** table summarizes these. See each role description for the benefits specific to each.

Skill Rank: This lists the rank a hero has in any known skill. The rank is equal to the hero's level + 3. This is also the hero's rank in any known supernatural powers. See **Chapter 2: Skills** and **Chapter 4: Supernatural Powers** for details.

Ability Increase: Upon gaining any level divisible by six (6th, 12th, and 18th), heroes can increase an ability score by 1. You choose which ability you want to improve, and the improvement is permanent. You can increase the same ability more than once or a different one each time. You can increase an ability score above +5 in this way.

Conviction: Heroes start out with 3 points of Conviction at 1st level and gain a point of Conviction every two levels thereafter (3rd, 5th, and so on). The number indicated at each level is a hero's maximum Conviction points at that level. See **Conviction**, page 13, for details.

Feats: Your hero gets a certain number of starting feats at 1st level (determined by role), plus an additional feat for each level beyond 1st. You choose feats from among those available to your hero's role(s).

Role Descriptions

The following sections describe the three roles in detail. Each provides an overall view of the role, the role's traits in game terms, and examples of different types of heroes who fit that particular role.

The role's traits are organized as follows:

Abilities: What ability scores are most important to the role and why? While you can certainly choose your hero's abilities as you wish, you might want to keep these important abilities in mind, if you want your hero to be effective in the chosen role.

LEVEL-DEPENDENT BENEFITS

Level	Skill Rank	Ability Increase	Conviction	Feats
1st	4	—	3	*
2nd	5	—	3	1
3rd	6	—	4	1
4th	7	—	4	1
5th	8	—	5	1
6th	9	1st	5	1
7th	10	—	6	1
8th	11	—	6	1
9th	12	—	7	1
10th	13	—	7	1
11th	14	—	8	1
12th	15	2nd	8	1
13th	16	—	9	1
14th	17	—	9	1
15th	18	—	10	1
16th	19	—	10	1
17th	20	—	11	1
18th	21	3rd	11	1
19th	22	—	12	1
20th	23	—	12	1

*Starting feats are based on role.

Skills: The number of skills you choose for a hero of that role at 1st level. You apply your hero's Intelligence modifier to this number, but it cannot be lower than 1, no matter how low a hero's Intelligence might be.

Feats: The feats a hero starts with at 1st level. Each role allows you to choose some or all of these feats from lists of feats available to characters of that role.

Each role has a table indicating the role's other game abilities, all based on level:

Combat: A role's base combat bonus measures skill in all forms of combat. It is used as the basis for a hero's attack rolls in fights, modified by Dexterity. It is also used as the basis for a hero's Defense score, which is the Difficulty to strike that hero in combat. It is modified by the hero's Dexterity for dodging attacks, and Strength for parrying them.

Save Bonuses: Roles have three save bonuses, measuring the ability to avoid certain kinds of harm when they make saving throws. The bonuses are improvements to Fortitude, Reflex, and Will saves. Toughness saving throws do not improve by level, although some feats improve them.

Reputation: Every hero has a reputation score based on role and level. See **Reputation**, page 14, for details.

Adept

Intellectual, scholar, mystic, the adept specializes in the sciences and arts of the mind. Adepts are known and respected for their knowledge and insight. They're particularly known for their skill with the supernatural.

Adepts fill many roles in the world of *True20*. Their supernatural powers range from subtle visions and insight into the psyche to overt manipulations of the physical world. Depending on the manifestation of the supernatural in the setting (see **Chapter 4**), adepts may be widely known and respected (or feared) for their powers, or operate entirely behind the scenes.

Traits

Adepts have the following traits:

Abilities: Mental abilities are usually more important to adepts than physical ones. In particular, adepts tend to require strong Wisdom and Charisma scores, since many of their powers depend on will and force of personality. Intelligence is nearly as important, given the adept's emphasis on scholarship. Adepts also find a healthy Constitution helpful, especially if they plan to exercise their arts in the field rather than in the comfort of a college or hermitage.

Skills: Choose 2 + Intelligence score (minimum of 1).

Feats: Choose 4 from General and Supernatural.

THE ADEPT

Level	Combat	Fort	Ref	Will	Reputation
1st	+0	+0	+0	+2	+1
2nd	+1	+0	+0	+3	+1
3rd	+1	+1	+1	+3	+1
4th	+2	+1	+1	+4	+2
5th	+2	+1	+1	+4	+2
6th	+3	+2	+2	+5	+2
7th	+3	+2	+2	+5	+2
8th	+4	+2	+2	+6	+3
9th	+4	+3	+3	+6	+3
10th	+5	+3	+3	+7	+3
11th	+5	+3	+3	+7	+3
12th	+6	+4	+4	+8	+4
13th	+6	+4	+4	+8	+4
14th	+7	+4	+4	+9	+4
15th	+7	+5	+5	+9	+4
16th	+8	+5	+5	+10	+5
17th	+8	+5	+5	+10	+5
18th	+9	+6	+6	+11	+5
19th	+9	+6	+6	+11	+5
20th	+10	+6	+6	+12	+6

Expert

Experts range from diplomats and nobles to traveling bards and storytellers, from merchants with an eye for profit to cunning thieves with an eye for an easy mark. Some experts choose to focus on the ability to handle any social situation, while others emphasize physical skills allowing them to avoid unwanted entanglements, including with the law.

Adventuring experts tend to combine a measure of physical and social skill. They have to be able to endure long journeys yet be ready to negotiate with various parties when they reach the journey's end. Experts essentially handle everything adepts and warriors do not.

Traits

Experts have the following traits:

Abilities: Agility is the name of the game for experts, both physical agility (represented by Dexterity) and social agility (represented by Charisma), with a bit of mental agility (represented by Intelligence) thrown in for good measure. Nimble experts are often trained in skills like Acrobatics and Ride, while the personable and charming ones focus on interaction skills like Bluff and Diplomacy. Wisdom is useful to experts in avoiding danger, from traps to deception, and keen Intelligence can help an expert go far (and pick up a few extra useful skills).

Saving Throws: Experts vary in their Fortitude, Reflex, and Will save bonuses. Choose two of these three to be good saves and one to be normal, consulting the appropriate column on the table. For example, your expert's Fortitude save might be normal, while her Reflex and Will saves are good. At 1st level, her base Fortitude save bonus would be +0, while her base Reflex and Wills saves would be +2.

Skills: Choose 6 + Intelligence score (minimum of 1).

Feats: Armor Training (light), and choose 3 others from Expert or General.

THE EXPERT

Level	Combat	Good Saves	Normal Save	Reputation
1st	+0	+2	+0	+1
2nd	+1	+3	+0	+1
3rd	+2	+3	+1	+1
4th	+3	+4	+1	+2
5th	+3	+4	+1	+2
6th	+4	+5	+2	+2
7th	+5	+5	+2	+2
8th	+6	+6	+2	+3
9th	+6	+6	+3	+3
10th	+7	+7	+3	+3
11th	+8	+7	+3	+3
12th	+9	+8	+4	+4
13th	+9	+8	+4	+4
14th	+10	+9	+4	+4
15th	+11	+9	+5	+4
16th	+12	+10	+5	+5
17th	+12	+10	+5	+5
18th	+13	+11	+6	+5
19th	+14	+11	+6	+5
20th	+15	+12	+6	+6

Warrior

Flashing blades, clashing shields, and the roar of combat are the life of the warrior. For some it is the safety of their homeland and their loved ones. For others it is religious zeal, wealth, or the simple joy of battle. Warriors include trained and disciplined soldiers, heroic knights, grizzled hunters, savage mercenaries, and daring swashbucklers. Although they don't command the mysterious powers of adepts or the influence of experts, warriors have courage and skill at arms, and for them, it's enough.

Traits

Warriors have the following traits:

Abilities: Warriors prize physical abilities over mental ones. Strength is important in striking a powerful blow. Dexterity allows warriors to evade attacks and gives them accuracy with ranged weapons. Constitution may be warriors' most important quality, granting them the endurance to sustain long marches and to fight on when others fall due to injury or fatigue.

Skills: Choose 2 + Intelligence score (minimum of 1).

Feats: Armor Training (light & heavy), Weapon Training, and choose 2 others from General or Martial.

THE WARRIOR

Level	Combat	Fort	Ref	Will	Reputation
1st	+1	+2	+0	+0	+0
2nd	+2	+3	+0	+0	+0
3rd	+3	+3	+1	+1	+1
4th	+4	+4	+1	+1	+1
5th	+5	+4	+1	+1	+1
6th	+6	+5	+2	+2	+1
7th	+7	+5	+2	+2	+2
8th	+8	+6	+2	+2	+2
9th	+9	+6	+3	+3	+2
10th	+10	+7	+3	+3	+2
11th	+11	+7	+3	+3	+3
12th	+12	+8	+4	+4	+3
13th	+13	+8	+4	+4	+3
14th	+14	+9	+4	+4	+3
15th	+15	+9	+5	+5	+4
16th	+16	+10	+5	+5	+4
17th	+17	+10	+5	+5	+4
18th	+18	+11	+6	+6	+4
19th	+19	+11	+6	+6	+5
20th	+20	+12	+6	+6	+5

Level Advancement

The Narrator will tell you when your hero advances in level. When this happens, do the following:

- Decide whether to add a level to your hero's existing role (or one of your hero's existing roles, for mixed-role heroes) or to add a level in a new role. See the next section, **Mixed-Role Heroes**, for details on this.
- Look at the **Level-Dependent Benefits** table, page 10, and the level table for your hero's role(s). Note any increases to combat bonus, saving throws, skill ranks, and reputation.
- Pick a new feat for your hero from among the feats available for the new role level.
- If your hero's new total level is divisible by six (6th, 12th, or 18th), increase one of your hero's ability scores by 1.

Mixed-Role Heroes

Heroes may acquire other roles as they progress in level, becoming mixed-role heroes. The traits from a hero's different roles combine, so a mixed-role hero has versatility at the expense of focus.

As a general rule, the traits of a mixed-role hero are the sum of the traits of each of the hero's roles, as follows:

Level: *Total level* is a character's total number of levels in all roles. For example, a hero who is a 2nd-level warrior and 1st-level adept has a total level of 3rd. Total level is used to determine a hero's benefits on the **Level-Dependent Benefits** table.

Role level is a hero's level in a particular role. For a hero whose levels are all in the same role, total level and role level are the same thing. Role level is used to determine the hero's benefits from each particular role.

Combat: Add the combat bonuses for each role together to get the hero's total combat bonus.

Saving Throws: The hero's save bonuses equal the save bonuses for the hero's first role, plus the save bonuses for each additional role, minus 2. For example a 1st-level adept (Will save bonus +2), who adds a level of warrior, does not gain any save bonuses (since the 1st level of warrior has no save bonuses greater than +2). If the character adds another level of warrior upon becoming 3rd level, he gets a +1 Fortitude save bonus (the warrior's +3 bonus for 2nd-level, minus 2).

Reputation: The hero's reputation bonus equals the reputation bonus for the hero's first role, plus the reputation bonuses for each additional role.

Skills: If you have levels in adept or warrior and add a level in expert, you gain two additional known skills. Otherwise, you gain no additional skills for adding a new role. You do this *only* when you gain your 1st level in expert.

Feats: A mixed-role hero gains one feat per level like everyone else. The role acquired at each level determines the feat list you choose from. For example, if you add a level of adept to your hero, you choose the hero's feat for that level from the adept's list of available feats (General and Supernatural).

CHARACTERISTICS

This section helps you round out your hero. Here you pick your hero's name, age, and other details. You'll choose a virtue and a vice for your hero. This section also explains how heroes can go that extra mile when they need to pull out all the stops in order to succeed, using extra effort and the strength of their Conviction.

Details

A lot of details go into making your hero more than just a collection of numbers, things like name, gender, age, appearance, and so forth help to define who he or she is. Take a moment, if you haven't already, to consider the following things about your *True20* character.

Name

What is your character's name? You can give your hero any name you like, based on a real-world name, one from fiction, or a name entirely of your own creation. Appropriate names depend on the kind of character and the type of story you're telling, so consult with your group and your Narrator.

Gender

Is your hero male or female? There's no requirement to play a character of the same gender as you. In fact, you may find it interesting to play a hero of a different gender, to experience a little of what life is like from another perspective.

Age

How old is your character? Heroes tend to range from their teens to middle age, but some heroes are older, depending on a hero's background, possibly much older.

Consider the effects of age on the hero. A teenager on her first adventure away from home isn't likely to have the same views as a mature adult. A hero's age may influence the choice of certain traits. Older characters are likely to have lower physical ability scores, for example, while younger characters may have fewer Craft and Knowledge skills (having had less time to train in them).

Appearance

What does your hero look like? Consider things like the character's race, sex, and other factors in appearance. Is the character short or tall? What about hair and eye color? Does the hero have any distinguishing marks or unique features?

CHARISMA VS. APPEARANCE

Although Charisma can be a measure of attractiveness, it isn't necessarily a reflection of a character's physical appearance. Charisma is much more about personality, affability, and similar traits, rather than looks. A high Charisma hero might be physically attractive, but could also be fairly plain looking, but with a forceful and magnetic personality. Likewise, a low or average Charisma character might be good-looking, even striking, but with a bland or unpleasant personality. You're free to make up the details as best suits your character in the game, with the Narrator's help and guidance.

Personality

How would you describe your hero's personality? While heroes tend to share a desire to use their powers for good and uphold the law, they show a diverse range of attitudes. One hero may be dedicated to the ideals of truth, justice, and equality, while another is willing to break the rules in order to ensure things get done. Some heroes are forthright and cheerful while others are grim and unrelenting. Consider your hero's attitudes and personality traits, particularly in light of the hero's nature.

Nature

All intelligent creatures make moral choices, to live according to their better nature or to give in to immoral impulses. Many walk a difficult line between the two. Each character in *True20* has a particular *nature*, which is made up of a virtue and a vice.

During character creation, select a virtue and a vice to decide your character's nature. A list of examples is given below, but you can make up your own virtues and vices with the Narrator's permission. The key is to give your hero one good quality (virtue) and one bad quality (vice).

Virtues: Courageous, Free-Spirited, Bold, Generous, Gregarious, Hopeful, Daring, Thoughtful, Compassionate, Industrious, Honest, Fair, Kind, Determined.

Vices: Cowardly, Hidebound, Fearful, Miserly, Cynical, Impulsive, Selfish, Lazy, Capricious, Petty, Arrogant, Stubborn, Manipulative, Insensitive.

Changing Nature

Generally speaking, a person's nature is fixed. Virtue and vice are deep-seated facets of the character's personality; some might say the halves of the soul. So changing one's true nature is difficult.

If the Narrator allows, you may change your hero's virtue or vice at the cost of a point of Conviction, which cannot be regained until the hero gains a new level. You can never *eliminate* either nature, as everyone must have both a virtue and a vice, and changing each one takes Conviction, so changing both requires two Conviction points.

At the Narrator's discretion, certain major events in a character's life can lead to a change in nature (either virtue or vice or both), but these events are largely beyond the players' control. The Narrator shouldn't allow changes in nature to happen lightly; they're pivotal events in an individual's life.

Conviction

Whether it's luck, talent, or sheer determination, heroes have something setting them apart from everyone else, allowing them to perform amazing deeds under the most difficult circumstances. In *True20* that something is *Conviction*. Spending a Conviction point can make the difference between success and failure.

Gaining Conviction

Characters have Conviction based on their level (see **Level-Based Benefits**, page 10). As heroes improve in level, their maximum Conviction increases.

Using Conviction

Unless otherwise noted, spending a Conviction point is a reaction, taking no time, and can be done at any time. You may spend only one Conviction point per round. You can spend Conviction for any of the following:

- **Re-roll:** One Conviction point allows you to re-roll any die roll you make and take the better of the two rolls. On a result of 1 through 10 on the second roll, add 10 to the result, an 11 or higher remains as-is (so the second roll is always a result of 11-20). You must spend the hero point to improve a roll *before* the Narrator announces the result of your roll.

- **Heroic feat:** You can spend a Conviction point to gain the benefits of a feat your hero doesn't already have for one round. You must be capable of acquiring the feat normally, meaning it must be a feat available to your role(s) and you must meet all the prerequisites. For feats that can be acquired multiple times, you gain the benefit of one acquisition of the feat by spending a Conviction point.

- **Dodge bonus:** You can spend a Conviction point whenever you are denied your dodge bonus, but still capable of action (surprised, flat-footed, and so forth). In this case, you retain your dodge bonus until your next action.

- **Surge:** Gain an additional standard or move action, before or after your normal actions for the round (your choice). Using this extra action does not change your place in the initiative order. You can use a standard action gained from a surge to start or complete a full round action in conjunction with your normal actions for the round.

- **Cancel Fatigue:** Any time you would suffer fatigue (including the effects of using powers and extra effort), you can spend a Conviction point and reduce the amount of fatigue by one level (so you're only winded by a fatigued result, fatigued by an exhausted result, etc.).

- **Recover:** You can spend a Conviction point to recover faster (see **Damage and Recovery**, page 74). A Conviction point allows you to immediately shake off a stunned or fatigued condition. If you are exhausted, spending a Conviction point causes you to become fatigued. If you have suffered damage, a Conviction point allows you an immediate recovery check. This check is made normally; the Conviction point just allows you to make it in addition to your normal recovery check. While disabled, you can spend a Conviction point to take a strenuous action for one round without your condition worsening to dying.

- **Escape death:** Spending a Conviction point automatically stabilizes a dying character (you or someone you are assisting); although, this doesn't protect the character from further damage.

Regaining Conviction

Heroes regain expended Conviction points in a few ways:

First, heroes regain one point of Conviction each day. The player chooses a time appropriate for the hero, such as in the morning, at midday, at sunset, or at midnight.

Second, heroes regain Conviction by acting in accordance with their nature. When a hero does something successful in accordance with one of his natures that affirms his conviction, he regains a point of Conviction. The Narrator decides when an action is appropriate for the hero's natures and awards the Conviction point if the hero is successful.

Note that heroes can follow *either* of their natures, virtue or vice, to regain Conviction, and the Narrator may occasionally use this to put temptation in a hero's path. A good hero with a vice of Greed might have the opportunity to steal, for example, and regain Conviction. If the hero steals to further his goal, he gets a point of Conviction, but also has to deal with the consequences of his actions. Likewise, an otherwise amoral character who shows an unusual kindness or streak of honor may be following her virtue to regain Conviction. Which nature a character chooses to follow most often tends to indicate what kind of person he or she is.

Third, the Narrator can choose to award the heroes a point of Conviction for a particularly impressive success or achievement in the adventure that renews confidence and faith. Overcoming a difficult challenge or solving a complex puzzle might give the heroes a burst of inspiration in the form of renewed Conviction. The Narrator chooses when to do this, but it should only happen once or twice in an adventure, and may not occur at all in some adventures.

Reputation

Reputation is used to determine whether a Narrator character recognizes a hero. Those who recognize the hero are more likely to help the hero, provided the hero has a positive reputation. A high Reputation bonus also makes it difficult for heroes to hide their identities and go unnoticed.

Most of the time, the Narrator decides when a hero's reputation is relevant to a scene. The Narrator makes a Reputation check for a Narrator character that might be influenced in some fashion due to the hero's fame or infamy.

Fame and Infamy

Whether reputation has a positive or negative connotation depends on the point of view of the person who recognizes the hero.

When a character has a positive opinion of a hero's reputation, the hero is considered *famous*. Fame, when recognized, provides a bonus to certain interaction skill checks.

When a character has a negative opinion of a hero's reputation, the hero is considered *infamous*. Also, at the Narrator's option, a hero might be considered infamous in certain situations due to events that have transpired in the past. Infamy, when recognized, provides a penalty to certain interaction skill checks.

Using the Reputation Bonus

Whenever the Narrator decides a character's reputation is a factor in a scene, make a Reputation check (Difficulty 25) for the Narrator character involved. A Reputation check is d20 + the hero's Reputation bonus + the Narrator character's Intelligence. (Some Knowledge skill modifiers might apply instead of the Intelligence score, if the hero would be well known in the field covered by a Knowledge skill.) Modifiers to the Reputation check depend on the hero and the Narrator character in question, as shown in the table. Note that if the Narrator character has no possible way of recognizing a hero, then the Reputation check isn't necessary (or even possible).

If the Reputation check succeeds, the Narrator character recognizes the hero. This provides a +4 bonus or a –4 penalty on checks involving interaction skills for the duration of the scene.

The Narrator must decide that a character's fame or infamy can come into play in a given situation to make a Reputation check necessary. A character that doesn't know, or know of, the hero can't be influenced by the hero's reputation.

SAMPLE REPUTATION MODIFIERS

Situation	Reputation Check Modifier
The hero is famous, known far and wide with either a positive or negative connotation	+10
Narrator character is part of the hero's professional or social circle	+5
The hero has some small amount of fame or notoriety	+2

Chapter 2: Skills

Heroes in *True20* slip unseen past the villain's guards. They tame and train the beasts of the wild. They piece together clues to a villain's latest plot. They run along ledges in the dead of night in pursuit of their enemies. They change minds and win hearts wherever they go. They do so through the use of various *skills*, described in this chapter.

Skill Basics

Skills are learned abilities acquired through a combination of training (skill ranks) and natural talent (an ability):

Skill check = d20 + skill rank + key ability score + modifiers

The higher the roll, the better the result. You're usually looking for a total that equals or exceeds a particular Difficulty or another character's check total.

Skill Rank: Your *rank* in a skill you know is your level +3. You can use some skills even if you aren't trained in them (having no rank). This is known as using a skill *untrained*.

Ability Score: Each skill has a *key ability,* applied to the skill's checks. Each skill's key ability is noted in its description.

Modifiers: Miscellaneous modifiers to skill checks include favorable or unfavorable conditions, bonuses from feats, and penalties for not having proper tools, among others.

Acquiring Skills

You choose a certain number of skills your character knows at 1st level, based on your role and Intelligence score. For example, a warrior knows two skills at 1st level, plus or minus the character's Intelligence score, so a warrior with Intelligence +1 is trained in three skills at 1st level. A 1st-level character is always trained in at least one skill, regardless of Intelligence.

You can add skills either by becoming a mixed-role hero with a level of expert or by taking the Skill Training feat (page 33). This allows you to add two more skills to your list of known skills.

Untrained Skills

Characters can perform some tasks without any training in a skill, using only raw talent (defined by their ability scores), but skilled characters tend to be better at such things. If a skill description doesn't include "Trained Only," you can attempt tasks involving that skill even if you have no training in it. Your bonus for the skill check is just your key ability score for that skill, with no ranks added in. Untrained characters can still hide or swim, for example; they're just not as good at it as those with training.

Skills that cannot be used untrained are designated as "Trained Only" in their descriptions. Attempts to use these skills untrained automatically fail.

How Skills Work

When you use a skill, make a skill check to see how well you do. The higher the result, the better the outcome. Based on the circumstances, your check result must equal or beat a particular Difficulty number. The harder the task, the higher the number you need to roll. See **Checks**, page 4, for more information.

Interaction Skills

Certain skills, called *interaction skills*, are aimed at dealing with others through social interaction. Interaction skills allow you to influence attitudes and get others to cooperate with you. Since interaction skills are intended for dealing with others socially, they have certain requirements.

First, you must actually be able to interact with the subject or subjects of the skill. That means the subjects must be aware of you and able to understand you. If you don't speak the same language, or they can't hear you for some reason, that's the same as working without the proper tools, imposing a –4 on your skill check, since you have to convey your meaning through gestures, body language, tone, and so forth.

Interaction skills work best on intelligent subjects, ones with Intelligence –3 or higher. You can use them on creatures with lower Intelligence (–4 or –5) but with a –8 penalty on your check; they're just too dumb to get the subtleties of your point. You can't use interaction skills at all on subjects lacking a mental ability. (Try convincing a rock to be your friend—or afraid of you—sometime.)

Some interaction skills last a particular amount of time. Using Intimidate to demoralize an opponent, for example, lasts for only a few seconds (one round). In these cases, the time is always measured from the subject's point of view. If you successfully demoralize an opponent, the effect lasts one full round starting on the target's initiative and ending on the target's place in the initiative order on the following round.

You can use interaction skills against groups, but you must be trying to influence the entire group in the same way. You can use Diplomacy, for example, to sway a group of people and improve their attitude toward you, but you must be trying to convince all of them about the same thing. Everyone in the group must be able to hear and understand you. You make one interaction skill check and the Narrator compares it against each person in the group (or against an average value for the group, to speed things up).

Specialty Skills

Some skills cover a wide range of knowledge or techniques. These skills are actually groups of similar skills, called *specialty skills*. When learning one of these skills, you must choose a specialty or a particular aspect of the skill your character is trained in. For example, you might choose the history specialty of Knowledge or the leatherworking specialty of Craft. Skill ranks in one specialty do not provide training in the skill's other specialties.

Skill Descriptions

This section describes each skill, including its common uses. You may be able to use skills for tasks other than those given here. The Narrator sets the Difficulty and decides the results in those cases.

The format for skill descriptions is below. Items that don't apply to a specific skill are left out of its description.

Skill Name

Key Ability, Trained Only, Interaction, Requires Specialization, Requires Tools

The skill name line and the line below it contain the following information:

Skill Name: What the skill is called.

Key Ability: The ability applied to the skill check.

Trained Only: If "Trained Only" is included, you must be trained in the skill in order to use it. If "Trained Only" is absent, characters may use it untrained.

Interaction: If "Interaction" is included, the skill is an interaction skill.

Requires Specialization: If "Requires Specialization" is included, you must choose a specialty for the skill.

Requires Tools: If "Requires Tools" is included, you need to have the proper tools to use the skill. Not having the proper tools results in a −4 penalty to the skill check.

The skill name line is followed by a brief description of the skill and four other categories:

Check: How to make a check for the skill, what the results of the check are, and the basic Difficulty.

Try Again: Conditions on retrying a check with the skill. If this section is absent, the skill can be retried an unlimited number of times.

Action: The type of action required to use the skill, how long it takes.

Special: Any extra information about the skill.

Acrobatics

Dexterity, Trained Only

You can flip, dive, roll, tumble, and perform other acrobatic maneuvers.

Check: You can make an Acrobatics check (Difficulty 5) to lessen the damage from a fall. Subtract the amount your roll exceeds the Difficulty (in feet) from the distance of a fall before determining damage. For example, an Acrobatics check of 20 (15 more than the Difficulty)

Skills

Skill	Ability	Untrained?	Specialization?	Action	Take 10/20
Acrobatics	Dex	No	No	React or move	10
Bluff	Cha	Yes	No	Standard or full	10
Climb	Str	Yes	No	Move or full	10
Concentration	Wis	Yes	No	React	—
Craft	Int	No	Yes	—	10 (20 on repair)
Diplomacy	Cha	Yes	No	Full	10
Disable Device	Int	No	No	Full	10/20
Disguise	Cha	Yes	No	—	10
Escape Artist	Dex	Yes	No	Full	20
Gather Information	Cha	Yes	No	—	10
Handle Animal	Cha	Yes	No	—	10/20
Heal	Wis	No	No	—	10/20
Intimidate	Cha	Yes	No	Standard or full	10
Jump	Str	Yes	No	Move	10
Knowledge	Int	No	Yes	React or full	10/20
Language	—	No	Yes	—	—
Notice	Wis	Yes	No	React or move	10/20
Perform	Cha	Yes	Yes	—	10
Ride	Dex	No	No	Move	10
Search	Int	Yes	No	Full	10/20
Sense Motive	Wis	Yes	No	React	10
Sleight of Hand	Dex	No	No	Standard	10
Stealth	Dex	Yes	No	Move	10
Survival	Wis	Yes	No	—	10
Swim	Str	Yes	No	Move or full	10

An "—" entry in the **Action** column means the skill takes longer than a full round. See the skill description for details.

reduces the effective distance of a fall by 15 feet. A fall reduced to 0 feet does no damage.

You can make an Acrobatics check (Difficulty 25) to move through a space occupied by an opponent or obstacle (moving over, under, or around). A failed roll means you don't get past the obstacle.

Balancing: You can walk on a precarious surface. A successful check lets you move half your speed along the surface as a move action. A failure indicates you spend your move action just keeping your balance and do not move. A failure by 5 or more indicates you fall. The Difficulty is based on the surface.

Surface	Difficulty
More than 12 inches wide	5
7–12 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20
Uneven or angled	+5
Slippery	+5

Fighting While Balancing: While balancing, you are flat-footed (losing your dodge bonus to Defense), unless you have 5 or more ranks in Acrobatics. If you take any damage while balancing, you must make an Acrobatics check to avoid falling.

Accelerated Movement: You can try to cross a precarious surface faster than normal. You can move your full speed, but you take a –5 penalty on your Acrobatics check. (Moving twice your speed in a round requires two checks, one for each move action.)

Avoiding Being Tripped: You can make an Acrobatics check in place of the normal Strength or Dexterity check to avoid a trip attack (see **Trip**, page 71). You cannot use Acrobatics to make trip attacks, however.

Instant Up: You can make an Acrobatics check (Difficulty 20) to stand up from a prone position as a free action rather than a move action.

Performance: You can use Acrobatics as if it were the Perform skill to impress an audience.

Try Again: No.

Action: You can try to reduce damage from a fall as a reaction once per fall. Balancing while moving one-half your speed is a move action. Accelerated movement, allowing you to balance while moving your full speed, is also a move action.

Special: The balancing aspects of Acrobatics can be used untrained.

Bluff

Charisma, Interaction

Bluff is the skill of making the outlandish seem credible. It covers acting, fast-talking, trickery, and subterfuge.

Check: A Bluff check is opposed by the target's Bluff or Sense Motive check, whichever is higher (it's harder to bluff someone who knows all the tricks). Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against you: the bluff is hard to believe, or the action the bluff requires goes against the target's self-interest, nature, or orders.

If it's important, the Narrator can distinguish between the two. For instance, if the target gets a +10 bonus because the bluff demands something risky, and the target's Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target's Sense Motive check succeeds

by 11 or more, he sees through the bluff, and would have even if it had not placed any unusual demands on him (that is, even without the +10 bonus).

A successful Bluff check indicates the target reacts as you want, at least for a short time (usually 1 round or less), or the target believes something you want him to believe.

Example Circumstances	Sense Motive Modifier
The target wants to believe you.	–5
The bluff is believable and doesn't affect the target much one way or the other.	+0
The bluff is a little hard to believe or puts the target at some kind of risk.	+5
The bluff is hard to believe or entails a large risk for the target.	+10
The bluff is way out there; it's almost too incredible to consider.	+20

Feint: You can use Bluff to mislead an opponent in combat. If your Bluff check succeeds, the next attack you make against the target ignores his dodge bonus to Defense.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check gives you the diversion needed to attempt a Stealth check while people are aware of you.

Innuendo: You can use Bluff to send secret messages while talking about other things. The Difficulty for a basic message is 10. Complex messages have Difficulties of 15 or 20. The recipient of the message, and anyone listening in, makes a Bluff or Sense Motive check against the same Difficulty to understand your message.

Whether trying to send or understand a message, a failure by 5 or more points means the receiver misinterprets the message in some fashion.

Seduction: You can use Bluff to convince someone else you are a potential romantic partner, provided they could possibly be attracted to you (in the Narrator's judgment). Make a Bluff check against your target's Sense Motive check. Success improves the target's attitude like a use of the Diplomacy skill. Seduction is a one-time modification of the target's attitude, not a long-term change.

Try Again: Generally, a failed Bluff check makes the target too suspicious to try again in the same circumstances. For feinting in combat, you may try again freely.

Action: A bluff takes at least a full round but can take much longer if you try something elaborate. Using Bluff as a feint in combat is a standard action, as is using Bluff to create a diversion to hide. By taking a –5 penalty on your check, you can feint in combat as a move action.

Climb

Strength

You're skilled in scaling angled and uneven surfaces.

Check: With each successful Climb check, you can move up, down, or across a slope, wall, or other steep incline at one-quarter your normal speed.

A failed Climb check means you make no progress, and a check that fails by 5 or more means you fall from whatever height you attained (unless you are secured with some kind of harness or other equipment).

The Difficulty of the check depends on the conditions of the climb. If the climb is less than 10 feet, reduce the Difficulty by 5.

Difficulty	Example Wall or Surface or Task
0	A slope too steep to walk up. A ladder.
5	A knotted rope with a wall to brace against.
10	A rope with a wall to brace against. A knotted rope. A surface with sizable ledges to hold on to and stand on, such as a rugged cliff-face.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface or a tree. An unknotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small toeholds.
25	A rough surface with no real handholds or footholds, such as a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface can't be climbed.
−10	Climbing inside a chimney, or other location where you can brace against two opposite walls (reduces normal Difficulty by 10).
−5	Climbing a corner where you can brace against perpendicular walls (reduces normal Difficulty by 5).
+5	Surface is slippery (increases normal Difficulty by 5).

Fighting While Climbing: Since you can't easily avoid attacks, you are flat-footed while climbing (losing your dodge bonus to Defense). Any time you take damage while climbing, make a Climb check against the Difficulty of the climb. Failure means you fall.

Accelerated Climbing: You can try to climb faster than normal. You can move half your normal speed, rather than one-quarter, but take a −5 penalty on your Climb check.

Catching Yourself When Falling: If you fall, make a Climb check (Difficulty equal to climb's Difficulty + 20). Success means you arrest your fall about halfway and suffer no damage.

Catching Someone Else Falling: It's somewhat easier to catch someone else who falls, assuming they are within arm's reach. Make a Climb check (Difficulty equal to climb's Difficulty +10) to do so. If you fail the check, you do not catch the other person. If you fail by 5 or more, you fall as well.

Action: Climbing is a move action.

Special: Someone using a rope can haul a character up (or lower a character down) by sheer strength. Use a character's carrying capacity to determine how much weight he can lift in this way (see **Carrying** in **Chapter 6: Playing the Game**).

Concentration

Wisdom

You can focus your mind and concentrate despite distractions.

Check: Make a Concentration check whenever you might be distracted (by damage, harsh weather, and so on). If the check succeeds, you may continue what you are doing. If the check fails, the action you're attempting also fails. The check Difficulty depends on the nature of the distraction.

Distraction	Difficulty
Damaged during the action	10 + damage bonus
Taking continuous damage during the action	10 + half of continuous damage bonus last dealt
Vigorous motion (bouncy vehicle ride, small boat in rough water, below decks in a storm-tossed ship, riding a horse)	10
Violent motion (very rough vehicle ride, small boat in rapids, on deck of storm-tossed ship, galloping horse)	15
Extraordinarily violent motion (earthquake)	20
Bound, grappling, or pinned	20
Weather is a high wind carrying blinding rain or sleet	5
Weather is wind-driven hail, dust, or debris	10

Try Again: Yes, though a success doesn't cancel the effects of a previous failure, such as the disruption of an action you were concentrating on.

Action: Making a Concentration check doesn't require an action; it is either a reaction (when attempted in response to a distraction) or part of another action (when attempted actively).

Craft

Intelligence, Trained Only, Requires Specialization, Requires Tools

Craft is actually a number of separate skills involving arts and crafts. You must choose a specialty, such as elixirs, leatherworking, weaponsmithing, or weaving. Training in one Craft specialty does not provide skill in other specialties.

Check: Craft skills are specifically focused on making things. To use a Craft skill effectively, you must have an appropriate set of tools.

Making Items: The Difficulty, time, and resources required to make an item depend on its complexity. Make a Wealth check against the Wealth Difficulty to acquire the necessary raw materials, and then make your Craft check. (Example Difficulties are given in the table.) If your Craft check succeeds, you make the item. If the Craft check fails, you do not produce a usable end result, and any raw materials are wasted.

Complexity	Craft Difficulty	Wealth Difficulty	Time	Examples
Simple	15	5	1 hour	garment, household item
Moderate	20	10	12 hours	fine garment, lock, weapon
Complex	25	15	24 hours	plate armor, mechanism
Advanced	30	20	60 hours	building, carriage

Masterwork Items: By increasing Difficulty and cost by +5, you can make a masterwork item. These items are especially well made and provide a +1 bonus when used. For making masterwork weapons and armor, see **Chapter 5: Equipment**.

Repairing Items: You can use Craft skills to repair damaged items. In general, simple repairs have a Difficulty of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a Difficulty of 20 or higher and can require an hour or more to complete. The repairs have a cost 5 lower than making the item (negligible for simple items).

Forgery: Characters can use Craft to produce forgeries in their areas of specialty. The result of the Craft check becomes the Difficulty for a Notice check to detect the forgery. The Narrator can modify either the Craft or Notice check based on the conditions and the characters' familiarity with the original subject.

Try Again: Yes, although in some cases the Narrator may decide a failed attempt to repair an item has negative effects, preventing further attempts.

Action: The time to make something varies depending on its complexity, as shown above. The Narrator may increase or decrease the time for a particular Craft project as necessary.

Special: Generally, You can take 10 when using a Craft skill, but can't take 20 since doing so represents multiple attempts, and you use up raw materials with each attempt. You can take 10 or take 20 on repair checks.

If you don't have the proper tools, you take a –4 penalty on Craft checks.

Diplomacy

Charisma, Interaction

You're skilled in dealing with people, from proper etiquette and social graces to a way with words and public speaking. Use this skill to make a good impression, negotiate, and win people over.

Check: You can change others' attitudes with a successful Diplomacy check. In negotiations, all participants roll opposed Diplomacy checks to see who gets the advantage. Opposed checks also resolve cases where two advocates plead opposing cases before a third party.

Diplomacy can influence a character's attitude. The Narrator chooses the character's initial attitude based on circumstances. Most of the time, people the heroes meet are indifferent toward them, but a specific situation may call for a different initial attitude. The Difficulties given on the **Influence** table, page 64, show what it takes to change someone's attitude with a use of Diplomacy. You don't declare a specific outcome; instead, make the check and compare the result to the table to see what you've accomplished. For more information, see **Social Actions** in **Chapter 6: Playing the Game**.

Try Again: Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his position, and trying again is futile. At the Narrator's discretion, you can try again when the situation changes in some way: you find a new approach to your argument, new evidence appears, and so forth.

Action: Diplomacy is at least a full-round action. The Narrator may determine some negotiations require a longer period of time, perhaps much longer.

Disable Device

Intelligence, Trained Only, Requires Tools

You can disarm or sabotage various devices, including locks and traps.

Check: The Narrator makes Disable Device checks secretly so you don't necessarily know whether you have succeeded.

Open Lock: You can pick locks. You must have thieves' tools. The Difficulty depends on the quality of the lock.

Lock Quality	Difficulty
Simple	20
Average	25
Good	30
Amazing	40

Traps and Sabotage: Disabling a simple mechanical device has a Difficulty of 10. More intricate and complex devices have higher Difficulties. The Narrator rolls the check. If the check succeeds, you disable the device. If the check fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If it's a trap, you set if off. If it's some sort of sabotage, you think that the device is disabled, but it's not.

You can rig simple devices to work normally for a while and then fail later, if you choose.

Try Again: Yes, though you must be aware you have failed in order to try again.

Action: Disabling a simple device is a full-round action. Intricate or complex devices require multiple rounds at the Narrator's discretion.

Special: You can take 10 when making a Disable Device check. You can take 20 to open a lock or to disable a device, unless trying to prevent your tampering from being noticed, or if there is a consequence for failure (such as setting off a trap).

If you do not have the proper tools, you take a –4 penalty on your check.

Disguise

Charisma, Requires Tools

You can use makeup, costumes, and other props to change your appearance.

Check: Your Disguise check determines the effectiveness of your disguise. It is opposed by others' Notice checks. Make one Disguise check even if several people make Notice checks. The Narrator makes the Disguise check secretly so you are not sure exactly how well your disguise will hold up under scrutiny.

If you don't draw any attention to yourself, however, others don't get to make Notice checks. If you come to the attention of people who are suspicious, they get to make a Notice check. (The Narrator can assume suspicious observers take 10 on their Notice checks.)

The effectiveness of your disguise depends in part on how much you attempt to change your appearance.

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	–2
Disguised as different age	–2

If you are impersonating a particular individual, those who know the subject automatically get to make Notice checks. Furthermore, they get a bonus on the check.

Familiarity	Bonus
Recognizes on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Usually, an individual makes a Notice check to detect a disguise immediately upon meeting you and each hour thereafter. If you casually

meet many different people, each for a short time, the Narrator checks once per day or hour using an average Notice modifier for the group (assuming they take 10).

Try Again: No, though you can assume the same disguise again at a later time. If others saw through the previous disguise, they are automatically treated as suspicious if you assume the same disguise again.

Action: A disguise requires at least 10 minutes of preparation. The Narrator makes Notice checks for those who encounter you immediately upon meeting you and again each hour or day thereafter, depending on circumstances.

Special: If you don't have any makeup, costumes, or props, you take a –4 penalty on Disguise checks.

Escape Artist

Dexterity

You're trained in escaping from bonds and other restraints.

Check: Make a check to escape from restraints or to squeeze through a tight space.

Restraint	Difficulty
Ropes	Opponent's Dexterity bonus +20
Tight space	30
Grapple	Opponent's grapple check

Tight Spaces: For a tight space, a check is only called for if your head fits but your shoulders don't. If the space is longer than your height, such as a chimney, the Narrator may call for multiple checks. You can't fit through a space your head doesn't fit through. You can also reach through a tight space your hand fits through but your arm normally does not by making an Escape Artist check.

Escaping Grapples: You can make an Escape Artist check opposed by an opponent's grapple check to get out of a grapple or out of a pinned condition (so you are just being grappled). Doing so is a standard action, so if you escape the grapple you can move in the same round.

Try Again: You can make another check after a failed check if you are squeezing through a tight space. If the situation permits, you can make additional checks as long as you are not being actively opposed.

Action: Making a check to escape from being bound by ropes or other restraints requires 1 minute. Escaping a grapple is a standard action. Squeezing or reaching through a tight space takes at least 1 minute, maybe longer, depending on the distance.

Gather Information

Charisma, Interaction

You know how to make contacts, collect gossip and rumors, question informants, and otherwise gather information from people.

Check: By succeeding at a skill check (Difficulty 10) you can get a feel for the major news and rumors in an area. This assumes no obvious reasons exist why information would be withheld. The higher the check result, the more complete the information. Information ranges from general to protected, and the Difficulty increases accordingly for the type of information you want to gather, as given in the table below.

Information	Difficulty
General	10
Specific	15
Restricted	20
Protected	25

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and require you to locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance someone takes note of anyone asking about restricted or protected information. The Narrator decides when this is the case. In some situations, opposed Gather Information checks are appropriate to see if someone else notices your inquiries (and you notice theirs).

Try Again: Yes, but it takes additional time for each check, and you may draw attention to yourself if you repeatedly pursue a certain type of information.

Action: A Gather Information check takes at least an hour, possibly several, at the Narrator's discretion.

Handle Animal

Charisma

You know how to handle, care for, and train various types of animals.

Check: The time required to get an effect and the Difficulty depend on what you are trying to do.

Task	Time	Difficulty
Handle an animal	Move action	10
"Push" an animal	Full-round action	25
Teach an animal a trick	1 week	See text
Train an animal for a purpose	4 weeks	See text

Handle an Animal: This means to command an animal to perform a task or trick it knows. If the animal's condition is something other than normal (it's fatigued or injured, for example), the Difficulty increases by +5. If the check is successful, the animal performs the task or trick on its next action.

"Push" an Animal: Pushing an animal means getting it to perform a task or trick it doesn't know but is physically capable of doing. If the check is successful, the animal performs the task or trick on its next action.

Teach an Animal a Trick: You can teach an animal a specific trick, such as "attack" or "stay," with one week of work and a successful Handle Animal check (Difficulty 15 for simple tricks, 20 or more for complex tricks). An animal with an Intelligence of –5 can learn a maximum of three tricks, while an animal with an Intelligence of –4 can learn a maximum of six tricks.

Train an Animal: Rather than teaching an animal individual tricks, you can train an animal for a general purpose, like combat, guarding, riding, and so forth. This requires a Difficulty 20 skill check. Essentially, an animal's purpose represents a set of tricks fitting a common scheme. An animal can be trained for one purpose only.

Try Again: Yes.

Action: See above.

Special: An untrained character uses Charisma checks to handle and push animals, but can't teach or train animals.

Heal

Wisdom, Trained Only, Requires Tools

You're trained in understanding the body and treating injuries and illness.

Check: The Difficulty and effect depend on the task attempted.

Diagnosis (Difficulty 10): You can diagnose injuries and ailments with an eye toward providing treatment. At the Narrator's discretion, a successful diagnosis can provide a +2 bonus on Heal checks for treatment.

Provide Care (Difficulty 15): Providing care means treating a wounded person for a day or more or providing routine medical care, such as assisting in the delivery of a baby. If successful, the patient adds your Heal rank to any recovery rolls (see **Damage and Recovery**, page 74). You can tend up to your skill rank in patients at one time.

Revive (Difficulty 15): With a first aid kit, you can remove the dazed, stunned, or unconscious condition from a character. This check is a standard action. A successful check removes the condition. You can't revive an unconscious character who is dying without stabilizing the character first.

Stabilize (Difficulty 15): With a medical kit, you can tend to a character who is dying. As a standard action, a successful Heal check stabilizes the dying character.

Treat Disease (Difficulty 15): You can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), you can first make a Heal check requiring 10 minutes. If your check succeeds, you provide a bonus on the diseased character's saving throw equal to your Heal rank.

Treat Poison (Difficulty 15): You can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, you first make a Heal check as a standard action. If the check succeeds, you provide a bonus on the poisoned character's saving throw equal to your Heal rank.

Try Again: Yes, for reviving dazed, stunned, or unconscious characters, and stabilizing dying characters. No, for all other uses of the skill.

Action: Heal checks take different amounts of time based on the task at hand, as described above.

Special: You can take 10 when making a Heal check. You can take 20 only when giving long-term care or attempting to revive dazed, stunned, or unconscious characters.

If you do not have the appropriate medical equipment, you take a –4 penalty on your skill check.

You can use the Heal skill on yourself only to diagnose, provide care, or treat disease or poison. You take a –5 penalty on your checks when treating yourself.

Intimidate

Charisma, Interaction

You know how to use threats (real or implied) to get others to cooperate with you.

Check: Your Intimidate check is opposed by the target's Will save or Intimidate check (whichever is higher) + the target's modifiers for saves against fear.. If your check succeeds, you may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in your presence. (That is, the target retains his normal attitude, but will talk, advise, offer limited help, or advocate on your behalf while intimidated.) Your target will only cooperate so much and won't necessarily obey your every command or do anything that would directly endanger himself.

If you perform some action that makes you more imposing, you gain a +2 bonus on your Intimidate check. If your target clearly has a superior position, you suffer a –2 penalty on your Intimidate check.

If your Intimidate check fails by 5 or more, the target may actually do the *opposite* of what you wanted.

Demoralizing in Combat: You can use Intimidate in combat to demoralize an opponent, shaking their confidence. Make an Intimidate check as a standard action. If it succeeds, your target is shaken (–2 on all attack rolls, checks, and saving throws, except Toughness saves) for one round.

Try Again: No. Even if the initial check succeeds, the other character can only be intimidated so much, and trying again doesn't help. If the initial check fails, the other character has become more firmly resolved to resist, and trying again is futile. You can make Intimidate checks to demoralize an opponent in combat until you fail, after which the target is no longer intimidated by you.

Action: An Intimidate check is a full-round action. Demoralizing in combat is a standard action. By taking a –5 penalty on your check, you can demoralize an opponent as a move action.

Special: You add a +2 bonus to your Intimidate check for every size category you are larger than your target. Conversely, you take a –2 penalty to your check for every size category you are smaller than your target (see **Size**, page 82).

Jump

Strength

You can jump further than usual.

Check: Distance moved by jumping, which is a move action, is counted against your maximum movement in a round. You can start a jump at the end of one turn and complete the jump at the beginning of your next turn.

Long Jump: This is a horizontal jump. At the midpoint of the jump, you attain a vertical height equal to one-quarter the horizontal distance. The Difficulty of a long jump is 5 plus the distance in feet.

High Jump: This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The Difficulty of a high jump is 10 plus twice the distance in feet.

Hop Up: You can jump up onto an object of half your height or less with a Difficulty 10 Jump check. Doing so counts as 10 feet of movement.

Try Again: No.

Action: Jump is a move action.

Knowledge

Intelligence, Trained Only, Requires Specialization

This skill encompasses several specialties, each of them treated as a separate skill. These specialties are defined below.

Check: Make a Knowledge check to see if you know something. The Difficulty for answering a question is 10 for easy questions, 15 for basic questions, and 20 to 30 for difficult questions. The Narrator sets the difficulty for a particular question.

The Knowledge specialties, and the topics each one encompasses, are as follows:

- **Engineering** (buildings, aqueducts, bridges, fortifications)
- **Geography** (lands, terrain, climate, people)
- **History** (wars, colonies, migrations, founding of cities)
- **Local** (legends, personalities, inhabitants, laws, customs)
- **Nature** (animals, monsters, plants, seasons and cycles, weather)
- **Nobility** (lineages, heraldry, family trees, mottoes, personalities)
- **Religion** (deities, mythology, religious tradition, holy symbols)
- **Supernatural** (ancient mysteries, powers, the occult, supernatural creatures)

Try Again: Usually no. The check represents what a character knows; thinking about a topic a second time doesn't let you know something you didn't know before. The Narrator may allow another Knowledge check if a character gets access to a better source of information. For example, a hero who doesn't know the answer to a particular question off-hand might get another check with access to a library (and could take 20 on that check, depending on the circumstances).

Action: A Knowledge check can be a reaction, but otherwise requires a full-round action. Taking 20 on a Knowledge check requires at least an hour, longer if the Narrator decides the information you're looking for is particularly obscure or otherwise restricted.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character can only answer easy or basic questions about a topic.

You can take 10 when making a Knowledge check. You can take 20 only if you have access to the appropriate research materials (such as a library).

Language

Trained Only, Requires Specialization

Languages are unusual skills. They do not have ranks, are not based on an ability score, and do not require checks. Instead, each time you acquire this skill, you gain the ability to speak, read, and write another language. Unskilled characters can speak, read, and write their native language, plus one additional language per point of Intelligence bonus (if any). Your Narrator will tell you what languages your hero can learn.

Literacy: Characters are assumed to be literate in their native language and in any other language they know. At the Narrator's discretion, characters may have to spend a bonus language to be literate in a language that uses a different alphabet or style of writing from the character's native language.

Retry: No, because there are no Language checks. You either know a language, or you don't.

Notice

Wisdom

You use this skill to notice and perceive things.

Check: Make a skill check to notice something. Notice checks generally suffer a penalty of –1 per 10 feet between you and the thing you're trying to notice. If you're distracted, you take a –5 penalty on Notice checks. Making out details—such as clearly hearing conversation or reading text—requires you to beat the Difficulty of the Notice check by 10.

The Narrator might make Notice checks secretly so you don't know whether there was something to notice. The most common sorts of Notice checks are as follows:

Listening: Make a check against a Difficulty based on how loud the noise is or against an opposed Stealth check.

Difficulty	Sound
–10	A battle
0	People talking
10	A person walking at a slow pace, trying not to make any noise
30	A bird flying through the air
+5	Through a door
+10	Listener asleep
+15	Through a solid wall

Spotting: Make a check against a Difficulty based on how visible the object is. Spot is often used to notice a person or creature hiding from view. In such cases, your Notice check is opposed by the Stealth check of the character trying not to be seen. Spot is also used to detect someone in disguise (see the Disguise skill) or to notice a concealed weapon on another person.

Other Senses: You can make Notice checks involving smell, taste, and touch, as appropriate. Use the same guidelines as listen and spot checks above. Noticing something obvious is Difficulty 0. Subtle things are around Difficulty 10, hidden things Difficulty 20 or more. Noticing subtle supernatural phenomena requires special powers (see **Chapter 4: Supernatural Powers** for details).

Try Again: You can make a Notice check every time you have the opportunity to notice something new. As a move action, you can attempt to notice something you failed (or believe you failed) to notice previously.

Action: A Notice check is either a reaction (if called for by the Narrator) or a move action (if you actively take the time to try to notice something).

Special: When several characters are trying to notice the same thing, the Narrator can make a single d20 roll and use it for all the characters' skill checks.

You can take 10 or take 20 when making a Notice check. Taking 20 means you spend 1 minute attempting to notice something that may or may not be there.

Perform

Charisma, Interaction, Requires Specialization

This skill encompasses several types of performance, each treated as a separate skill.

Check: You are accomplished in some type of artistic expression and know how to put on a performance. The quality of your performance depends on your check result.

The Perform specialties are as follows:

- **Acting:** You can perform drama, comedy, or action-oriented roles with some level of skill.
- **Comedy:** You are a comedian, capable of performing a stand-up routine or skit for an audience.
- **Dance:** You are a dancer, capable of performing rhythmic and patterned movements to music.
- **Oratory:** You can deliver dramatic and effective speeches and monologues.

- **Percussion Instruments:** You can play percussion instruments, such as drums, cymbals, triangle, xylophone, and tambourine.

- **Singing:** You can sing with some level of skill.

- **Stringed Instruments:** You can play stringed instruments, such as banjo, guitar, harp, and violin.

- **Wind Instruments:** You can play wind instruments, such as flute, bugle, trumpet, tuba, bagpipes, and trombone.

Check Result	Performance
10	Amateur performance. Audience appreciates your performance, but isn't impressed.
15	Routine performance. Audience enjoys your performance, but it isn't exceptional.
20	Great performance. Audience impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful performance. Audience awed.

Try Again: Not for the same performance and audience.

Action: A Perform check usually requires at least several minutes to an hour or more.

Special: If you don't have an appropriate instrument you automatically fail any Perform check requiring it. At the Narrator's discretion, impromptu instruments may be employed, but you take a –4 penalty on the check.

Ride

Dexterity, Trained Only

Use this skill to ride a mount, such as a horse or even a dolphin or griffon.

Check: Routine tasks, such as ordinary movement, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface) or when you are riding in a dramatic situation (being chased or attacked, for example, or trying to reach a destination in a limited amount of time). While riding, you can attempt simple maneuvers or stunts.

Easy riding maneuvers, like staying in the saddle in a fight or guiding a mount with your knees, have a Difficulty of 5. An average maneuver, like a full gallop or dodging around an obstacle, has a Difficulty of 10. Difficult maneuvers, like using your mount as cover, jumping, or suffering no harm in a fall, have a Difficulty of 15. Challenging maneuvers, like a fast mount or dismount (as a free action) or controlling a panicking mount, have a Difficulty of 20.

Try Again: Most Ride checks have consequences for failure that make trying again impossible.

Action: A Ride check is a move action.

Special: If you lack the appropriate saddle, tack, and harness for your mount, you suffer a –4 penalty on your Ride checks.

Search

Intelligence

You can search an area looking for clues, hidden items, traps, and other such details. The Notice skill allows you to notice things immediately, while Search allows you to pick up on details with some effort.

Check: You generally must be within 10 feet of the area to be examined. You can examine up to a 5-foot-by-5-foot area or a volume of goods 5 feet on a side with a single check.

A Search check can turn up individual footprints, but does not allow you to follow tracks or tell you which direction the creature or creatures went or came from (see the Track feat).

Difficulty	Task
10	Ransack an area to find a certain object.
20	Notice a typical secret compartment, a simple trap, or an obscure clue.
25+	Find a complex or well-hidden secret compartment or trap. Notice an extremely obscure clue.

Finding Concealed Objects: The Difficulty for a Search check to find a deliberately concealed object is usually based on the Stealth or Sleight of Hand check of the character who hid it. The Narrator can assume that characters with the time take 20 on their check to hide the object.

Action: A Search check is a full-round action.

Sense Motive

Wisdom

You can tell someone's true intentions by paying attention to body language, inflection, and intuition.

Check: A successful Sense Motive check allows you to avoid the effects of some interaction skills. You can also use the skill to tell when someone is behaving oddly or assess their trustworthiness.

Evaluate: You can use this skill to make an assessment of a social situation. With a successful check (Difficulty 20), you can get a feeling when something is wrong. You can also tell if someone is trustworthy and honorable (or not) with an opposed Sense Motive and Bluff check.

Notice Influence: You can make a Sense Motive check to notice someone acting under supernatural influence. The Difficulty is 10 + the power's rank.

Notice Innuendo: You can use Sense Motive to detect a hidden message transmitted via the Bluff skill (Difficulty equal to the Bluff check result). If your check result beats the Difficulty, you understand the secret message. If your check fails by 5 or more, you misinterpret the message in some fashion. If you are not the intended recipient of the message, your Difficulty increases by 5.

Resist Interaction: Make a Sense Motive check to resist or ignore the effects of certain interaction skills, such as Bluff or Intimidate. If the result of your check exceeds your opponent's check result, you are unaffected.

Try Again: No, though you can make a Sense Motive check for each interaction attempt against you.

Action: A Sense Motive check may be made as a reaction to notice or resist something. (When that's the case, the Narrator may roll the Sense Motive check in secret, so you don't know if there's something to notice or not.) Using Sense Motive to evaluate a person or situation takes at least 1 minute.

Sleight of Hand

Dexterity, Trained Only

You can perform feats of legerdemain such as picking pockets, palming small objects (making them seem to disappear), and so forth.

Check: A check against Difficulty 10 lets you palm a coin-sized, unattended object. When you perform this skill under close observation, your skill check is opposed by the observer's Notice check. The observer's check doesn't prevent you from performing the action, just from doing it unnoticed. If using Sleight of Hand to do tricks to impress an audience, you can treat it as a Perform specialty.

Thievery: When you try to take something from another person, your opponent makes a Notice check to detect the attempt. To obtain the object, you must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his check result beats your character's check result, whether you take the object or not.

Planting: You can make a Sleight of Hand check to plant a small object on a person, slip something into their pocket, drop something into their drink, and so forth. This has the same Difficulty and Notice check as thievery.

Concealment: You can use Sleight of Hand to conceal a small weapon or object on your body, making your check result the Difficulty of a Search check to find the object.

Try Again: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a Difficulty 10 higher than the first check if the first check failed or if the attempt was noticed.

Action: A Sleight of Hand check is a standard action.

Special: You can make an untrained Sleight of Hand check to conceal a weapon or object, but must always take 10 when doing so, so you can't do it while under stress.

Stealth

Dexterity

You're skilled in moving about unseen and unheard.

Check: Your Stealth check is opposed by the Notice check of anyone who might notice you. While using Stealth, you can move up to half your normal speed at no penalty. At more than half and up to your full speed, you take a –5 penalty. It's practically impossible (–20 penalty) to use Stealth while attacking, moving all out, or charging.

Size Modifiers: Apply the modifier from your size category to your Stealth checks to represent the difficulty and ease of noticing smaller and larger targets, respectively: Fine +16, Diminutive +12, Tiny +8, Small +4, Medium +0, Large –4, Huge –8, Gargantuan –12, Colossal –16.

Hiding: If others have spotted you, you can't use Stealth to remain unseen. You can run around a corner so you are out of sight and then use Stealth to hide, but others then know at least where you went. Note you can't hide if you have no cover or concealment (since that means you're standing out in the open).

Creating a Diversion to Hide: You can make a Bluff check to gain the momentary diversion needed to attempt a Stealth check while people are aware of you. When the others turn their attention from you, you can make a Stealth check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank you have in Stealth.) This check, however, is at a –5 penalty because you have to move fast.

Tailing: You can use Stealth to tail someone at your normal speed. This assumes you have some cover or concealment (crowds of people, shadows, fog, etc.). If the subject is worried about being followed, he can make a Notice check (opposed by your Stealth check) every time he changes course (goes around a street corner, exits a building, and so on). If he is unsuspecting, he only gets a Notice check after each hour of being tailed. If the subject notices you, you can make a Bluff check, opposed by

Sense Motive. If you succeed, you manage to pass off your presence as coincidence and can continue tailing. A failed Bluff check, or being noticed a second time, means the subject knows something is up.

Action: Stealth is a move action.

Survival

Wisdom

You use this skill to survive in the wilderness, finding food and shelter and safely guiding others.

Check: You can keep yourself and others safe and fed in the wild.

Difficulty	Task
10	Get along in the wild. Move up to half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points your check result exceeds 10.
15	Gain a +2 bonus on Fortitude saves against severe weather while moving up to half your speed, or a +4 bonus if stationary. You may grant the same bonus to one other character for every point your check result exceeds 15.
18	Avoid getting lost and avoid natural hazards, such as quicksand.

Try Again: No.

Action: Survival checks occur each day in the wilderness or whenever a hazard presents itself.

Swim

Strength

You can swim and maneuver underwater.

Check: A successful Swim check allows you to swim one-quarter your speed as a move action or half your speed as a full-round action. If the check fails, you make no progress through the water. If the check fails by 5 or more, you go underwater. If you are underwater you must hold your breath to avoid drowning (see **Suffocation**, page 78). The Difficulty for the Swim check depends on the condition of the water:

Condition	Difficulty
Calm water	10
Rough water	15
Stormy water	20

Each hour you swim, make a Swim check (Difficulty 20). If the check fails, you suffer from fatigue (see page 37). Unconscious characters go underwater and immediately begin to drown.

Rescuing: Rescuing another character who cannot swim (for whatever reason) increases the Difficulty of your Swim checks by +5.

Action: A Swim check is either a move action or a full-round action, as described above.

CHAPTER 3: FEATS

While abilities, roles, and skills define a great deal about heroes, what really makes them heroes are *feats*, special abilities allowing your hero to do things most other people can't. Feats often allow heroes to "break the rules" in certain ways or provide them access to certain gifts or talents. Feats allow you to customize your hero's capabilities, focusing on the sorts of things you want.

ACQUIRING FEATS

Heroes start out with a certain number of feats, based on their role. They acquire a new feat each time they gain a level (either in that role or in a new role). Each role has access to the general feats, as well as its own list of feats. Players choose new feats for their heroes from these lists.

Types of Feats

Some feats are *general*, meaning no special rules govern them as a group and they are available to everyone. Other feats are restricted to heroes of particular roles and related to performing those roles. *Expert* feats are limited to experts, *martial* feats are limited to warriors, and *supernatural* feats are limited to adepts. A feat's type is listed after its name in the feat's description.

Prerequisites

Some feats have prerequisites. Your hero must have the indicated ability score, feat, skill, combat bonus, or other requisite trait(s) in order to acquire or use that feat. A hero can gain a feat and its prerequisites at the same level. If you ever lose a feat's prerequisites for any reason, you also lose the ability to use that feat.

FEAT DESCRIPTIONS

Each description lists the feat's name and its type, followed by any prerequisites. The description goes on to specify the feat's effects.

Accurate Attack (General)

You can lessen your attack's damage to make a wider, more sweeping attack with a better chance to hit. Subtract a number up to 5 to your attack's damage bonus and add the same number to your attack roll. You cannot lower your damage bonus below 0 nor more than double your attack bonus.

Acrobatic Bluff (Expert)

You can use your Acrobatics skill instead of your Bluff skill to feint and trick in combat (see page 69). Your opponent opposes the attempt with Sense Motive or Acrobatics (whichever is better).

Aggressive Attack (General)

With an aggressive attack, you ignore defense in favor of accuracy. Subtract a number up to 5 from your dodge bonus and add the same number to your attack roll. You cannot lower your dodge bonus below 0 nor more than double your attack bonus.

Animal Empathy (General)

You have a special connection with animals. You can use the Handle Animal skill (see page 20) like Diplomacy (see page 19) to change the attitude of an animal by interacting with it. Unlike a normal use of Diplomacy, you do not have to speak a language the animal understands, and Animal Empathy affects creatures with Intelligence –4 or less normally. You can also use the Bluff and Gather Information skills normally on animals. You don't actually need to speak to the animals; you communicate your intent through gestures and body language and learn things by studying animal behavior.

Armor Training (General)

You're trained in the proper way to move and fight while wearing armor. There are two versions of this feat: light and heavy. Each is considered a separate feat, and you must be trained in wearing light armor, for example, before you can acquire training in heavy armor. Characters without Armor Training apply their armor's check penalty (see **Armor**, page 55) to all their physical rolls and checks, including attack rolls, while wearing it. Characters with Armor Training only apply the armor's check penalty to Acrobatics, Climb, Escape Artist, Jump, Sleight of Hand, Stealth, and Swim checks.

Assessment (General)

You're able to size up someone's combat capabilities. As a move action, choose a subject and make a Sense Motive check opposed by the subject's Bluff check result. If you succeed, the Narrator tells you the subject's combat bonus relative to yours (lower, higher, or equal). You don't know the subject's exact bonus unless it equals your own, only a rough estimate of relative ability. In cases of a 5-point or greater difference, the Narrator may choose to tell you the subject's bonus is *considerably* more or less than yours. If you lose the opposed roll, the Narrator should over- or under-estimate the subject's bonus.

Beginner's Luck (Expert)

By spending a Conviction point, you gain 5 ranks in any skill you don't currently know and you can use that skill, even if it can't normally be used untrained. These temporary skill ranks last for the duration of the scene and grant you their normal benefits.

Blind-Fight (General)

In melee combat, you suffer half the usual miss chance due to concealment (see **Concealment**, page 73). If you spend a Conviction point before rolling the miss chance, you *automatically* ignore it for that attack (you gain no other benefit from the Conviction point).

You take only half the usual penalty to speed for being unable to see; darkness and poor visibility reduce your speed to three-quarters rather than half.

Feats

General Feats	Summary
Accurate Attack	You can sacrifice damage for accuracy.
Aggressive Attack	You can sacrifice defense for accuracy.
Animal Empathy	You can use interaction skills on animals.
Armor Training	You know how to move and fight while wearing armor.
Assessment	You can get an idea of an opponent's combat bonus.
Blind-Fight	Half miss chance while in melee combat.
Canny Dodge	Add your Int or Wis score to your dodge bonus.
Connected	You can call in favors from time to time.
Contacts	You can make Gather Information checks faster.
Dedicated	+4 bonus for checks involving the object of your devotion.
Defensive Attack	You can sacrifice accuracy for defense.
Dodge	+1 to your dodge bonus.
Eidetic Memory	Total recall and +4 bonus on checks to remember things.
Endurance	+4 bonus on stamina-related Con checks and Fort saves.
Exotic Weapon Training	You're trained in a particular exotic weapon.
Far Shot	Increase range increment by one-half (double for thrown weapons).
Great Fortitude	+2 on Fortitude saving throws.
Improved Critical	Your threat range with a particular attack is doubled.
Improved Disarm	+2 bonus when attempting to disarm an opponent.
Improved Dodge	+2 dodge bonus when taking the dodge action.
Improved Grab	You can follow an unarmed attack with a free grapple.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Precise Shot	No penalty for less than total cover or concealment.
Improved Ranged Disarm	No penalty when making a ranged disarm attempt.
Improved Speed	+10 feet movement speed.
Improved Strike	You do lethal damage unarmed.
Improved Sunder	+4 to hit when striking held objects.
Improved Throw	Choose whether an opponent uses Str or Dex against a trip.
Improved Trip	+2 bonus to trip opponents.
Iron Will	+2 bonus on Will saving throws.
Lightning Reflexes	+2 bonus on Reflex saving throws.
Lucky	Add your Cha score to your saving throws.
Mounted Combat	Substitute Ride check for mount's Defense.
Night Vision	See twice as far in low-light conditions.
On the Run	Move both before and after your standard action.
Point Blank Shot	+1 attack and damage with ranged weapons at 30 ft. range.
Precise Shot	You can make ranged attacks into melee with no penalty.
Quick Draw	Draw or reload a weapon as a free action.
Ranged Pin	You can pin an opponent with a ranged weapon.
Run	You run at five times your normal speed.
Second Chance	You get a second save against a particular hazard.
Set-up	Transfer an interaction bonus in combat to an ally.
Shield Training	You're trained in the proper use of shields in combat.
Skill Focus	+3 bonus with a chosen skill.
Skill Training	Add two skills to your known skills.
Talented	+2 bonus with two related skills.
Taunt	Make a Bluff check to shake a target's confidence.

FEATS (CON'T)

Track	You can find and follow tracks.
Trackless Step	You leave no trail in natural surroundings.
Trample	You can overrun more effectively while mounted.
Two-Weapon Defense	Your two-weapon fighting style improves your Defense.
Two-Weapon Fighting	You can skillfully fight with a weapon in each hand.
Uncanny Dodge	You retain your dodge bonus when flat-footed.
Wealthy	+4 Wealth bonus.
Weapon Focus	+1 on attack rolls with a chosen weapon.
Weapon Training	You're trained in the use of martial weapons.
Wild Talent	You have somewhat unpredictable use of a particular power.
Wildwalk	You can move through natural surroundings freely.

Expert Feats	Summary
Acrobatic Bluff	Use Acrobatics in place of Bluff to feint and trick.
Beginner's Luck	Spend a Conviction point for 5 temporary skill ranks.
Crippling Strike	Your surprise attacks inflict 1 point of Str damage.
Defensive Roll	+1 bonus on Toughness saves.
Deflect Arrows	You can deflect one ranged attack against you per round.
Evasion	No damage from attacks if you make your Reflex save.
Fascinate	You can capture and hold someone's attention with an interaction skill.
Hide in Plain Sight	Make Stealth checks without cover or concealment.
Improved Evasion	Suffer only half damage on a failed Reflex save.
Improvised Tools	No penalty for using a skill without the proper tools.
Inspire	You can inspire others with your presence.
Jack-of-All-Trades	You can use any skill untrained.
Mass Suggest	Make a suggestion to an entire group.
Master Plan	Gain a bonus when you have a chance to prepare.
Skill Mastery	Choose four skills you can take 10 with even under pressure.
Slow Fall	You can slow your fall by 10 ft. per two expert levels.
Snatch Arrows	You can catch ranged weapons.
Stunning Attack	You can make a stunning attack in melee.
Suggest	You can plant suggestions into the minds of others.
Surprise Attack	+2 damage with a surprise attack.
Well-Informed	Make a Gather Information check immediately upon meeting someone.

Martial Feats	Summary
Cleave	Get an extra melee attack when you take out an opponent.
Diehard	You automatically succeed on Con checks to stabilize.
Favored Opponent	+2 bonus against a particular type of opponent.
Great Cleave	Like Cleave, but usable an unlimited number of times.
Great Toughness	+1 bonus on Toughness saves.
Greater Weapon Focus	+1 attack bonus with a particular type of weapon.
Greater Weapon Specialization	+1 damage with a particular type of weapon.
Mounted Archery	Half penalty when using a ranged weapon while mounted.
Rage	You can go into a rage in combat.
Ride-By Attack	While mounted you can move before and after a standard action.
Seize Initiative	Spend a Conviction point to go first in the initiative order.
Smite Foe	You can inflict additional damage on your favored foe.
Spirited Charge	Deal +3 damage with a melee weapon while charging.

Feats (con't)

Stunning Attack	You can make a stunning attack in melee.
Weapon Bind	Free disarm attempt after successful parry.
Weapon Break	Free attack against an opponent's weapon after a successful parry.
Weapon Specialization	+1 damage with a chosen weapon.

Supernatural Feats	Summary
Elemental Resistance	You are resistant to the effects of an element.
Elemental Strike	You can strike targets with blasts of an element.
Empower	You can increase the effective rank of your powers.
Erase Signature	You can erase supernatural signatures.
Familiar	You have a supernatural bond with a special animal companion.
Imbue Item	You can craft supernatural items.
Power	You can use a particular power.
Quicken Power	Reduce the time required to use your powers.
Shield Penetration	+2 bonus to overcome a target's Psychic Shield.
Subtle Power	You can mute the signature of your powers.
Supernatural Focus	+3 bonus with a chosen power.
Supernatural Speed	Greatly increase your speed for short bursts.
Supernatural Strike	Overcome supernatural damage resistance.
Supernatural Talent	+2 bonus with two chosen powers.
Supernatural Weapon	Impart supernatural qualities to a melee weapon.
Trance	You can go into a death-like trance.
Widen Power	Affect an area with your powers.

Canny Dodge (General)

When unarmored and unencumbered, add your Intelligence or Wisdom score as a dodge bonus to your Defense. Choose which bonus applies when you acquire this feat. This is in addition to the standard dodge bonus granted by your Dexterity. You lose your Canny Dodge bonus while wearing armor or carrying more than a light load.

Cleave (Martial)

If you knock out, disable, or kill an opponent with a melee attack, you get an immediate extra melee attack against another opponent within reach. You can't move before making this extra attack. The extra attack is with the same weapon and attack bonus as the attack that downed your previous opponent. You can use this feat once per round.

Connected (General)

You know people who can help you out from time to time. You can call in favors by making a Diplomacy check. It might be advice, information, help with a legal matter, or access to resources. The Narrator sets the Difficulty of the Diplomacy check, based on the aid required. A simple favor is Difficulty 10, ranging up to Difficulty 25 or higher for especially difficult, dangerous, or expensive favors. You can spend a Conviction point to automatically secure the favor. The Narrator has the right to veto any request if it is too involved or likely to spoil the plot of the adventure. Use of this feat always requires at least a few minutes (and often much longer) and the means to contact your allies.

Contacts (General)

You have such extensive and well-informed contacts you can make a Gather Information check in only one minute, assuming you have some means of getting in touch with your contacts. You can take 10 or take 20 on this check (taking 20 requires 20 minutes rather than 1). Further Gather Information checks on the same subject require the normal length of time, as you need to widen your search.

Crippling Strike (Expert)

Prerequisite: Surprise Attack.

You can surprise attack opponents with such precision that your attacks weaken them. An suffering lethal damage from one of your surprise attacks also takes 1 point of Strength damage. Lost Strength returns at a rate of 1 point per day.

Dedicated (General)

You are deeply dedicated to a person or cause (and you should roleplay this). You have a +4 bonus on saving throws and checks against effects that would sway you against your dedication. Whenever you spend a Conviction point to re-roll a die roll directly concerning your dedication, the roll is treated as a 20 (but not a natural 20). The Narrator decides when this is appropriate.

If you fail or waver in your dedication, you lose the benefits of this feat. You can only regain them by renewing your dedication.

Defensive Attack (General)

A defensive attack is more cautious, trading accuracy for protection. Subtract a number up to 5 from your attack bonus and add the same number to your dodge or parry bonus for the round. You cannot lower your attack bonus below 0 nor more than double your dodge bonus.

Defensive Roll (Expert)

You can evade damage through agility and "rolling" with an attack. You receive a bonus to your Toughness saving throws, but lose your Defensive Roll bonus whenever you are denied your dodge bonus or unable to take a free action. You can take this feat multiple times and its benefits stack.

Deflect Arrows (Expert)

You can bat arrows and similar ranged weapons out of the air. You must have at least one hand free to use this feat. Once per round, when you would normally be hit with a ranged weapon, you may deflect it as a reaction so you take no damage from it. You must be aware of the attack and not flat-footed.

Diehard (Martial)

When your condition is reduced to dying, you automatically succeed on the Constitution check to stabilize on the following round. Further damage can still kill you.

Dodge (General)

Your dodge bonus increases by +1. This additional dodge bonus is lost in the same way as your regular dodge bonus, when you are flat-footed and so forth. You can acquire this feat multiple times and its benefits stack.

Eidetic Memory (General)

You have perfect recall of everything you've experienced. You have a +4 bonus on checks to remember things, including saving throws against effects that alter or erase memories. You can make any Knowledge skill check untrained, meaning you can answer questions involving difficult or obscure knowledge without ranks in a skill.

Elemental Resistance (Supernatural)

Prerequisite: Shaping power for the affected element

Choose an element you are trained in shaping. You have a +10 bonus on all saving throws against harm from that element, and suffer only non-lethal damage from it so long as you are conscious (and capable of exerting the minimum will required to resist the element's effects).

You make acquire this feat multiple times. Each time, it affects a different element.

Empower (Supernatural)

You can increase the effective rank of your powers, putting more of your energy and will behind them. For each effective rank you add to a power, increase the fatigue Difficulty of using it by +2. You cannot empower a power by more than +5 ranks (for +10 to the fatigue Difficulty). When used to enhance a non-fatiguing power, Empower causes it to become fatiguing, with the usual increase for additional ranks.

Endurance (General)

You gain a +4 bonus on Swim checks to avoid becoming fatigued and on Constitution checks or Fortitude saves to hold your breath, to avoid damage from starvation or thirst, and to avoid damage from hot or cold environments.

Erase Signature (Supernatural)

Prerequisites: Second Sight power.

You can erase supernatural signatures, eliminating any evidence of them. You must first be able to sense a signature. It then takes a full-round action to erase it. See **Chapter 4: Supernatural Powers** for more information.

Evasion (Expert)

If you make your Reflex save against an area effect , you suffer *no* damage.

Exotic Weapon Training (General)

You're trained in a particular exotic weapon. Each exotic weapon requires a separate feat. For a list of exotic weapons, see **Chapter 5: Equipment**.

Familiar (Supernatural)

You have a supernatural bond with a special animal companion. Choose an animal from the following list: bat, cat, dog, hawk, rat, snake (viper), or wolf.

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Level	Abilities	Tricks	Special
1st-2nd	+0	1	Link, Share Powers
3rd-5th	+0	2	Evasion
6th-8th	+1	3	Devotion
9th-11th	+1	4	Speak
12th-14th	+2	5	
15th-17th	+2	6	Improved Evasion
18th-20th	+3	7	

Your familiar is an enhanced version of a normal animal, referred to as the base animal. The **Familiar** table indicates how the base animal is enhanced.

Level: This is your adept level. Enhancements to the familiar's traits are based on this. A familiar's combat bonus is the same as an expert of your adept level, and a familiar has good Fortitude and Reflex saves like an expert of your adept level.

Abilities: This is a bonus to the base animal's Strength, Dexterity, and Intelligence scores.

Bonus Tricks: The number in this column is the total number of tricks the familiar knows, in addition to any you might choose to teach it using the Handle Animal skill. These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. You select these bonus tricks, and once chosen, they can't be changed.

Link: You have a psychic link with your familiar. The two of you are always in mental contact (like a use of the Mind Touch power). If some outside force, such as the Ward power, interferes, you can make a Mind Touch or Wisdom check to overcome it. If your psychic link is broken, it is automatically reestablished as soon as possible. Because of your link, you can handle your familiar as a free action and push it as a move action, even if you aren't trained in the Handle Animal skill. You get a +4 bonus on interaction checks involving your familiar.

Share Powers: You can choose to have any power you use on yourself also affect your familiar. This includes powers like Body Control and Psychic Shield, which normally only affect the user. The familiar must be within 5

feet of you when the power is used to receive its effects. If the power has a duration other than instantaneous, it stops affecting the familiar when the familiar moves farther than 5 feet away from you and does not affect it again, even if it returns while the power is still in effect.

Evasion: If a familiar is subjected to an attack that allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion: A familiar gains a +4 bonus on Will saves against any effect influencing its mind or emotions.

Speak: Your familiar can speak verbally with you as if you shared a common language. Others cannot understand your communication without the use of powers.

Improved Evasion: When subjected to an attack that allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Far Shot (General)

Prerequisite: Point Blank Shot.

When you use a projectile weapon, such as a bow, its range increment increases by half (multiply by 1.5). When you use a thrown weapon, its range increment doubles (multiply by 2).

Fascinate (Expert)

Prerequisite: Trained in the chosen interaction skill.

One of your interaction skills is so effective you can capture and hold someone's attention with it. Choose Bluff, Diplomacy, Intimidate, or Perform. Use a standard action and make a check using the interaction skill against your target's Sense Motive check or Will saving throw result (whichever has the higher bonus). If you succeed, the target pays no attention to anyone other than you. You may maintain the effect by taking a standard action each round, for a number of rounds equal to your skill rank. Any potential threat, such as an ally sneaking up on a fascinated target, grants a new Sense Motive check or Will save. Any obvious threat, such as someone drawing a weapon, automatically breaks the fascination. The fascination ends when you stop maintaining it or the target overcomes it. You may take this feat more than once. Each time, it applies to a different interaction skill.

Favored Opponent (Martial)

You have a particular type of opponent you've studied or are especially effective against. It may be a type of creature, like animals or the undead; a profession, like soldiers or thieves; or any other category the Narrator approves. Especially broad categories, like all humanoids or all villains, are not permitted. You get a +2 bonus on Bluff, Intimidate, Notice, Sense Motive, and Survival checks dealing with your favored foe, as well as +2 damage on all attacks against them. You may take this feat multiple times, either choosing a different favored opponent or increasing your existing bonus by +2, to a maximum of +6.

Great Cleave (Martial)

Prerequisite: Cleave.

This feat works like Cleave, except you can use it an unlimited number of times per round, until you miss or there are no more opponents within range of your attack.

Great Fortitude (General)

You get a +2 bonus on all Fortitude saving throws.

Great Toughness (Martial)

Your Toughness save bonus increases by +1. You can take Great Toughness multiple times and its benefits stack up to a maximum +5 bonus to your Toughness saves.

Greater Weapon Focus (Martial)

Prerequisite: Weapon Focus for chosen weapon.

You gain an additional +1 attack bonus with the chosen weapon. The benefit of this feat stacks with that of Weapon Focus.

Greater Weapon Specialization (Martial)

Prerequisite: Weapon Specialization for chosen weapon.

You gain an additional +1 damage bonus with the chosen weapon. The benefit of this feat stacks with that of Weapon Specialization.

Hide in Plain Sight (Expert)

Prerequisite: Stealth rank 13+.

You can make Stealth checks even while being observed and even if you do not have cover or concealment. Characters normally must have cover or concealment to hide and cannot make Stealth checks while being observed.

Imbue Item (Supernatural)

You can craft supernatural items, including weapons, armor, and charms. See **Supernatural Equipment**, page 61, for details.

Improved Critical (General)

Your critical threat range with a particular attack is doubled. An attack that normally threatens a critical on a natural 20 instead threatens a critical on a 19 or 20, an attack that normally threatens a critical on a 19 or 20 instead threatens a critical on 17–20, and so forth. You can take this feat multiple times. Each time it applies to a different attack.

Improved Disarm (General)

You have a +2 bonus on attack rolls when attempting to disarm an opponent, who does not get an opportunity to disarm you if you fail (see **Disarm**, page 69).

Improved Dodge (General)

When you take a dodge action in combat you gain a +6 dodge bonus rather than the usual +4 dodge bonus (see **Standard Actions**, page 7). You can take this feat a second time, giving you a +8 dodge bonus when you take a dodge action.

Improved Evasion (Expert)

Prerequisite: Evasion.

This works like Evasion except you only take half damage from an area effect even if you *fail* the Reflex save, and no damage if you succeed.

Improved Grab (General)

When you hit with an unarmed attack, you can immediately make a grapple check against that opponent as a free action. Your unarmed attack counts as the initial attack roll required to start grappling. The opponent must be no larger than your size category. See **Grappling**, page 69, for details.

Improved Initiative (General)

You get a +4 bonus on initiative checks.

Improved Pin (General)

Your grappling attacks are particularly difficult to escape. Opponents suffer a –4 penalty on grappling checks against you to escape a grapple or pin.

Improved Precise Shot (General)

Prerequisite: Precise Shot.

You ignore the Defense bonus provided by anything less than total cover and the miss chance from anything less than total concealment. A target's own Defense still applies. You can make finesse attacks with ranged weapons (see **Finesse Attack**, page 73).

Improved Ranged Disarm (General)

You have no penalty to your attack roll when making a ranged disarm attempt (see **Disarm**, page 69).

Improved Speed (General)

Your speed increases by 10 feet while wearing no armor, light armor, or medium armor and not carrying a heavy load. You can take this feat multiple times. Each time it increases your speed by 10 feet, to a maximum increase of +30 feet.

Improved Strike (General)

You can inflict lethal damage with your unarmed strikes. Normally unarmed attacks only inflict non-lethal damage. Your unarmed attacks are also more effective than normal. Increase your unarmed striking (but not grappling) damage by +1 for every four total levels, rounding up (+1 at levels 1–4, +2 at levels 5–8, and so forth).

Improved Sunder (General)

You have +4 to hit when you attempt to strike an object held by another character.

Improved Throw (General)

You're skilled at throwing opponents off-balance. When making a trip attack, choose which ability bonus your opponent uses to defend, Strength or Dexterity.

Improved Trip (General)

You have a +2 bonus on Strength and Dexterity checks to trip an opponent, and they do not get an opportunity to trip you if you fail. See **Trip**, page 71, for details.

Improvised Tools (Expert)

You can make do with whatever tools you have at hand. You ignore the –4 penalty for using a tool-dependent skill without proper tools.

Inspire (Expert)

Prerequisite: Charisma +1 or higher.

You can inspire others with your presence. You can take this feat multiple times. Each time, you acquire a new type of inspiration. Using any Inspire effect requires a standard action and is considered a use of an interaction skill, even though no skill check is required. This means your subjects have to be able to hear and understand you.

You can affect a number of subjects equal to half your expert level (minimum of one), and the effects last for a number of rounds equal to your expert level. Unwilling targets make a Will saving throw (Difficulty 10 + half your level + your Charisma). You can use any combination of Inspire effects a total of once per day per two expert levels (so a 6th-level expert can Inspire three times a day).

Each time you take this feat, choose one of the following effects:

Awe: The subjects are overcome with your presence. They are dazed (taking no action, but defending normally) for one round. On each of the following rounds, subjects can make a Will save (with a cumulative +1 bonus for each save) to shake off their awe and act normally.

Competence: Subjects are better able to focus on the task at hand, gaining a +2 bonus on all skill checks.

Complacency: The subjects let down their guard. They suffer a –5 penalty on Notice and Sense Motive checks. This also counts as a distraction sufficient to hide using Stealth.

Courage: The subjects overcome fear and doubt. They gain a +1 bonus on saves against fear and doubt and a +1 bonus on attack rolls and damage. This bonus increases to +2 when you are 8th level, +3 at 14th, and +4 at 20th.

Fear: Subjects are overcome with fear and anxiety. They are shaken and suffer a –2 penalty to attack rolls, checks, and saving throws (except Toughness saves). If the save fails by 5 or more, they are panicked and flee from you as quickly as possible.

Fury: Subjects gain the benefits of the Rage feat (see page 32) but also the normal fatigue when the rage wears off.

Iron Will (General)

You get a +2 bonus on all Will saving throws.

Jack-of-All-Trades (Expert)

You can use any skill untrained, even skills that normally cannot be used untrained; although, you must still have proper tools if the skill requires them.

Lightning Reflexes (General)

You get a +2 bonus on all Reflex saving throws.

Lucky (General)

The universe just seems to like you. Add your Charisma score (if positive) as a bonus to your Fortitude, Reflex, and Will saves.

Mass Suggest (Expert)

Prerequisite: Suggest.

You can make a suggestion simultaneously to any number of subjects you have already fascinated (see the **Suggest** feat). You must make the same suggestion to everyone.

Master Plan (Expert)

If you have the opportunity to prepare for an encounter, you can formulate a plan to deal with it. This requires at least a few minutes, longer at the Narrator's discretion. Make an Intelligence check (Difficulty 10). If successful, you and your allies gain a bonus on all skill checks and attack rolls in the scene depending on the result of your check: +1 for a roll of 10–14, +2 for 15–24, and +3 for 25 or higher. You choose when during the scene to initiate your master plan. The bonus lasts for 3 rounds, then begins

decreasing at a rate of 1 per round until it is gone. You can only use this feat when you have the opportunity to prepare for an encounter in advance, not when dealing with sudden or unexpected encounters.

Mounted Archery (Martial)

Prerequisite: Mounted Combat.

The penalty you take when using a ranged weapon while mounted is halved: –2 instead of –4 if your mount is taking a double move, and –4 instead of –8 if your mount is running.

Mounted Combat (General)

Prerequisite: Trained in Ride.

Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Defense if it's higher than the mount's regular Defense.)

Night Vision (General)

You can see twice as far in low-light conditions as a normal human. Your vision is still hindered normally by total darkness.

On the Run (General)

When taking a standard action you can move both before and after the action, provided your total distance isn't greater than your movement speed.

Point Blank Shot (General)

You get a +1 bonus on attack rolls and damage with all ranged weapons at ranges of up to 30 feet.

Power (Supernatural)

You can use a particular power with a rank equal to your adept level +3. See **Chapter 4: Supernatural Powers** for details on the power and how they work. You can take this feat multiple times. Each time you learn a new power. Many power require training in more basic powers in order to learn them.

Precise Shot (General)

Prerequisite: Point Blank Shot.

You can make ranged attacks on an opponent engaged in melee with your allies without the usual –4 penalty.

Quick Draw (General)

You can draw or load a weapon as a free action, rather than a move action. You can only do one of these things as a free action each round; the other remains a move action as normal. So you could draw a weapon as a free action, then load it as a move action, for example, but not draw *and* load it as a free action. Taking this feat a second time allows you to both draw and load a weapon in the same round as free actions.

Quicken Powers (Supernatural)

Once per round, you can use a power that normally requires a full-round action as a standard action, or a power that normally requires a standard action as a move action. You can't use powers more quickly than a move action using this feat. The fatigue Difficulty of the quickened power increases by +8.

Rage (Martial)

You can fly into a berserk rage as a free action, gaining +2 Strength, +2 to your Fortitude and Will saves, and a –2 penalty to Defense. While raging you can't use skills or powers requiring concentration or patience, and you can't take 10 or take 20 on checks. Your rage lasts five rounds, after which you are fatigued for five rounds (see **Fatigue**, page 37). You can use Rage once per day at 1st level and an additional time per day for every four warrior levels (twice at 4th level, three times at 8th level, and so on).

Each additional time you take this feat you gain an additional +1 Strength and +1 Fortitude and Will save bonus to a maximum of +4 Strength and +4 to saves total (the –2 penalty to Defense and other effects remain the same).

Instead of increasing your Rage benefits, taking the Rage feat an additional time can extend the duration of your rage by 5 rounds. This also extends the duration of your post-rage fatigue by 5 rounds.

Ranged Pin (General)

You can pin an opponent using a ranged weapon to nail a bit of clothing to a nearby surface. The target must be within 5 feet of a wall, tree, or similar surface. Make a normal attack roll against the target. If your attack is successful, the target is pinned. To break free, the victim must take a move action and make a successful Strength or Escape Artist check (Difficulty 15).

Ride-By Attack (Martial)

Prerequisite: Mounted Combat.

When you are mounted, you can move both before and after you take a standard action, provided your total distance isn't greater than your mount's movement speed.

Run (General)

When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start, you get a +4 bonus to your Jump check.

Second Chance (General)

Choose a particular hazard, such as falling, being tripped, triggering traps, being mentally controlled (or affected by another specific power), or a particular skill with consequences for failure. If you fail a saving throw against that hazard or a check with that skill, you can immediately make another roll and use the better of the two results. Unlike spending a Conviction point, you do not treat rolls below 10 as a result of 10. You only get one second chance against any given save or task, and the Narrator decides if a particular hazard or skill is an appropriate focus for this feat. You can acquire this feat multiple times. Each time it applies to a different hazard or skill.

Seize Initiative (Martial)

You can spend a Conviction point to go first in the initiative order, without having to roll for initiative. You may only do so when you would normally roll initiative. If more than one character uses this feat, they roll for initiative normally and act in order of their initiative result, followed by all the other characters involved in the combat.

Set-up (General)

You can transfer the benefits of a successful combat use of an interaction skill to an ally. For example, you can feint and allow your ally to make the surprise attack against that opponent. The interaction skill requires its normal time and skill check and you must be able to interact with your ally.

Shield Penetration (Supernatural)

You're proficient at overcoming the resistance of Psychic Shields. You get a +2 bonus on checks to overcome a target's Psychic Shield. See page 46 for more information.

Shield Training (General)

You're trained in the proper use of shields in combat. You can use a shield and take only the standard penalties. Characters lacking Shield Training take their shield's armor check penalty on attack rolls and on all Strength- and Dexterity-based checks.

Skill Focus (General)

Choose a known skill. You get a +3 bonus on all checks involving that skill. You can acquire this feat multiple times. Each time you do, it applies to a different known skill.

Skill Mastery (Expert)

Choose four of your known skills. When making checks with those skills, you can take 10 even when distracted or under pressure. This feat does not allow you to take 10 with skills that do not normally allow you to do so. You can acquire this feat multiple times. Each time you do, choose four other known skills to master.

Skill Training (General)

Each time you take this feat, you gain two additional known skills.

Slow Fall (Expert)

Prerequisite: Jump rank 5 or higher.

You can slow a fall if within arm's reach of a wall or similar structure. Subtract 10 feet from the fall per two expert levels before determining damage, with falls of 0 or less doing no damage. At 20th level expert you can use a nearby surface to slow your descent and fall any distance without harm.

Smite Foe (Martial)

Prerequisite: Favored Foe.

You can charge a blow with the power of your determination. You can use Smite Foe once per day per four levels, rounded up. When you strike a favored foe in melee, you can activate your smite: add your Charisma score to your attack roll and half your total level to your damage. If you accidentally smite an opponent who is not actually a favored foe, there is no additional effect, and the smite use is wasted.

Snatch Arrows (Expert)

Prerequisite: Deflect Arrows.

When using the Deflect Arrows feat, you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

Spirited Charge (Martial)

Prerequisite: Ride-By Attack.

When mounted and using the charge action, you deal +3 damage with a melee weapon (+4 damage with a lance).

Stunning Attack (Expert or Martial)

When you make an unarmed attack, you can choose not to inflict normal damage. Instead, the target makes a Fortitude save against a Difficulty of 10 plus your unarmed damage bonus. A successful save results in no effect. A failed save means the target is dazed for one round. Failure by 5 or more means the target is stunned for one round, and failure by 10 or more renders the target unconscious.

Subtle Powers (Supernatural)

You can use your powers with less chance of notice. When using powers you can mute their signature. Characters using Second Sight cannot detect your power use nor can its use be detected later using Second Sight. A subtle power increases the fatigue save Difficulty by +2.

Suggest (Expert)

Prerequisite: Fascinate (for the same skill).

You can use an interaction skill to plant a suggestion in the mind of a subject you have fascinated using the Fascinate feat. This works like a use of the Suggestion power (see page 47), except you must interact with the target and mental contact is not required. The Difficulty of the target's Will save is 10 + half your expert level + your Charisma score.

Supernatural Focus (Supernatural)

Choose a power in which you are trained. You gain a +3 bonus on checks with the chosen power, or increase its effect by 3 ranks (if it does not require checks). You can take this feat more than once. Each time, it applies to a different power.

Supernatural Speed (Supernatural)

Prerequisite: Body Control rank 6 or higher.

You can move at great speed in short bursts. When you use this feat, your movement speed increases to ten times normal for 1 round (6 seconds). This is considered running movement (a full-round action), and it is fatiguing (Difficulty 12). Supernatural speed also multiplies your jumping distances by five.

Supernatural Strike (Supernatural)

Prerequisites: Improved Strike.

Your unarmed attacks are considered supernatural weapons for overcoming the defenses of creatures vulnerable to such weapons.

Supernatural Talent (Supernatural)

Choose two powers in which you are trained. You increase the powers' effective rank by 2. You can take this feat more than once. Each time, it applies to a different pair of powers.

Supernatural Weapon (Supernatural)

Prerequisites: Combat +3 or higher.

You can imbue a melee weapon you wield with supernatural power. The weapon is considered a supernatural weapon for overcoming the defenses of creatures vulnerable to such weapons. You must personally wield the weapon for it to gain this benefit.

Surprise Attack (Expert)

When you make a surprise attack (see **Surprise Attack**, page 74), you do +2 damage. You cannot surprise attack an opponent you cannot perceive (due to concealment or some other effect), and opponents immune to critical hits suffer no additional damage. Opponents who cannot be surprise attacked are also immune. You can take this feat multiple times, increasing your damage bonus by +2 each time, to a maximum of +10.

Talented (General)

Choose two known and related skills, such as Survival and Stealth or Acrobatics and Climb, or two specialties from a specialty skill, such as Craft or Knowledge. You gain a +2 bonus with both skills. You can take this feat multiple times. Each time it applies to two different skills.

Taunt (General)

You can shake an opponent's confidence with clever taunts. Use a standard action and make a Bluff check against your target's Sense Motive check or Will saving throw, whichever has the higher bonus. If you succeed, your target is shaken for one round (–2 to attack rolls, checks, and saving throws, but not Toughness saves). If you fail, you may try again on the following round. Targets get a +1 on their resistance roll per Bluff attempt against them in the same scene (successful or not).

TRACK CONDITIONS

Condition	Difficulty Modifier
Every three creatures in the group being tracked	–1
Size of the largest creature being tracked:	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility (apply the largest modifier)	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail and moves at half speed	+5

Track (General)

You can find and follow tracks left by other creatures. To find tracks or to follow them for one mile requires a successful Survival check. You must make another Survival check each time the tracks become difficult to follow.

You move at half your normal speed while tracking (or at your normal speed with a –5 penalty on the check, or at up to twice your normal speed with a –20 penalty on the check). The Difficulty depends on the surface, as given on the **Surface** table.

Surface	Difficulty	Surface	Difficulty
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the condition table.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Without this feat, you can use Survival to find tracks, but you can follow them only if the Difficulty is 10 or lower. You can use the Search skill to find a footprint or similar sign of a creature's passage using the Difficulties given above, but you can't use Search to follow tracks.

Trackless Step (General)

Prerequisite: Trained in Stealth and Survival.

If you choose, you leave no trail in natural surroundings and cannot be tracked.

Trample (General)

Prerequisite: Mounted Combat.

When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Trance (Supernatural)

Through breathing and bodily control, you can slip into a deep trance. It takes a minute of uninterrupted meditation and a Difficulty 15 Concentration check. While in the trance you add your Concentration bonus (not rank) to your Constitution score to determine how long you can hold your breath and you make Concentration checks rather than Constitution checks to avoid suffocation (see **Suffocation**, page 78). Poison and disease effects are suspended for the duration of the trance. It requires a Notice check with a Difficulty equal to your Concentration check result to determine you're not dead. You are aware of your surroundings while in trance and can come out of the trance at any time at will. You cannot take any actions while in the trance.

Two-Weapon Defense (General)

Prerequisite: Two-Weapon Fighting.

Your two-weapon fighting style improves your Defense. When wielding two weapons (but not while unarmed) and using parry defense, you gain a +1 bonus to your Defense. When fighting defensively or using the full-defense action, this bonus increases to +2.

Two-Weapon Fighting (General)

Prerequisite: Dexterity +2 or higher.

You can fight skillfully with a weapon in each hand, giving you one extra attack per round. The attack roll with each weapon is at –4. If the off-hand weapon is a light weapon, the penalty is reduced to –2.

Uncanny Dodge (General)

You are especially attuned to potential danger, whether through training, experience, or some innate supernatural talent. You retain your dodge bonus to Defense when surprised, flat-footed, or surprise attacked, so long as you are able to react (are not helpless, bound, unconscious, and the like).

Wealthy (General)

Each time you select this feat, increase your Wealth bonus by +4.

Weapon Bind (Martial)

If you are using a parry defense and an opponent misses you with an armed melee attack, you can make a disarm attempt immediately as a free action. The disarm attempt is carried out normally, including the attacker getting the opportunity to disarm you (unless you have the Improved Disarm feat).

Weapon Break (Martial)

If you are using a parry defense and an opponent misses you with an armed melee attack, you can make an attack against your opponent's weapon immediately as a free action. This requires a normal attack roll and inflicts normal damage to the weapon if it hits (see **Sunder**, page 72, for details).

Weapon Focus (General)

Choose one type of weapon. You can choose unarmed strike or grapple as your weapon for purposes of this feat. You gain a +1 bonus on all attack rolls you make using the selected weapon. You can gain this feat multiple times. Each time, it applies to a new type of weapon.

Weapon Specialization (Martial)

Prerequisite: Weapon Focus with the chosen weapon.

Choose one type of weapon for which you have already selected the Weapon Focus feat. You deal +1 damage when using this type of weapon. You can gain this feat multiple times. Each time, it applies to a new type of weapon.

Weapon Training (General)

You're trained in the proper use of martial weapons. Characters lacking Weapon Training suffer a –4 penalty on attack rolls with martial weapons.

Well-Informed (Expert)

You are exceptionally well informed. When encountering an individual, group, or organization for the first time, you can make an immediate Gather Information check as a reaction to see if your character has heard something about the subject. This takes the place of a normal Knowledge check (if any). Use the guidelines for Gather Information checks (see page 20) to determine the level of information you gain, and the guidelines for Knowledge checks (see page 21) for the sorts of questions you can answer. You receive only one check per subject, although the Narrator may allow another upon encountering the subject again once significant time has passed.

Widen Powers (Supernatural)

When using powers that normally affect a single target, you can affect an area with a radius of up to twice your rank in feet. The power affects all targets in the area normally. You must still meet any requirements for range, including mental contact, the power requires. Make a single check and compare the results to each target in the area. Targets save individually against the power's effects. The widened power's fatigue Difficulty increases by +6.

Wild Talent (General)

You have a talent for a particular power, and can use it as if you know it at a rank equal to your total level +3. See **Chapter 4: Supernatural Powers** for details. You are *not* considered trained in the power for purposes of prerequisites and other traits.

You have less control over your Wild Talent than a truly trained adept does with powers. Whenever you are under stress, you must make a Will saving throw against a Difficulty of 10 + half your total level. If you fail, you are stunned and your wild talent goes off randomly. The power has its normal effect, but the Narrator chooses its target and parameters (if any). You suffer normal fatigue from this wild use of powers and cannot take any other action on the round it manifests. You can spend Conviction to automatically control a wild talent for one use.

If you acquire the power feat for the same power as your Wild Talent, you gain control over it and can use it normally. You can only have one Wild Talent. You cannot acquire this feat by spending Conviction (see page 85).

Wildwalk (General)

You can move through any sort of natural surroundings at your normal speed, unimpeded by things like undergrowth, difficult terrain, snow, mud, and similar difficulties (see **Hampered Movement**, page 63). You're still affected by wind, rain, and other weather conditions, however.

CHAPTER 4: SUPERNATURAL POWERS

The worlds of heroic adventure are places of wonder, and part of that wonder is the supernatural arts or *powers*, unique magical or psychic powers, found in that world. Powers are primarily the province of adepts, although the Wild Talent feat (page 35) allows some other characters to acquire limited supernatural talents.

LEARNING POWERS

Powers are the province of the adept. Using the Power feat, adepts learn different powers. Known powers are handled much like skills, and often have ranks like skills. An adept's rank in any known powers is equal to (adept level +3). Mixed-role characters use only their adept level for determining their power ranks; it requires dedication to achieve true mastery of the supernatural arts.

Choose a mental ability score (Intelligence, Wisdom, or Charisma) as the key ability for your character's powers. A character's power bonus with any known power is (adept level + 3 + key ability score). So a 6th-level adept with Wisdom +3 as the key ability for her powers has a power bonus of (6 + 3 + 3) or +12.

In some *True20* settings, a particular key ability for powers has a certain meaning. For example, Intelligence-based powers may be arcane or magical, Wisdom-based powers spiritual, divine or holy (or unholy, as the case may be), and Charisma-based powers psychic or psionic in nature. These distinctions (and their game effects, if any) are up to the Narrator as best suits the setting and story.

USING POWERS

Whether a power's user is an adept or a character with a Wild Talent, the rules for using powers are the same. In the following sections, a character with a Wild Talent is considered to have an adept level equal to total character level.

Action

Wielding powers is primarily an act of will. Adepts often gesture or speak when using their powers, but this is not required. An adept can use powers with nothing more than intense concentration.

Using a power takes a particular amount of time, given in the power's description. Most powers require a standard or move action in combat. Others require a full-round action or more. Powers are subject to the normal rules regarding actions (see **Action Types**, page 67).

Power Checks

Some powers call for a check using the bonus of the power. This is the same as any other sort of check: a die roll plus the power's bonus against a Difficulty. The check result often determines the effectiveness of the power. Some powers do not require checks; they operate automatically.

Attack Rolls

Some powers require an attack roll to affect a target, particularly in the midst of combat. This is a normal attack roll, except adepts always apply their Dexterity modifier, even for a melee attack roll to touch a target in combat (a successful touch is more a matter of agility and speed than sheer strength). Any ability requiring an attack roll also takes at least a standard action and counts as the adept's attack for that round.

Saving Throws

Powers affecting other creatures allow a saving throw. The Difficulty for power saves is 10 + half adept level (round down) + key ability. For example, the base Difficulty for the Will saving throw against the powers of a 9th-level adept is 14 (9 divided by 2, rounded down to 4) plus the adept's key ability score for powers.

Adepts can choose to deliberately lower the save Difficulty of a power by reducing their effective adept level to as low as 1. This generally makes the power less effective (lowering its rank), but makes it easier to resist any fatigue it may cause (see **Fatigue** later in this section).

Subjects of powers can choose to forego the saving throw, willingly accepting the power's effects. This choice is made *before* the subject knows what that effect is! Be careful about allowing people to use their powers on you, unless you know and trust them....

Range

Specific limitations on the range of a power are noted in its description.

Some powers transcend space, and even time, as we understand them: they can affect targets anywhere. However, using powers against targets out of sight and unfamiliar to the adept is difficult, effectively limiting the range of most powers to somewhat familiar targets or things in the adept's line of sight. If a power's description doesn't specify a range, assume it is line of sight.

Familiarity

An important factor for some powers is how familiar the subject is to the adept. In power descriptions mentioning a familiarity modifier, determine the relationship between the adept and the target on the **Familiarity** table and apply the appropriate modifier to the Difficulty of the power check. For example, using the Mind Touch power on a somewhat familiar target increases the Difficulty by +15.

Familiarity	Difficulty	Definition
Present	+0	A subject visible to the naked eye or in physical or mental contact with the adept.
Very Familiar	+5	A subject currently seen or sensed through another power, a close friend or relative, an item made by the adept or owned and used for at least a year, a place where the adept spent at least a year's time.
Familiar	+10	A subject the adept has been acquainted with for at least three months, a casual friend.
Somewhat Familiar	+15	A subject the adept has been acquainted with for at least a week, reading someone else's memory of a familiar subject.
Casually Familiar	+20	A subject the adept has been acquainted with only briefly, reading someone else's memory of a somewhat familiar subject.
Slightly Familiar	+25	A subject the adept has only seen briefly or had described in detail.
Unfamiliar	—	A subject totally unfamiliar and unknown to the adept and out of the adept's line of sight or physical contact. Powers cannot be used on unfamiliar subjects.

Mental Contact

Some powers refer to the adept being in *mental contact* with the subject. This involves the use of the Mind Touch power (see page 44), allowing the adept to contact another character's mind. Subjects in mental contact are considered present to the adept in terms of familiarity, regardless of the physical distance between them (no increase in Difficulty). Mental contact does not count as line of sight for powers requiring it.

Multiple Subjects

Although it is easiest to use a power on a single subject at a time, an adept can affect multiple subjects with the same power at once: lifting multiple objects, making mental contact with multiple minds, and so forth. This requires time, skill, and effort to achieve.

A character attempting to use a power on more than one subject at once increases the power and fatigue check Difficulties by +2 for every additional target. So affecting three subjects at once is +4 on the power and fatigue check Difficulties. If the power does not require a check, then reduce the power's saving throw Difficulty by 2 per additional subject. Additionally, the power requires a full-round action to use. If the power normally requires a full-round action or more, then it requires an additional full-round action.

The various subjects must all be within range. If the power requires mental contact, then the user must be in mental contact with all subjects. The Narrator has the final say on whether a power can affect more than one subject at a time and, if so, how many.

The Widen Power feat (see page 35) also allows an adept to affect more than one target with a power at once.

Fatigue

The use of some powers is fatiguing, putting a strain on the adept's mind and body. When an adept uses a fatiguing power, make a fatigue save. This is a Will saving throw against Difficulty 10 plus half the power's rank (round down).

A successful save results in no ill effect on the adept. A failed save means the adept suffers a level of fatigue (see **Fatigue**, page 37). A few powers cause more than one level of fatigue on a failed fatigue save.

Rapid use of powers in a short period of time makes it harder and harder to overcome fatigue. Every time an adept uses a fatiguing power within an hour's time, the Difficulty of any successive fatigue save for using powers (of any type) increases by 1. For example, an adept uses a fatiguing power, making a fatigue save against the normal Difficulty. A minute later, the adept uses another fatiguing power. This time the Difficulty of the fatigue save is 1 higher. Use of certain powers in rapid succession can tire out even the most powerful adepts.

To eliminate the cumulative fatigue save modifier, an adept must refrain from using *any* fatiguing powers for at least an hour. The adept doesn't need to physically rest during that time, just avoid any further uses of fatiguing powers.

Maintaining Powers

Some supernatural powers can be maintained; that is, their effects can continue at the same level achieved by the initial use. This *maintenance* requires at least a modicum of concentration on the adept's part. Maintaining an effect is a free action each round.

Using another power (or another application of the same power) while maintaining one or more powers increases the Difficulty of the power check and the fatigue save by +2 (regardless of the total number of powers maintained).

An adept distracted while maintaining powers must make a Concentration check with Difficulty 10 + 2 per power the adept is maintaining.

Additional modifiers may apply for damage and other distracting conditions (see the **Concentration** skill). A failed Concentration check means the adept stops maintaining all the powers. Optionally, the Narrator may rule that the adept stops maintaining one power for every two points the Concentration check missed the Difficulty (rounding up). An adept unable to take any actions (due to being stunned, for example) cannot maintain powers.

Concentration: Some powers require intense *concentration* to maintain. The adept must devote a standard action each round to concentrate and maintain the ability rather than a free action. Concentration checks and Difficulties remain the same as maintenance.

POWER DESCRIPTIONS

The powers in this section follow the format for skill descriptions, with a few modifications. Powers cannot be used untrained. If a power causes fatigue, it's listed as fatiguing after the power name. If it requires maintenance or concentration, this is noted.

A description of what the power does follows, along with the game rules for the power.

Each description ends with the time it takes to use the power. In some cases, this varies depending on the conditions when the power is used.

Beast Link

Fatiguing, Concentration

You forge a mental connection with an animal, allowing you to perceive whatever it perceives, using its senses. Make a Beast Link check with a Difficulty of 10, modified by familiarity. If successful, you can perceive with the animal's senses and communicate with it mentally. The animal is not under your command although, you may be able to convince it, using your other skills and powers, to do certain things for you.

Time: Beast Link is a move action.

Bliss

Fatiguing

While in mental contact with another creature, you can project blissful feelings of pleasure. The creature must make a Will saving throw or be dazed for 1 round, taking no action, but defending normally. Since Mind Touch is a move action, you can make mental contact and use Bliss in the same round.

Retry: Yes, but the target gets a cumulative +1 bonus to the Will save for each new attempt in the same scene.

Special: You must be in mental contact with the subject.

Time: Bliss is a standard action.

Body Control

Maintenance

You have great mental control over your body. You can make a Body Control check for a number of different tasks.

Task	Difficulty
Sleep normally despite distractions	5
Sleep normally despite difficult distractions	10
Slow breathing to half normal rate	10
Ignore pain or injury	15
Body awareness	15
Resist fear	15
Speed recovery	15
Slow breathing to one-quarter normal rate	15
Willpower	15
Feign death	20
Overcome disease	Disease's Save Difficulty
Overcome poison	Poison's Save Difficulty

Sleeping: A successful Body Control check allows you to sleep in difficult conditions, including bad weather, noise, buzzing insects, and so forth.

Slow Breathing: You can deliberately slow your rate of breathing so that you consume less air, vital in situations where there is a limited amount of breathable air available.

Ignore Pain or Injury: You can ignore the effects of pain or injury while awake or asleep. If you choose, nothing can wake you, as long as you make a successful Body Control check.

Body Awareness: You can become very aware of your body while asleep or concentrating. This allows you to sense if you are touched or moved in any way while using Scrying, for example. If you are damaged, subtract the attack's damage bonus from the Difficulty of the Body Control check.

Resist Fear: You can override your body's natural response to fear. With a successful Body Control check, you gain a new saving throw against any fear effect, with a +4 bonus.

Speed Recovery: You can speed your natural healing process, gaining a recovery check in half the normal time, so long as you spend that time in a deep, healing trance.

Willpower: With a Difficulty 15 Body Control check, you can continue to act while disabled without your condition worsening to dying. You still suffer additional damage normally.

Feign Death: By exerting supreme control over your body, you can enter a deep trance almost indistinguishable from death. A Notice check with a Difficulty equal to your Body Control check is required to determine whether you are still alive. Effects that detect life still work normally on you. While in this state, you also suspend the effects of any disease or poison in your system for as long as you remain in the trance.

Overcome Disease or Poison: By concentrating for a full round, you can substitute your Body Control check for your Fortitude saving throw against a disease or poison in your system. This usually means you can only use Body Control against the secondary effects of a disease or poison, unless it is slow acting and you are warned soon enough to use Body Control to resist the initial effects (in the Narrator's judgment).

Time: Body Control is a full-round action.

Calm

Maintenance

You can drain intense emotion, calming those around you. The target creature must make a Will saving throw or be drained of all extremes of emotion. The creature is calm and incapable of taking violent action (although it can defend itself) or doing anything else destructive. Any aggressive action or damage against the subject breaks the effect. A successful Will save means the creature acts normally. This power suppresses (but does not dispel) powers relying on emotion, such as Heart Shaping. While the Calm effect lasts, the suppressed power has no effect.

Special: You must be in mental contact with the target.

Time: Calm is a standard action. It lasts for 1 round per rank after you stop maintaining it.

Cold Shaping

Fatiguing

You can freeze things with the power of your mind. With a Difficulty 15 Cold Shaping check, you can lower the temperature of an area about a foot across, enough to deal cold damage. A targeted creature suffers cold damage equal to half your Cold Shaping rank (round down). Protective clothing has no effect.

You can freeze roughly a gallon of water into solid ice in a round. For every 2 points that you exceed the Difficulty, you affect an additional cubic foot (or gallon of liquid).

You can also decrease the size and damage potential of a fire by 1 point (and 1 square foot) for every 2 points your Cold Shaping check exceeds Difficulty 10. A fire reduced to a size or damage potential of 0 or less goes out permanently (this requires a Cold Shaping check with Difficulty 12 for a normal square foot flame). Otherwise, the reduction in the fire requires concentration.

Time: Cold Shaping is a standard action.

Combat Sense

Fatiguing

You can improve your ability in combat by sensing the flow of events around you. A Combat Sense check grants you a bonus to your base Combat bonus (see the accompanying table). Each round you can split the bonus between attack and defense as you see fit. You can select a bonus lower than what you get on the table to reduce fatigue Difficulty, which is 10 + the Combat bonus.

Result	Combat Bonus
Up to 4	+1
5–14	+2
15–24	+3
25–34	+4
35+	+5

Time: Activating Combat Sense is a move action. The bonus lasts for 10 rounds (1 minute) per use.

Cure

Fatiguing

You can heal injuries by touch. With a full-round action, you can grant a subject an immediate recovery check using your Cure check result in place of a Constitution check. If the recovery check fails, you must wait the normal recovery time for that condition or use extra effort before trying again (see **Extra Effort**, page 63). You can stabilize a dying character with a Difficulty 10 Cure check.

You can use Cure on yourself. You can't cure your own staggered or unconscious conditions or stabilize yourself while dying, since you have to be conscious and able to take a full-round action to use the ability. You can use Cure to cure your own disabled condition, but doing so is a strenuous action. If your recovery check is successful, you suffer no ill effects. If it is not, however, your condition worsens to dying.

Retry: See above. Otherwise you can retry freely.

Time: Cure is a full-round action.

Cure Blindness/Deafness

Fatiguing

You can remove blindness or deafness a Difficulty 15 power check. If a subject is both blind and deaf, curing both requires two checks.

Retry: You get one attempt to cure a subject's blindness or deafness. If it fails, you cannot try again until your power rank improves.

Time: Cure Blindness/Deafness is a full-round action.

Cure Disease

Fatiguing

You can cure a subject of disease. The Difficulty of the power check is the disease's saving throw Difficulty.

Retry: You get only one attempt to cure any given patient of a particular disease. If you fail, you must use extra effort (suffering a level of fatigue) to try again.

Time: Cure Disease is a full-round action.

Cure Poison

Fatiguing

You can cure a subject of poison. The Difficulty of the power check is the poison's saving throw Difficulty.

Retry: You get only one attempt to cure any given patient of a particular poison. If you fail, you must use extra effort (suffering a level of fatigue) to try again.

Time: Cure Poison is a full-round action.

Dominate

Fatiguing, Concentration

You can mentally control another creature's actions. The target makes a Will saving throw. If the save fails, you control the target's actions. You can force the subject to perform any action you wish, within the limits of his abilities. You're aware of what the subject experiences via your mental link, but you do not receive direct sensory impressions from him. Subjects forced to take actions against their nature receive a new saving throw with a bonus of +1 to +4, depending on the nature of action. A successful save breaks your control.

Special: You must be in mental contact with the subject.

Time: Dominate is a full-round action.

Drain Vitality

You can drain someone's vital energy by touch. Make a Drain Vitality check against the result of the target's Will save. If you win, the target suffers a level of fatigue, while you regain a level of fatigue. You cannot drain targets once they are unconscious.

Special: You can only take 10 on a Drain Vitality check if the target is helpless.

Time: Drain Vitality is a standard action.

Earth Shaping

Fatiguing

You can shape and move earth and stone. An Earth Shaping check can have one of the following effects:

Move Earth (Difficulty 10): You move dirt (soil, clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting sand dunes, and so forth. However, in no event can rock formations be collapsed or moved. The area to be affected determines the time required and the Difficulty. Every 150-foot square (up to 10 feet deep), takes 10 minutes and increases the Difficulty by 5. The maximum area, 900 feet by 900 feet, takes an hour and is Difficulty 40.

Earth Shaping does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and topography. This effect cannot be used for tunneling and is too slow to trap or bury creatures unless they are helpless for the entire time the earth is moved.

Soften Earth (Difficulty 10): All natural, undressed earth or stone softens. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Each +5 increase in Difficulty affects another 10-foot square. Dressed or worked stone cannot be affected. Earth and stone creatures are not affected either.

A creature in mud must succeed on a Reflex save or be caught helpless for one round. A creature that succeeds on its save can move through the mud at half speed. Loose dirt is not as troublesome as mud, but all creatures in the area move at only half their normal speed and can't run or charge. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While this power does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of damage can be dealt to a structure by softening the ground beneath it, causing it to settle. However, most sturdy structures are only damaged by this, and not destroyed.

Stonecrafting (Difficulty 10): You can mold stone into any shape you wish. You can affect 10 cubic feet of stone. Each additional cubic foot increases the Difficulty by 1 (so at Difficulty 30 you can affect 30 cubic feet). The Narrator may require a Craft (sculpting or stonecutting) check to achieve precise results. You perform stone crafts in minutes instead of the hours of normal Craft projects. A complex project, which normally takes 24 hours, would therefore take 24 minutes.

Earthquake (Difficulty 30): An intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. An adept must make a Concentration check (Difficulty 20) to use powers that round. The earthquake affects all terrain, vegetation, structures, and creatures in an area with a radius of adept level times 10 feet. The specific effects depend on the nature of the terrain.

- *Cave, Cavern, or Tunnel:* The roof collapses, inflicting +16 damage to any creature caught under the cave-in (Difficulty 15 Reflex save for half damage) and pinning them beneath the rubble.

- *Cliffs:* Cliffs crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in its path suffers +16 damage (Difficulty 15 Reflex save for half damage) and is pinned beneath the rubble.

- *Open Ground:* Each creature standing in the area must make a Difficulty 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25 percent chance to fall into one (Difficulty 20 Reflex save to avoid a fissure). On the round after the quake, all fissures grind shut, crushing and killing any creatures trapped within them.

- *Structure:* Any wooden or masonry structure standing on open ground is destroyed. Heavier stone buildings are damaged. Anyone caught inside a collapsing structure takes +16 damage (Difficulty 15 Reflex save for half damage) and is pinned beneath the rubble.

- *River, Lake, or Marsh:* Fissures open underneath the water, draining it away from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Anyone in the area must make a Difficulty 15 Reflex save or sink down in the mud and quicksand. At the end of the round, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

- *Pinned beneath Rubble:* Any creature pinned beneath rubble takes +2 non-lethal damage per minute. Unconscious characters make a Difficulty 15 Constitution check each minute to avoid +2 lethal damage.

Time: See description.

Elemental Strike

Fatiguing

Prerequisite: trained in Cold, Earth, Fire, Water, or Wind Shaping

Your can strike a foe with a focused blast of elemental force. Your Elemental Strike is a normal ranged attack with a range increment of (shaping power rank x 10) feet and a maximum range of ten increments (power rank x 100 feet).

An Elemental Strike inflicts damage equal to half your power rank, rounded down. Water and Wind Shaping strikes inflict non-lethal damage. If you apply the Widen Power feat to an Elemental Strike, it affects all targets within (rank x 2) feet radius of the target point. Targets of a Widened Elemental Strike can make a Reflex saving throw (Difficulty 10 + the strike's damage bonus). If successful, the strike only inflicts half damage on that target.

Enhance Other

Fatiguing

This works like Enhance Self, except you can enhance others' abilities by touch, and you cannot enhance your own abilities.

Special: The subject of this power must also make a Fortitude saving throw against fatigue (same Difficulty as the adept) when its duration runs out, to represent the strain placed on the subject's body.

Enhance Self

Fatiguing

You can improve your Strength or Dexterity for a short time. An Enhance Self check adds a bonus to either your Strength or Dexterity score for 1 minute (10 rounds). The result of the check indicates the amount of the bonus. If desired, you can split an even bonus equally between Strength and Dexterity.

Difficulty	Bonus
15	+1
20	+2
25	+3
30	+4
35	+5

Time: Enhance Self is a standard action. The bonus lasts for 10 rounds (1 minute). If you take 20 when making this check, you spend 2 minutes and suffer a +20 increase in the fatigue Difficulty.

Enhance Senses

Wisdom

You can enhance your normal sensory abilities. An Enhance Senses check adds a bonus to your Notice, Search, and Sense Motive checks. It also adds to skill checks made to find or follow tracks. The result of the check indicates the amount of the bonus.

Difficulty	Bonus
10	+2
15	+4
20	+6
25	+8
30	+10
35	+12

Time: Enhance Senses is a move action. The bonus lasts for 10 minutes. If you take 20 when making this check, you spend 2 minutes and suffer a +20 increase to the fatigue Difficulty.

Fire Shaping

Fatiguing

You can mentally start and control fires. You can make a Fire Shaping check to ignite a fire, to increase the size of an existing fire, or to create light but not heat.

Ignite Fire: You can set any flammable object in your line of sight on fire as a standard action with a successful Fire Shaping check (Difficulty 15). Targets must make a Reflex saving throw (Difficulty 15) to avoid taking +2 fire damage. The target must save each round. A successful save means the fire goes out; although, you can reignite it with another standard action and successful Fire Shaping check. A character on fire can automatically extinguish the flames by dousing in water. Spending a full round rolling on the ground grants a +4 bonus on the Reflex saving throw. In addition to using it as an attack, you can use the power to light candles (up to a dozen candles in a 5-foot square with a single skill check), torches, hearth fires, and so forth. At the Narrator's discretion, lighting small fires, like candles, is not fatiguing.

Increase Fire: You can increase the size and intensity of a fire. The Difficulty of the Fire Shaping check is 10 + 1 per square foot of increase. Every two square feet increase the fire's damage potential by +1. The fire maintains its increased size and damage as long as you concentrate, and it can even burn in the absence of fuel; although, smothering still puts it out. While you maintain an increased flame, a victim does not get a Reflex saving throw to put the fire out (although it can still be extinguished by dousing with water), and the fire does additional damage based on your Fire Shaping check. So, an adept who makes a Difficulty 16 Fire Shaping check can spread a fire over an additional 6 square feet and it does +3 damage.

Light: You can create a glowing spot of supernatural fire that sheds light but no heat, illuminating a 20-foot radius. This requires a move action and a Difficulty 5 Fire Shaping check. You can increase the radius of the illumination by increasing the Difficulty of the check; each +5 Difficulty increases the radius of the illumination by 10 feet. The point of light moves where you direct it within your line of sight, as a move action. Creating light is not fatiguing.

Time: Igniting fires and increasing flames are standard actions. Creating or moving light is a move action.

Flesh Shaping

Fatiguing

You can shape and mold flesh as if it were clay in your hands. The subject must be either willing or helpless for the entire duration of your work (you can use Flesh Shaping on yourself). You make Flesh Shaping checks to alter a subject's physical features. You cannot change body mass or size,

other than a few feet more or less in height by resizing the subject's bones. You can sculpt physical features largely at will. The Difficulty and time required for Flesh Shaping is shown in the table.

Difficulty	Time	Task
15	1 minute	Alter facial features or other minor cosmetic features.
20	10 minutes	Alter extensive cosmetic features or overall shape.
30	1 hour	Extensive alterations to shape, duplicating exact appearance.

Treat your Flesh Shaping check result like a Disguise check for purposes of determining if someone notices the change. Among other things, Flesh Shaping can provide alterations in eye, hair, and skin color, even creating tattoo-like patterns of pigmentation. It can greatly enhance or diminish physical appearance. Any alterations are permanent, unless reversed through this power or the Cure power, either of which must exceed the original check result.

Special: Taking 20 increases the fatigue save Difficulty by +20.

Time: See table.

Harm

Fatiguing

You can inflict injury with a mere touch, disrupting the body's natural balance. You must touch the target as a standard action. Success means the target must make a Fortitude saving throw against your power save Difficulty, with failure read on the **Toughness Saving Throw** table for lethal damage. So a failed save results in a hurt condition, failure by 5 or more means the target is wounded, and so forth.

Time: Harm is a standard action.

Heart Reading

Wisdom

You can sense the emotions of other creatures. A Heart Reading check allows you to determine the subject's emotional state. The target gets a Will save to resist. Whether you succeed or fail, the subject does not know you are reading his emotions.

If the target's save fails, you get a general idea of his emotions and mood. This grants you a bonus on the next interaction skill check you make against the subject within the next 10 rounds (1 minute). The bonus is based on your Heart Reading check result.

Result	Interaction Bonus
Up to 4	+1
5–14	+2
15–24	+3
25–34	+4
35+	+5

Retry: You can only use Heart Reading on a subject once during the same scene.

Time: Heart Reading is a free action. The bonus lasts 10 rounds (1 minute) or until you make an interaction skill check against the target, whichever comes first.

Heart Shaping

Fatiguing, Concentration

You can impose emotions on others. The target makes a Will saving throw. If the save fails, you can impose any one of the following emotional states:

Despair: The target suffers a –2 penalty on saving throws, attack rolls, checks, and damage. Despair dispels the effects of hope.

Fear: The target flees from the object of its fear (chosen by you). Fear dispels the effects of rage. It also immediately ends a use of the Rage feat.

Friendship: The target's attitude shifts to the next more positive attitude (hostile to unfriendly, unfriendly to indifferent, and so forth). See **Social Actions**, page 65. Creatures involved in combat continue to fight back normally, however. Friendship dispels the effects of hatred.

Hatred: The target's attitude shifts to the next more negative attitude (indifferent to unfriendly, unfriendly to hostile, and so forth). See **Social Actions**, page 65. Hatred dispels the effects of friendship.

Hope: The target gains a +2 bonus on saving throws, attack rolls, checks, and damage. Hope dispels the effects of despair.

Rage: The target gains the effects of the Rage feat (page 32). They are compelled to fight, heedless of danger. Rage does not stack with the Rage feat or with itself. Rage dispels the effects of fear.

Time: Heart Shaping is a standard action.

Illusion

Fatiguing, Concentration

You can fool the senses of others. Make an Illusion check with a Difficulty based on the complexity of the illusion, consulting the table. If successful, the illusion appears to the subject. The illusion exists solely in the subject's mind, so it can be of any size; creating the illusion of something small is just as easy as creating the illusion of something huge.

Complexity	Difficulty
Illusion affects a single sense	10
Illusion affects two senses	15
Illusion affects all senses	20
Simple (random noise, static image, and the like)	+0
Complex (coherent sound, moving images, and the like)	+5
Very Complex (multiple overlapping sounds or images)	+10

Since the illusion isn't real, it cannot produce any real effects. It cannot cause damage, support weight, provide nutrition, illuminate darkness, or provide protection from the elements. Thus, characters fall through an illusory bridge or floor if they try to walk on it, and although they can appear to eat, and taste, illusory food, it has no nutritional value.

Characters encountering an illusion do not get a saving throw against it until they study it carefully or interact with it in some fashion. For example, if characters encounter a section of illusory floor, they would receive a saving throw if they stopped and examined the floor, poked at it, and so forth. Likewise, if an illusory monster attacks the characters, they get a saving throw because they are interacting with the illusion.

A successful saving throw against an illusion reveals it to be false, but a translucent after-image remains. For example, a character making a

successful saving throw against an illusory section of floor knows the floor isn't real and isn't safe to walk on, and can see what lies below it, but he can still note where the illusion is.

A failed Will saving throw means the character fails to notice anything is amiss. A character faced with incontrovertible proof that an illusion isn't real needs no saving throw. Someone who falls through an illusory floor knows something is amiss. A character who communicates this information to others gives them a +4 bonus on saving throws against the illusion.

Retry: No. You can attempt to affect the same character after some time has passed, but not in the same scene.

Special: You must be in mental contact with a target to use Illusion.

Time: Illusion is a full-round action.

Imbue Life

Fatiguing

You can restore the dead to life! The subject cannot have been dead for longer than your adept level in minutes, and you must make a Difficulty 25 power check, taking a minute of intense concentration. If the check succeeds, the subject's condition becomes unconscious and disabled (from which the subject may heal normally). An Imbue Life attempt is fatiguing, with Difficulty 20 + half your power rank.

Retry: No.

Imbue Unlife

Fatiguing

The adept lends animation to the dead, creating a mockery of life. Imbue Unlife may create two kinds of undead: mindless or intelligent.

Mindless: You turn the bones or bodies of dead creatures into undead skeletons or zombies, which obey your spoken commands (see page 87). They remain animated until destroyed. (A destroyed undead creature can't be imbued with unlife again.)

A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls from its bones when it is created. A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.

Regardless of the type you create, you can't make more mindless undead than twice your adept level with a single use of Imbue Unlife.

The skeletons or zombies you create remain under your control indefinitely. No matter how many times you use this power, however, you can control only four times your adept level in mindless undead. If you exceed this, all newly created creatures fall under your control, and any excess from previous castings become uncontrolled. (You choose which creatures are released from your control.)

Intelligent: You transform a corpse into an intelligent undead creature. Unlike the mindless undead, this creature is *not* under your control; although, you can use other means, including other powers, to command it. You can create a ghost or vampire using this power (see page 85).

Creating an intelligent undead creature has a Difficulty of 18.

If you fail an Imbue Unlife check to animate a corpse, that corpse is permanently immune to any further attempts by you to imbue it with unlife.

Time: One minute.

Light Shaping

Fatiguing

You can mentally control light. With a successful check, you can make your outline blurred and indistinct or even become invisible.

You can create realistic three-dimensional images of light occupying up to a 10-foot cube. Each additional 10-foot cube the image occupies increases the Difficulty by 5. Subjects seeing the image get a Will saving throw to realize it is not real if they have any reason to suspect it, such as the fact that the image makes no noise.

You can also create a point of light illuminating a 20-foot radius, which you can move at will anywhere in your line of sight as a move action. For each 10 feet you add to the radius of illumination, the Difficulty increases by 5.

You can create light effects anywhere in your line of sight, and they last as long as you maintain them. Creating multiple effects at once (such as becoming invisible while also creating the illusion you are elsewhere) count as maintaining multiple powers.

Task	Difficulty
Illuminate	5 (+5 per additional 10-foot radius)
Visual Illusion	10 (+5 per additional 10-foot cube)
Blur (20% miss chance)	15
Blur (50% miss chance)	20
Invisibility	25

Special: The basic level of illuminate (Difficulty 5) is not fatiguing.

Time: Light Shaping is a standard action.

Manipulate Object

Fatiguing, Maintenance

You can manipulate objects at distance as if with a pair of invisible, intangible hands. Your power has the same Dexterity as you, while lifting the object has the same Difficulty as Move Object, except you cannot increase the weight lifted by suffering fatigue (Manipulate Object's fatigue comes from the extra precision required).

You can use your normal skills via Manipulate Object, but you are at a −2 penalty for having to operate remotely, and you can't perform tasks at all if you can't see your target, since your power has no sense of touch.

Remotely Wielding Weapons: An adept can wield a melee weapon using Manipulate Object. Picking up the weapon is a move action. Attacking with it is a standard action. Concealment is determined by the attacker and defender's positions, not the weapon's, while cover is determined by the defender and weapon's positions. The attacker makes a normal attack roll, but with a −4 penalty for the difficulty in controlling the weapon from afar, and adds his Intelligence score to the attack roll, rather than Dexterity. The weapon deals its normal damage with no modification for Strength (as if wielded by a Str 0 attacker). An adept can take the Exotic Weapon Training feat in remotely wielded weapons to eliminate the −4 penalty to hit (see page 29).

A remotely wielded weapon can be struck normally by sunder attacks (see **Sunder**, page 72). Attempts to disarm the adept by knocking the weapon out of his supernatural grasp are resolved by opposed attack rolls as normal or an opposed attack roll and Manipulate Object check, if the adept's Manipulate Object bonus is greater than his attack bonus.

Time: Manipulate Object is a move action. The skill use lasts for 10 rounds (1 minute).

Mind Probe

Fatiguing, Concentration

You can mentally probe a subject's mind for information. You must be in mental contact with the subject. Make a Mind Probe check against the result of the target's Will save.

If successful, you can ask any one question and receive the answer from the target's mind. If the target doesn't know the answer, then you know that. Especially personal or guarded information grants the target a +1 to +5 bonus on the Will save, while information the subject doesn't consciously know (because it is subconscious or forgotten due to amnesia, for example) grants a +5 to +10 bonus on the Will save.

You can continue to ask questions, one per round, for as long as you maintain your Mind Probe. Each question requires a new skill check, an additional Will save, and another fatigue save (with an increasing fatigue save Difficulty).

Retry: Yes, but the target gets a cumulative +1 bonus to the Will save for each new attempt in the same scene.

Special: You must be in mental contact with the subject.

Time: Mind Probe is a full-round action.

Mind Reading

Maintenance

You can read another creature's thoughts. Make an opposed check against the result of the target's Will save. If successful, you can read the target's surface thoughts (whatever the target is presently thinking). Mind Reading transcends language; you comprehend the target's thoughts whether or not you share a language. If you fail your Mind Reading check, you cannot read the target's mind.

If you can interact with your subject, a successful Bluff check against the target's Sense Motive check causes the subject to think consciously about a particular piece of information you're looking for, such as a password or name, allowing you to pluck it from the subject's surface thoughts.

Retry: Yes, but the target gets a cumulative +1 bonus to the Will save for each new attempt in the same scene, and retries with Mind Reading are fatiguing.

Special: You must be in mental contact with the subject.

Time: Mind Reading is a standard action.

Mind Shaping

Fatiguing

Mind Shaping allows you to remove psychic influence or to alter memories and behavior. Make a Mind Shaping check, with the Difficulty determined by the task.

Remove Mental Influence: Make a Mind Shaping check with a Difficulty equal to the check result of a mind-affecting power. If you succeed, that power no longer affects the subject. Note this only removes the effects of ongoing powers, not permanent aftereffects. This means you could use Mind Shaping to remove a Dominate or Illusion effect, but not to restore damage caused by a psychic attack (for that, use the Cure power). You can undo the effects of Mind Shaping used to alter the subject's mind by equaling or exceeding the Mind Shaping check used to make the alterations.

Alter Psyche: You can make changes in the subject's mind. The Difficulty is based on the extent of the change you wish to make.

Difficulty	Alteration	Time
15	Alter a single unimportant fact or brief recollection, about 5 minutes worth of memory.	1 full round
20	Alter a single fact or an hour's worth of memory.	1 minute
25	Alter a single significant fact, such as the name of the subject's spouse, or a day's worth of memory.	10 minutes
30	Alter a deeply personal fact, such as the subject's name or alignment, or a week's worth of memory.	1 hour
35	Alter up to a month's worth of memory.	6 hours
40	Alter up to a year's worth of memory. Give the subject an entirely new personality, complete with false memories, or erase the subject's entire memory, causing total amnesia.	10 hours

False or altered memories can cause dissonance within the subject's mind, depending on how well they fit into the subject's other memories. If the subject notices a conflict between the false and true memories (Narrator's discretion), she gets an additional Will save to shake off the effect and regain her true memory. She gains a bonus of +1 to +4 on the save depending on how strong the dissonance is between the true and false memories.

Special: You must be in mental contact with the subject. Taking 20 requires twenty times the usual time. Generally, this means the subject must be cooperative, unconscious, or restrained in some way. Taking 20 increases the fatigue check Difficulty by +20 as well.

Retry: If you fail a Mind Shaping check, you must wait at least 24 hours before attempting the same task on the same subject.

Time: Removing psychic influence is a full-round action. For altering a person's psyche, see the table.

Mind Touch

You can establish contact with another mind. The base Difficulty is 10, modified by familiarity. If the subject has a Psychic Shield, you have to make a separate Mind Touch check to overcome it. An unwilling subject also gets a Will saving throw to avoid contact. If the save is successful, no contact is made.

If you do not want the subject to know you are making mental contact, you can make a separate opposed Mind Touch check against the subject's Sense Motive, Second Sight, or Psychic Shield check (whichever has the highest bonus). If you win, the subject is unaware of your attempt. If the subject wins, she is aware of your attempt (whether you succeed or fail in actually establishing contact).

While you are in mental contact with another being, the two of you can communicate at the rate of normal speech, hearing each other's thoughts. You can also send a single visual image each round instead of speaking. Both you and the subject can choose to lie or omit information; you're "speaking" to each other mentally, not reading each other's thoughts. Mind Touch is two-way, meaning you are in mental contact with the subject for purposes of her powers and vice versa.

If a friendly mental contact turns hostile, the subject can make a Will saving throw or Psychic Shield check to break contact. Once the subject has failed an attempt to eject the intruder from her mind, she can't break the contact.

If your Mind Touch is broken, any other powers you are maintaining requiring mental contact are also broken.

Mentally Aiding Others: While in mental contact with another character, you can use the aid another action (a standard action) to grant that character a +2 bonus on Will saving throws or on any skill check where your skill rank is equal to or greater than the subject's.

Mental Rapport: Two or more characters with the Mind Touch skill can enter a *mental rapport* with each other, an intense state of mental contact. Each character establishes mental contact with the other, each of whom must be willing. Characters in rapport are like one mind, each instantly aware of everything that the other thinks and experiences and able to share information instantly. Characters in rapport cannot deliberately lie to or deceive each other.

Deathcry: If a creature you are in mental contact with dies, you must make a Will saving throw or Psychic Shield check (Difficulty 20) to avoid being dazed for 1 round by the psychic feedback. Since mental contact is two-way, this applies to any creature in mental contact with another. A creature can deliberately avoid letting out a deathcry when it dies by making a Will saving throw (Difficulty 20).

Retry: You can retry Mind Touch freely, but retries on the same subject within an hour's time are fatiguing.

Time: Mind Touch is a move action. It requires concentration to maintain.

Move Object

Fatiguing, Maintenance

You can move objects with the power of your thoughts. A Move Object check allows you to move an object in your line of sight. The Difficulty of the Move Object check is based on the mass of the object you want to move and whether or not you choose to risk fatigue. A fatiguing use of Move Object can move ten times the mass listed on the table (so 20 pounds at Difficulty 10, up to 2,000 pounds at Difficulty 40) and doubles the listed damage.

Difficulty	Mass	Damage
10	2 lb.	+1
15	5 lb.	+2
20	10 lb.	+3
25	25 lb.	+4
30	50 lb.	+5
35	100 lb.	+6
40	200 lb.	+7

You can move the object a distance of 5 feet times your Move Object rank per move action.

If two adepts vie for control of an object, use opposed Move Object checks. The winner controls the object for that round. If a creature is holding the object, make a Move Object check opposed by the creature's Strength check.

Grappling Creatures: You can use Move Object to grapple a creature (see **Grappling**, page 69). If you successfully pin your target, you can treat them as an ordinary object for purposes of moving them with this ability.

Striking with Objects: You can hurl objects at opponents. This requires a ranged attack roll and the object deals damage based on your Move Object skill check, as shown on the table. Since using Move Object is a move action, you can move an object and strike with it (as a standard action) in the same round.

Moving Multiple Objects: As a full-round action, you can attempt to move multiple objects at once. Use the Difficulty of the heaviest object, then add +2 for each additional object and increase the fatigue check Difficulty by +2 for each additional object. You cannot strike a target with multiple objects as part of the same action.

Time: Move Object is a move action. The skill use lasts for 10 rounds (1 minute) and requires concentration to maintain.

Nature Reading

Wisdom

You are attuned to the flows of the natural world, able to read certain signs from it. You can learn the following:

• With a Difficulty 10 check, you can immediately (as a reaction) identify any animal or plant, or tell if water is safe to drink.

• With a minute of observation and a Difficulty 15 check, you can accurately predict the weather for one day for every 5 points you exceed the Difficulty.

• Once per day with 10 minutes of meditation, you can learn any three facts about the following: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of animals, presence of powerful unnatural creatures, or the general state of the natural setting. This covers a 1-mile radius for every 5 points your check exceeds Difficulty 10.

Time: See the description.

Object Reading

You can read psychic impressions from places and objects, getting images of their pasts, as if you were actually present at a particular past event.

Active Object Reading: You can attempt to see the past of a particular place or object. You must be able to touch the object. This requires a full-round action and an Object Reading check. Active Object Reading is fatiguing.

Spontaneous Visions: Your ability may also spontaneously activate at the Narrator's discretion when you are in contact with an object with particularly strong psychic impressions. This requires a Object Reading check.

The Narrator should make Object Reading checks secretly so the player doesn't necessarily know if a particular vision was accurate or not. Consult the table below for the results of a vision, based on the Object Reading check.

Difficulty	Result
10	A vague vision that may not be accurate.
15	A brief and accurate vision of the events.
20	A longer vision of the events, encompassing everything that took place in a particular place and time.
25	The ability to move the vision backward or forward in time to review the event.
30	The ability to track the vision backward through time and space to trace an event to its origin.
35	Near-complete knowledge of a particular past event and everything involving it.

Impressions read from objects generally count as slightly familiar for the purposes of determining familiarity for other powers, possibly more if the vision was long or extremely accurate (in the Narrator's opinion). See **Familiarity**, page 37.

Time: Object Reading is a full-round action.

Pain

Fatiguing, Concentration

You can inflict terrible pain on a target. You must touch or be in mental contact with the target, who makes a Will saving throw. If the save fails, the target is stunned. So long as you maintain total concentration, the effect continues. The victim gets a new Will save each round to overcome the pain. A successful Will save means your Pain power stops working. You must use it again to affect the target (with the usual increase in fatigue save Difficulty for successive use). A target gets a +2 Will save bonus for each successive use of Pain in the same scene.

Time: Pain is a standard action.

Plant Shaping

Fatiguing

You can shape living plants and, to a degree, dead wood and other plant materials.

Plant Healing: You can heal injured or diseased plants. This requires you to touch the plant and make a Difficulty 15 Plant Shaping check. If you succeed, the plant is restored to complete health. Plants must be living and reasonably intact in order for this power to heal them.

Plant Growth: You can promote rapid growth in plants, causing an area to become filled with thick undergrowth (see **Hampered Movement**, page 63). This affects a radius equal to your adept level times 40 feet. You can also focus the power on a specific area with a 40-foot radius. Plants there become so overgrown they entangle anyone in the area, who must make a Reflex saving throw. A failed save means the target is bound and helpless, needing a Difficulty 20 Strength or Escape Artist check to get free. A successful save means the target isn't trapped, but must still contend with the thick undergrowth created by the tangled plants. Finally, you can use plant growth to enrich an area with a radius equal to your adept level times 400 feet, increasing the yield and growth of crops there by 50 percent for the season.

Woodcrafting: You can use Plant Shaping like a Craft skill to shape objects out of wood. This takes minutes instead of the hours of a normal Craft project. You can therefore complete a simple woodcraft project in a minute and an advanced one in an hour. See **Craft**, page 18, for details.

Time: Plant healing is a full-round action. Plant growth is a standard action. Woodcrafting requires time based on the project.

Psychic Blast

Fatiguing

You psychically assault a target's mind. You can affect any target in your line of sight or in mental contact. The target makes a Will saving throw against your power's save Difficulty, with the results read like a Toughness save against non-lethal damage (see **Damage and Recovery** in **Chapter 6**). So a failed Will save results in a bruise, failure by 5 or more in a daze, and so forth. Psychic Blast cannot cause damage past unconsciousness.

Time: Psychic Blast is a standard action.

Psychic Shield

You can shield your mind from psychic influences. When you are the target of any powers granting a Will saving throw, make a Psychic Shield check. The attacker must make a power check using the attacking psychic ability. If your check result is higher, the power fails. If the attacker's result is higher, the power affects you normally, but you still get a normal saving throw. You may choose to voluntarily lower your Psychic Shield as a free action, and can raise it again as a free action. Otherwise, your shield is always active, even if you are unconscious or sleeping.

Shields and Maintained Powers: Once a power has overcome your Psychic Shield, it continues to affect you as long as the other adept maintains it. You're still entitled to your normal saving throws, if any, but your shield no longer protects you from that power. Once the attacker needs to make a new power check, however, your shield comes into play again and must be overcome again. For powers requiring mental contact, so long as the other adept remains in mental contact with you (inside your shield), he can use those powers freely without worrying about your shield.

Overcoming Psychic Shields: An attacker can choose to suffer a fatigue result to automatically overcome your Psychic Shield. This is in addition to any fatigue caused by the power used against you. If you also choose to suffer a fatigue result, then the attacker must still roll normally to overcome your shield. This process takes no actual time; it happens as part of the check to overcome the Psychic Shield. An attacker trying to avoid notice cannot use this option, since it makes it immediately apparent that you are under psychic attack.

Time: Psychic Shield use is a free action.

Psychic Weapon

Fatiguing

You can create a melee weapon out of psychic energy. Take a move action and a Difficulty 15 power check to create the psychic weapon in your hand. The appearance of the weapon is up to you; its effects are the same regardless. You wield a psychic weapon like a normal melee weapon, except you are automatically considered trained with it.

The psychic weapon inflicts +1 damage per 4 ranks in this power. Add your Wisdom modifier rather than your Strength modifier to the weapon's damage. This damage ignores physical armor. You can score a critical hit with your Psychic Weapon on a natural roll of 20, inflicting +3 damage.

A psychic weapon is immaterial and only affects creatures with an Intelligence score. It has no effect on non-intelligent creatures or objects, meaning it cannot sunder or even block a material weapon. Two psychic weapons affect each other normally. If your psychic weapon is somehow knocked from your grasp or sundered by another psychic weapon, you can recreate it by taking a move action and making another power check.

Creating a psychic weapon requires a fatigue save with a Difficulty of 10 + the weapon's damage bonus. The weapon lasts for one minute (10 rounds) after you summon it. To maintain it for another minute, make another fatigue save. Your psychic weapon disappears if you are stunned or unconscious.

Purifying Light

Fatiguing

You can wield the power of pure light as a weapon against the forces of evil. This feat allows you to do two things.

Light Strike: First, you can cast a supernatural bolt of light like an Elemental Strike (see page 41), except it only affects supernatural creatures of innate evil or darkness like the undead or demons.

Shining Ward: Second, you can call forth a shining light to fill an area up to 60 feet across. Maintaining the area of pure light requires concentration. Any evil supernatural creature must make a Will save in order to enter the area of light, and another Will save each round to remain there. A

failed save means the creature cannot enter the area and must leave immediately if it is already inside it.

Both uses of Purifying Light are fatiguing. You make the fatigue save after each light strike and after you stop maintaining a shining ward.

Scrying

Fatiguing, Concentration

You can sense distant events as if you were physically present. Make a Scrying check to sense a particular place, creature, or thing known to you. The base Difficulty is 10, modified by familiarity. If successful, you can observe the subject as if you were present. The vision lasts for as long as you maintain it, but your ordinary senses are overridden, so you are unaware of what is happening near you while you are observing events elsewhere. A subject observed via Scrying is considered present in terms of familiarity, but not in your actual line of sight.

Scrying creates a psychic disturbance, which creatures with Intelligence 0 or better can sense. Any such creature under observation can make a Sense Motive or Second Sight check, opposed by your Scrying check. Creatures with no supernatural abilities get the intense feeling of being watched. Adepts and wild talents see a glowing or shadowy image of you. You also have a present familiarity for any creature that senses you for the purposes of that creature's powers, meaning they may affect you in return.

Time: Scrying is a full-round action.

Second Sight

You can sense the use and lingering effects of supernatural powers. Make a Second Sight check to detect powers in use in your vicinity, to sense an attempt at mental contact, or to detect and read the supernatural "signature" left behind by powers.

Sense Powers: The Narrator makes a Second Sight check for you in secret as a reaction whenever powers are used in your general area. The base Difficulty is 10 or the user's Psychic Shield check result, whichever is greater, and the Difficulty increases by +1 for every 10 feet between you and the user or subject of the power (whichever is closer). A successful result means you sense a power use. You also know the general direction and distance to the source of the power and its target. If you succeed by 5 or more, you know the exact power used. If you succeed by 10 or more, you recognize the user, if known to you.

Sense Mind Touch: You make a Second Sight check against the other adept's Mind Touch check to know when someone is trying to secretly get into mental contact with you. If you win the check, you sense the attempt, but you might not be able to avoid it (depending on your Psychic Shield and Will save).

Sense Supernatural Signature: If you also have the Object Reading power (see page 45), you can sense old uses of powers in an area. The base Second Sight Difficulty is 15 to detect that powers used in the area in the past and 20 to determine what power was used and roughly when. It is Difficulty 25 to know exactly what or whom the power was used on. Sensing supernatural signatures is fatiguing.

Retry: No.

Special: Taking 20 requires you to concentrate for at least 2 minutes and increases the fatigue save Difficulty by +20.

Time: Sensing power use and mental contact are reactions, taking no time. Sensing signatures requires a full-round action.

Sense Minds

You can determine the presence and location of other minds. Make a Difficulty 15 Sense Minds check to sense the presence of any creature with an Intelligence score within 30 feet of you. For every factor of 10 you extend your sensing radius, the Difficulty increases by 5.

Difficulty	Radius
15	30 feet
20	300 feet
25	3,000 feet
30	30,000 feet
35	300,000 feet
40	3,000,000 feet

With a successful check, you sense the presence of other minds, their approximate number, their general type (animal, humanoid, and so forth), and their approximate location. The larger the number of minds, the more general the information tends to be. Psychic Shield opposes Sense Minds. A Psychic Shield check greater than your Sense Minds check allows a creature to go unnoticed.

You can focus your attempt to Sense Minds on a particular place you can see, such as a building or island within range, for example.

Time: Sense Minds is a move action.

Sleep

Fatiguing

You can psychically put a target into a deep sleep. The target gets a Will saving throw. Success negates the effect. If the Will save fails, the creature falls instantly asleep and remains so for 1 minute per rank. Sleeping creatures are helpless. Slapping or any damage awakens them, but normal noise does not. Awakening the creature requires a standard action (an application of the aid another action). Creatures that do not sleep are immune to this power.

Special: You must be in mental contact with the subject.

Time: Sleep is a standard action. It lasts for 10 rounds (1 minute) per rank.

Suggestion

Fatiguing

You can implant suggestions into the minds of others. The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking a creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically fails. However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter.

If the target's Will saving throw fails, the suggested course of action is followed for up to 30 minutes per rank, or until the course of action is complete, whichever comes first. You can also specify conditions that trigger a particular course of action, in which case the duration is counted from when the triggering event occurs. A very reasonable suggestion may impose a saving throw penalty of −1 or −2, at the Narrator's discretion.

Retry: No. You can attempt to affect the same character after some time has passed, but not in the same scene.

Time: Suggestion is a full-round action. It lasts for 30 minutes per rank.

Truth-Reading

Fatiguing (see below)

You can sense when someone is lying to you. When interacting with a creature of Intelligence –3 or higher, you automatically sense when the creature tells you a deliberate lie. You can do this a number of times equal to your Wisdom score in any given conversation. Detecting further lies in the same conversation is fatiguing (Difficulty 10, +1 per additional statement you verify). You do not detect half-truths, lies of omission, or things the creature believes are true (even if they are not).

Visions

You can get visions of the future, as if you were actually present at a particular future event. The visions you receive are by no means assured; the future can be changed by the actions of those in the present.

Spontaneous Visions: At the Narrator's discretion, you may receive a vision when you are in contact with a subject or when there is a momentous event approaching in the future. This vision can occur while you are awake, yet spontaneous visions often take the form of dreams. You know when a dream is actually a vision although, you may not necessarily know what the vision means.

Danger Sense: Whenever you would normally be surprised in combat, you can make a Visions check (Difficulty 15). If successful, you receive a split-second warning; you are not surprised and can take an action during the surprise round.

The Narrator should make Visions checks secretly so the player doesn't necessarily know if a particular vision is accurate or not. Consult the table for the results of a vision, based on the Visions check, or choose a suitable result, based on the hero's Visions rank and the requirements of the story.

Difficulty	Result
10	A vague vision of the future that may be accurate.
15	An accurate glimpse of the future.
20	Awareness of how long before a particular event occurs.
25	Awareness of the people involved in a particular future event.
30	Awareness of the time, subjects, and location of a future event.
35	Near-complete knowledge of a particular future event and everything involving it.

Things seen in visions count as slightly familiar in terms of familiarity, possibly more if the vision was long or extremely accurate (in the Narrator's opinion).

Time: Visions is a full-round action (at least).

Ward

You can create interference with other supernatural powers. You can affect an area around you with a radius equal to your adept level times 5 feet. Alternatively, you can choose to focus your Ward against a single creature in your line of sight.

Anyone affected by your Ward must make an opposed check against the result of your Ward check to successfully use any powers. Powers with results less than yours fail; although, the users of the failed powers still suffer fatigue, if any. Adepts can choose to suffer an automatic fatigue

result, in addition to the normal fatigue of the power used, to overcome your Ward. If so, you can choose to suffer a fatigue result to reinforce your ward, forcing the subject to make a normal check to overcome it. This takes no actual time; it happens as part of the check to overcome the Ward.

Time: Ward is a move action. It requires total concentration to maintain.

Water Shaping

Fatiguing, Maintenance

You can shape and direct the flow of water.

Splash: You can cause as much as 10 gallons of water per Water Shaping rank to leap in an arc up to 10 feet per adept level. Hitting a creature with this watery arc requires a ranged attack roll. The creature must make a Fortitude save or be dazed for one round (taking no actions but defending normally). The splash also douses flames with a damage bonus less than your Water Shaping rank.

Shape Flow: You can direct the flow of currents, increasing or decreasing the speed of water vessels by 20 percent for every 5 points your check exceeds Difficulty 10 (at Difficulty 35 you can stop water vessels entirely or double their speed).

Lower Water: Waters lower by as much as 2 feet for every 2 points your Water Shaping check exceeds Difficulty 10. The water lowers within an area with a 10-foot radius per your adept level (a 5th-level adept can lower an area of water with a 50-foot radius). In extremely large and deep bodies of water, such as a deep ocean, this power creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and making them unable to leave by normal movement for the duration.

Raise Water: Waters rise by as much as 2 feet for every 2 points your Water Shaping check exceeds Difficulty 10. The water rises within an area with a 10-foot radius per your adept level (a 5th-level adept can raise an area of water with a 50-foot radius). Boats raised in this way slide down the sides of the watery hump created. If the area includes riverbanks, a beach, or other nearby land, the water can spill over onto dry land, causing floods.

Special: Taking 20 increases the fatigue Difficulty by +20.

Time: Water Shaping is a standard action.

Weather Shaping

Fatiguing

Prerequisite: Water and Wind Shaping

You can shape the complex forces controlling the weather. More than just commanding the winds, you can change the weather to suit your will. A use of Weather Shaping affects an area with a diameter in miles equal to your adept level, centered on you.

It takes (30 - power rank) minutes for the effects of Weather Shaping to manifest. You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific effects of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition, the weather assumes that condition 10 minutes later (changing gradually over that time). The weather continues as you left it for up to a number of hours equal to your adept level +4, or until you use a standard action to designate a new weather condition (which fully manifests 30 - power rank minutes later). Weather Shaping can do away with weather conditions (naturally occurring or otherwise) as well as create them.

Wind Shaping

Fatiguing, Maintenance

You can shape and direct the wind. You can make the wind blow in a certain direction and change its speed. The new wind direction and speed last as long as you choose to maintain them. Changing them requires another use of this power. You can affect the winds in a 40-foot radius per adept level. You can create an area of calm air, up to 80 feet in diameter, at the center of the winds, if you wish, and you can limit the winds to an area less than the maximum possible for your level.

Wind Direction: You may choose one of four basic wind patterns to function over the area.

- A downdraft blows in all directions, from the center outward.
- An updraft blows from all directions, from the outer edges toward the center.
- A rotation causes winds to circle the center (clockwise or counterclockwise, as you wish).
- A blast causes the winds to blow in one direction across the entire area, from one side to the other.

Wind Speed: With a Wind Shaping check, you can increase or decrease the wind's speed by one level for every 5 points you exceed Difficulty 10. Each round on your turn, anyone in the area must make a Fortitude save or suffer the effects of the current wind speed. There are seven wind speed levels:

- **Light Wind:** A gentle breeze, having no game effect.
- **Moderate Wind:** A steady wind with a 50 percent chance of extinguishing small, unprotected flames, such as candles.

- **Strong Wind:** Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty on ranged attack rolls and Notice checks for sounds. Strong winds knock down Tiny and smaller creatures. Flying creatures are blown backwards a short distance. A strong wind can speed or slow sailing vessels by 50 percent.
- **Severe Wind:** In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as in lanterns) to dance wildly and have a 50 percent chance of extinguishing them. Ranged weapon attacks and Notice checks are at a –4 penalty. Severe winds blow Tiny and smaller creatures back a short distance and knock down Small creatures. Medium creatures are unable to move forward against the force of the wind.
- **Windstorm:** Powerful enough to bring down branches, if not whole trees, windstorms automatically extinguish unprotected flames and have a 75 percent chance of blowing out protected ones. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty on attack rolls. Notice checks to listen are at a –8 penalty due to the howling wind. Windstorms blow away Small and smaller creatures, knock down Medium ones, and check the forward movement of Large creatures.
- **Hurricane-Force Wind:** All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty on attack rolls). Notice checks to listen are impossible; all anyone can hear is the roaring of the wind. Hurricane-force winds often fell trees. These winds blow away Medium and smaller creatures, knock down Large ones, and check Huge creatures.
- **Tornado:** All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Notice checks to hear anything. Instead of being blown away, Large and smaller creatures who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1–10 rounds, taking +12 damage per round, before being violently expelled (falling damage may also apply). Huge creatures are knocked down, and Gargantuan creatures are checked. While a tornado's rotational speed can be as great as 300 miles per hour, the funnel itself moves forward at an average of 30 miles per hour (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of devastation.

Special: Taking 20 increases the fatigue Difficulty by +20.

Time: Wind Shaping is a full-round action.

Chapter 5: Equipment

This chapter describes the various weapons, armor, tools, and other equipment heroes use in their adventures and daily lives. It also looks at handling wealth and spending for heroes.

Assume a *True20* hero owns at least one outfit of normal clothes, if not several. Pick one of the following outfits: artisan's outfit, entertainer's outfit, explorer's outfit, peasant's outfit, scholar's outfit, or traveler's outfit (see **Clothing**, page 59). Other items and equipment are acquired using the character's Wealth score.

Wealth

Heroes have a *Wealth score*, a trait reflecting their buying power, a composite of available cash, credit, and income. The Wealth score serves as the basis for Wealth checks, used to purchase goods and services.

Wealth Score

A hero's starting Wealth score is +5 plus the hero's Charisma score. The Wealthy feat grants a +4 bonus.

Over the course of play, the hero's Wealth score may decrease as the hero purchases expensive items and increase as the hero gains levels. A hero's Wealth score can never fall below +0, but there is no limit to how high the Wealth score can increase.

Since Wealth is an abstract concept, it's sometimes difficult to determine how financially well off a character is. To get a general sense of how wealthy a hero is, check the **Wealth Score** table.

Wealth Score	Financial Condition
+0	Impoverished or in debt
+1 to +4	Struggling
+5 to +10	Middle class
+11 to +15	Affluent
+16 to +20	Wealthy
+21 to +30	Rich
+31 or higher	Very rich

The Wealth Check

Wealth checks are used to determine what you can afford and what goods and services you reasonably have access to. Wealth score reflects a hero's buying power. Every item has a purchase Difficulty, also called its *cost*. To purchase an item, make a Wealth check against the item's cost.

A Wealth check is a d20 roll plus your current Wealth score. If your check result equals or exceeds the cost of an item, you successfully purchase it. If you fail, you can't afford it at this time.

If your current Wealth score is equal to or greater than an item's cost, you automatically succeed. The cost is negligible for someone of your wealth. If your Wealth score is +0, you don't have the buying power to purchase anything with a cost of 10 or higher, and you can't take 10 or take 20 on Wealth checks because your cash flow is too unreliable.

If you successfully purchase something with a cost greater than your current Wealth score, your Wealth score decreases (see **Losing Wealth** for details).

Shopping and Time. Buying less common objects generally takes a number of hours equal to the cost, reflecting the time needed to locate the desired item and close the deal.

Taking 10 and Taking 20. You can usually take 10 or take 20 when making a Wealth check. Taking 20 requires 20 times as long as normal, meaning you're shopping around for the best deals.

Try Again? You can try again if you fail a Wealth check, but not until you have spent an additional number of hours shopping equal to the cost of the item.

Aid Another. One other character can make an aid another attempt to help someone else buy something. If the attempt is successful, you provide the other person with a +2 bonus on the Wealth check to buy that item. If the item's cost is above your current Wealthy, you also reduce your Wealth score by 1 to reflect the financial assistance you've given.

Losing Wealth

Any time you purchase something with a cost greater than your current Wealth score or something with a cost of 15 or higher, your Wealth score decreases. How much the Wealth score is reduced depends on how expensive the item is. Your Wealth score only goes down if you successfully buy something. If you attempt to buy something and fail, your Wealth score is unaffected.

Item Cost	Wealth Decrease
15 or higher	1 point
1–10 points higher than current Wealth score	1 point
11–15 points higher than current Wealth score	2 points
16 or more points higher than current Wealth Bonus	3 points

Your Wealth score is always reduced by 1 point when you purchase something with a cost of 15 or higher, regardless of your Wealth score. This decrease is cumulative with any decrease that comes from your Wealth score being lower than an item's cost. For example, if your hero has a Wealth score of +10 and successfully purchases a noble's outfit (cost 16), her Wealth score would be reduced by 1 point for the cost being 15 or higher and by an additional point for the cost being 1–10 points higher than her Wealth score.

Gaining Wealth

A hero typically gains Wealth when advancing in level, using his professional skill, or as a reward for accomplishing some quest.

Professional Skills

Characters use their skills to earn a living. A skill used to earn Wealth is called a *professional skill*. The particular skill depends on the character's trade or profession. For example, a diplomat or courtier uses Diplomacy as a professional skill, while a smith or carpenter uses Craft, a con artist uses Bluff, a minstrel uses Perform, and so forth. Discuss with the Narrator what skill would be appropriate for your hero's profession, which can change, at the Narrator's discretion, as your character moves from one profession to another.

Characters use professional skills to improve their Wealth. You make a professional skill check to improve your Wealth score every time you attain a new level. The Difficulty is your current Wealth score. If you succeed, your Wealth score increases by +1. For every 5 points the check result exceeds the Difficulty, your Wealth score increases by an additional +1. You can't take 10 or 20 when making a professional skill check to improve your Wealth score.

Your rank in your current professional skill also automatically adds to the Wealth score increase you receive upon gaining a new level. See the accompanying table for details. (This bonus is accounted for in a character's starting Wealth score of +5.)

Ranks	Wealth Score Increase
1–5	+1
6–10	+2
11–15	+3
16–20	+4
21–23	+5

Example: Lady Aris is a negotiator (and 3rd-level expert) with Wealth +13 and Diplomacy +6 (her professional skill). When she reaches 4th level, her Diplomacy increases to +7, and she makes a Diplomacy check to see if her Wealth improves from all her careful negotiation. The Difficulty is 13, her current Wealth score. On a result of 13 or more, her Wealth increases to +16 (+1 for succeeding on the check, +2 for having 7 ranks in her professional skill). For every 5 points the check exceeds 13 (at 18, 23, and so forth), her Wealth increases an additional +1.

Wealth Awards

Adventuring may result in characters finding valuable items or receiving financial rewards. In such cases, the benefit translates into a Wealth award determined by the Narrator. Generally, Wealth awards are limited to no more than a +4 increase to Wealth, and are usually less, around +1 or +2.

Selling Things

To sell something, determine its sale value. Assuming the item is undamaged and in working order, the sale value is equal to the item's purchase cost (as if bought new) minus 3.

Selling something can provide an increase to your Wealth score. The increase is the same amount as the Wealth score loss you would experience if you purchased an object with a cost equal to the sale value.

Regardless of your current Wealth score, your Wealth increases by 1 whenever you sell an object with a sale value of 15 or higher. If you sell something with a sale value less than or equal to your current Wealth score, and the sale value is 14 or lower, you gain nothing (the income from the sale is negligible).

Selling objects illegally usually requires contacts in the black market and reduces the sale value by an additional 3. This takes a number of hours equal to the normal cost of the item.

WEAPONS

Weapons give heroes an edge in combat, and many heroes wield distinctive weapons. This section describes common weapons available to *True20* characters.

Weapon Categories

Weapons are grouped into several categories. These pertain to what training is needed to use the weapon, the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), and its relative encumbrance (light, one-handed, or two-handed).

Simple, Martial, and Exotic Weapons: Heroes of all roles are considered trained with simple weapons. Warriors (and others with the Weapon Training feat) are trained with martial weapons as well. The Exotic Weapon Training feat is required for training in an exotic weapon. Anyone using a weapon untrained takes a –4 penalty on attack rolls.

Melee and Ranged Weapons: Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Reach Weapons: Lances, longspears, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike targets further away. Most double the wielder's natural reach, meaning a typical medium-sized wielder can attack an opponent 10 feet away, but not an adjacent opponent 5 or fewer feet away, inside the weapon's reach. A typical large character wielding a reach weapon of the appropriate size can attack an opponent 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Thrown Weapons: Daggers, clubs, shortspears, spears, darts, javelins, throwing axes, light hammers, tridents, and nets are thrown weapons. The wielder's Strength score applies to damage dealt by thrown weapons. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action.

Projectile Weapons: Light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, and composite longbows are projectile weapons. Most projectile weapons require two hands to use. A character gets no Strength bonus on damage with a projectile weapon, unless it's a specially built composite bow or a sling. If the character has a negative Strength score, apply it to damage when using a bow or a sling but not a crossbow.

Ammunition: Projectile weapons use ammunition: arrows for bows, bolts for crossbows, and sling bullets for slings. When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50 percent chance of being destroyed or lost.

Light, One-Handed, and Two-Handed Melee Weapons: This designation is a measure of how much effort it takes to wield a weapon in combat.

Light: A light weapon is easier to use in one's off hand than a one-handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add the wielder's Strength score to damage for melee attacks with a light weapon if it's used in the primary hand, or half the wielder's Strength score (if positive) if it's used in the off hand. An unarmed strike is considered a light weapon.

One-Handed: A one-handed weapon can be used in either the primary hand or the off hand.

Two-Handed: Two hands are required to use a two-handed melee weapon effectively.

Improvised Weapons: Sometimes objects not intended as weapons see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered untrained and takes a –4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals +3 damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet. Characters can take the Exotic Weapon Proficiency feat in Improvised Weapons, removing the –4 attack roll penalty with them.

Weapon Qualities

Here are the weapon qualities specified in the **Weapons** table.

Cost: This is the purchase Difficulty of the weapon. The cost includes miscellaneous gear that goes with the weapon, such as sheaths or scabbards.

Damage: This is the damage dealt by the weapon on a successful hit. Melee and thrown weapons add the wielder's Strength to this damage.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, increase the damage as indicated.

+3: The weapon deals +3 damage on a critical hit.

+4: The weapon deals +4 damage on a critical hit.

+5: The weapon deals +5 damage on a critical hit.

19–20/+3: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals +3 damage on a critical hit.

18–20/+3: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals +3 damage on a critical hit.

Range Increment: Any ranged attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Weight: This column gives the weight of a version of the weapon for a medium-sized wielder. Halve this number for small weapons and double it for large weapons.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is all of both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Weapon Descriptions

Arrows: An arrow used as a melee weapon is a light improvised weapon (–4 penalty on attack rolls) that deals damage as a dagger of its size (critical +3). Arrows come in a quiver holding 20 arrows.

Bolas: You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of bolas.

Bolts: A crossbow bolt used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (critical +3). Bolts come in a wooden case that holds 10 bolts.

Bullets, Sling: Bullets come in a leather pouch that holds 10 bullets.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a –4 penalty on attack rolls.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action.

Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a –2 penalty on attack rolls.

Dagger: You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body.

Flail or Heavy Flail: With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Gauntlet: This metal glove lets you deal lethal damage rather than non-lethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy suits of armor (except breastplates) come with gauntlets.

Gauntlet, Spiked: Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet.

Javelin: Since it is not designed for melee, you are treated as untrained with it and take a –4 penalty on attack rolls if you use a javelin as a melee weapon.

Lance: A lance deals +3 additional damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. While mounted, you can wield a lance with one hand.

Longbow: You need at least two hands to use a bow. A longbow is too unwieldy to use while you are mounted. If you have a negative Strength score, apply it to damage when you use a longbow. If you have a positive Strength score, you can apply it to damage when you use a composite longbow but not a regular longbow.

WEAPONS

Simple Weapons	Cost	Damage	Critical	Range	Weight	Type
Unarmed Attacks						
Gauntlet	4	+0	+3	—	1 lb.	Bludgeoning
Unarmed	—	+0	+3	—	—	Bludgeoning
Light Melee Weapons						
Dagger	4	+1	19–20/+3	10 ft.	1 lb.	Piercing or slashing
Gauntlet, spiked	7	+1	+3	—	1 lb.	Piercing
Mace, light	7	+2	+3	—	4 lb.	Bludgeoning
Sickle	7	+2	+3	—	2 lb.	Slashing
One-Handed Melee Weapons						
Club	—	+2	+3	10 ft.	3 lb.	Bludgeoning
Mace, heavy	8	+3	+3	—	8 lb.	Bludgeoning
Morningstar	10	+3	+3	—	6 lb.	Bludgeoning and piercing
Shortspear	3	+2	+3	20 ft.	3 lb.	Piercing
Two-Handed Melee Weapons						
Longspear	7	+3	+4	—	9 lb.	Piercing
Quarterstaff	—	+2	+3	—	4 lb.	Bludgeoning
Spear	4	+3	+4	20 ft.	6 lb.	Piercing
Ranged Weapons						
Bolts, crossbow (10)	3	—	—	—	1 lb.	—
Crossbow, heavy	7	+4	19–20/+3	120 ft.	8 lb.	Piercing
Crossbow, light	5	+3	19–20/+3	80 ft.	4 lb.	Piercing
Dart	1	+1	+3	20 ft.	1/2 lb.	Piercing
Javelin	3	+2	+3	30 ft.	2 lb.	Piercing
Sling	—	+1	+3	50 ft.	0 lb.	Bludgeoning
Sling bullets (10)	1	—	—	—	5 lb.	—

Longbow, Composite: You need at least two hands to use a bow. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength score to use). If your Strength score is less than the strength rating of the bow, you can't effectively use it, so you take a –2 penalty on attacks with it. The default composite longbow requires a Strength of 0 or higher. A composite longbow can be made with a high Strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds +1 to its cost.

For purposes of Weapon Focus and similar feats, a composite longbow is treated as if it were a longbow.

Longspear: You can strike opponents 10 feet away with a longspear, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal +3 additional damage on a successful hit against a charging character.

Net: A net is used to entangle enemies. When you throw a net, you make an attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –2 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits the rope allows. If the entangled creature attempts to use powers, it must make a Difficulty 15 Concentration check to succeed.

An entangled creature can escape with a Difficulty 20 Escape Artist check (a full-round action). The net is Toughness 5 and can be burst with a Difficulty 25 Strength check (also a full-round action).

A net is useful only against creatures within one size category of your own size.

You must fold a net to throw it effectively. The first time you throw your net in a fight, make a normal attack roll. After the net is unfolded, you take a –4 penalty on attack rolls with it. It takes 2 rounds for a trained user to fold a net and twice that long for an untrained one to do so.

Quarterstaff: A quarterstaff is a hardwood shaft, typically between 5 and 6 feet long. You can wield it one- or two-handed.

Sap: A sap is a bludgeoning weapon that inflicts non-lethal damage.

Scythe: A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shield, Heavy or Light: You can bash an opponent with a shield, using it as an off-hand weapon. See the **Weapons** table for the damage dealt by a shield bash. For the purpose of penalties on attack rolls, treat a shield as a one-handed weapon. If you use your shield as a weapon, you lose its Defense bonus until your next action (usually until the next round).

Weapons (con't)

Martial Weapons	Cost	Damage	Critical	Range Increment	Weight	Type
Light Melee Weapons						
Axe, throwing	8	+2	+3	10 ft.	2 lb.	Slashing
Hammer, light	3	+1	+3	20 ft.	2 lb.	Bludgeoning
Handaxe	7	+2	+4	—	3 lb.	Slashing
Kukri	7	+1	18–20/+3	—	2 lb.	Slashing
Pick, light	6	+1	+5	—	3 lb.	Piercing
Sap	3	+2	+3	—	2 lb.	Bludgeoning
Shield, light	Special	+0	+3	—	Special	Bludgeoning
Sword, short	9	+2	19–20/+3	—	2 lb.	Piercing
One-Handed Melee Weapons						
Battleaxe	9	+3	+4	—	6 lb.	Slashing
Flail	8	+3	+3	—	5 lb.	Bludgeoning
Longsword	11	+3	19–20/+3	—	4 lb.	Slashing
Pick, heavy	8	+2	+5	—	6 lb.	Piercing
Rapier	12	+2	18–20/+3	—	2 lb.	Piercing
Scimitar	11	+2	18–20/+3	—	4 lb.	Slashing
Shield, heavy	Special	+1	+3	—	Special	Bludgeoning
Trident	11	+3	+3	10 ft.	4 lb.	Piercing
Warhammer	10	+3	+4	—	5 lb.	Bludgeoning
Two-Handed Melee Weapons						
Greataxe	12	+5	+4	—	12 lb.	Slashing
Greatclub	6	+4	+3	—	8 lb.	Bludgeoning
Flail, heavy	11	+4	19–20/+3	—	10 lb.	Bludgeoning
Greatsword	15	+4	19–20/+3	—	8 lb.	Slashing
Lance	9	+3	+4	—	10 lb.	Piercing
Scythe	11	+2	+5	—	10 lb.	Slashing
Ranged Weapons						
Arrows (20)	3	—	—	—	3 lb.	—
Longbow	16	+3	+4	100 ft.	3 lb.	Piercing
Longbow, composite	17	+3	+4	110 ft.	3 lb.	Piercing
Shortbow	13	+2	+4	60 ft.	2 lb.	Piercing
Shortbow, composite	16	+2	+4	70 ft.	2 lb.	Piercing

Shortbow: You need at least two hands to use a bow. You can use a shortbow while mounted. If you have a negative Strength score, apply it to damage when you use a shortbow. If you have a positive Strength score, you can apply it to damage when you use a composite shortbow but not a regular shortbow.

Shortbow, Composite: You need at least two hands to use a bow. You can use a composite shortbow while mounted. All composite bows are made with a particular Strength rating (that is, each requires a minimum Strength score to use). If your Strength score is less than the Strength rating of the bow, you can't effectively use it, so you take a –2 penalty on attacks with it. The default composite shortbow requires a Strength of 0 or higher. A composite shortbow can be made with a high Strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds +1 to its cost.

For purposes of Weapon Focus and similar feats, a composite shortbow is treated as if it were a shortbow.

Shortspear: A shortspear is small enough to wield one-handed. It can also be thrown.

Sickle: A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

Sling: Your Strength score applies to damage when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action requiring two hands. You can hurl ordinary stones with a sling, but stones are not as dense or round as bullets. Thus, such an attack deals –1 damage, and you take a –1 penalty on attack rolls.

Spear: A spear can be thrown. If you use a ready action to set a spear against a charge, you deal +3 additional damage on a successful hit against a charging character.

Exotic Weapons	Cost	Damage	Critical	Range Increment	Weight	Type
One-Handed Melee Weapons						
Sword, bastard	14	+4	19–20/+3	—	6 lb.	Slashing
Whip	3	+0	+3	—	2 lb.	Slashing
Ranged Weapons						
Bolas	6	+1	+3	10 ft.	2 lb.	Bludgeoning
Net	12	—	—	10 ft.	6 lb.	—

Strike, Unarmed: A medium-sized character deals +0 non-lethal damage with an unarmed strike, plus the character's Strength score. Anyone with the Improved Strike feat can deal lethal or non-lethal damage with unarmed strikes.

Sword, Bastard: A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. You can use a bastard sword two-handed as a martial weapon.

Trident: This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal +3 additional damage on a successful hit against a charging character.

Whip: A whip deals non-lethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

Masterwork Weapons

A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 bonus on attack rolls.

You can't add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon. The masterwork quality increases the cost of a normal weapon by +5.

Masterwork ammunition is damaged (effectively destroyed) when used. The masterwork bonus of masterwork ammunition does not stack with any bonus of the weapon firing it.

Even though some types of armor and shields can be used as weapons, you can't create a masterwork version of such an item conferring a bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties (see below).

ARMOR

Many adventurers disdain excessive armor; they prefer mobility and speed to the bulk of armor. However, warriors in particular still wear armor, and its common on battlefields. Heroes expecting heavy combat may choose to wear armor for the additional protection it offers.

To wear armor effectively, a character needs the Armor Training feat (see page 25). Experts are automatically trained in light armor, while warriors are trained in all types of armor. Adepts aren't trained in wearing armor, but can acquire Armor Training.

Armor Qualities

Here are the armor qualities specified in the **Armor and Shields** table.

Cost: This is the armor's purchase Difficulty.

Bonus: Each armor or shield grants a bonus. Armor grants a bonus to Toughness saving throws. Shields grant a bonus to Defense by deflecting attacks. The bonus from a suit of armor doesn't stack with other armor. Similarly, the bonus from a shield doesn't stack with other shields.

Dodge: This is the maximum dodge bonus to Defense this type of armor allows. Heavier armors limit mobility, reducing the wearer's ability to dodge. This restriction doesn't affect other Dexterity-related abilities.

Even if your dodge bonus drops to 0 because of armor, this situation does not count as losing your dodge bonus to Defense; you still have it, it's just +0.

Except for tower shields, shields do not affect a character's maximum dodge bonus.

Penalty: Any armor heavier than leather limits your ability to use some physical skills. The armor check penalty applies to Acrobatics, Climb, Escape Artist, Jump, Sleight of Hand, Stealth, and Swim checks. Double the normal armor check penalty is applied to Swim checks. If you are wearing armor and using a shield, both armor check penalties apply.

Untrained Penalty: A hero untrained in wearing armor or using a shield applies the armor check penalty to attack rolls and *all* Strength- and Dexterity-based checks. The armor check penalty for armor stacks with the penalty for shields.

Sleeping in Armor: A character sleeping in medium or heavy armor is fatigued the next day (see **Fatigue**, page 37). Sleeping in light armor does not cause fatigue.

Speed: Medium or heavy armor slows the wearer down. The number on the **Armor and Shields** table is the character's speed while wearing the armor. Shields do not affect a character's speed.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for large characters weighs twice as much.

Armor	Cost	Bonus	Dodge	Penalty	Speed	Weight
Light armor						
Padded	6	+1	+8	0	30 ft.	10 lb.
Leather	9	+2	+6	0	30 ft.	15 lb.
Studded leather	12	+3	+5	–1	30 ft.	20 lb.
Chain shirt	17	+4	+4	–2	30 ft.	25 lb.
Medium armor						
Hide	11	+3	+4	–3	20 ft.	25 lb.
Scale mail	15	+4	+3	–4	20 ft.	30 lb.
Chain mail	19	+5	+2	–5	20 ft.	40 lb.
Breastplate	20	+5	+3	–4	20 ft.	30 lb.
Heavy armor						
Splint mail	20	+6	+0	–7	20 ft.	45 lb.
Banded mail	21	+6	+1	–6	20 ft.	35 lb.
Half-plate	24	+7	+0	–7	20 ft.	50 lb.
Full plate	27	+8	+1	–6	20 ft.	50 lb.
Shields						
Buckler	11	+1	—	–1	—	5 lb.
Shield, light wooden	5	+1	—	–1	—	5 lb.
Shield, light steel	9	+1	—	–1	—	6 lb.
Shield, heavy wooden	8	+2	—	–2	—	10 lb.
Shield, heavy steel	12	+2	—	–2	—	15 lb.
Shield, tower	13	+4	+2	–10	—	45 lb.

Armor Descriptions

Any special benefits or accessories to the armor found on the **Armor and Shields** table are described here.

Banded Mail: The suit includes gauntlets.

Breastplate: It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a –1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you don't get the buckler's Defense bonus for the rest of the round.

You can't bash someone with a buckler.

Chain Shirt: A chain shirt comes with a steel cap.

Chain Mail: The suit includes gauntlets.

Full Plate: The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a smith. A captured suit can be resized to fit a new owner with a purchase Difficulty of 12.

Half-Plate: The suit includes gauntlets.

Hide: This suit includes gauntlets.

Scale Mail: The suit includes gauntlets.

Shield, Tower: This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to Defense; however, you can instead use it as total cover, though you must give up your attacks to do so. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

When employing a tower shield in combat, you take a –2 penalty on attack rolls because of the shield's encumbrance.

Splint Mail: The suit includes gauntlets.

Masterwork Armor

Just as with weapons, you can purchase or craft masterwork armor and shields. Such a well-made item functions like the normal version, except that its armor check penalty is 1 less than normal.

A masterwork suit of armor or shield increases the item's cost by +3.

The masterwork quality of a suit of armor or shield does not provide a bonus on attack or damage, even if the armor or shield is used as a weapon.

You can't add the masterwork quality to armor or a shield after it is created; it must be made as a masterwork item.

Goods and Services

This section provides an overview of the different sorts of things characters might purchase.

Adventuring Gear

Some of the adventuring gear found on the **Goods and Services** table are described below, along with any special benefits they confer on the user.

Caltrops: A caltrop is a four-pronged iron spike crafted so one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground so your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (attack bonus +0) against the creature. For this attack, the creature's shield and deflection bonuses do not count. If the target is wearing shoes or other footwear, it gets a +2 bonus to Defense. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals –1 damage, but a hurt creature's speed is reduced by one-half. This movement penalty lasts for 24 hours, until the injury is successfully treated with a Difficulty 15 Heal check, or until the injury received from the caltrop is healed. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has Toughness 10. It can be burst with a Difficulty 26 Strength check.

Crowbar: A crowbar grants a +2 bonus on Strength checks for tasks using it. If used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage like a club.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully requires a Climb check or ranged attack roll (Difficulty 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to a spiked gauntlet.

Ink: This is black ink. You can buy ink in other colors, but increase cost to 10.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

Lantern, Hooded: A hooded lantern clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The Difficulty to open a lock with the Open Lock skill depends on the lock's quality: simple (Difficulty 20), average (Difficulty 25), good (Difficulty 30), or amazing (Difficulty 40).

Manacles: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (Difficulty 30, or Difficulty 35 for masterwork manacles). Breaking the manacles requires a Strength check (Difficulty 26, or Difficulty 28 for masterwork manacles). Manacles have Toughness 10. Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. Once it is thrown, there is a 50 percent chance of the flask igniting successfully and setting the target on fire.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided the surface is smooth. If lit, the oil burns for 2 rounds and deals fire damage to each creature in the area (see **Catching on Fire**, page 78).

Ram, Portable: This iron-shod wooden beam gives you a +2 bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by an additional +2.

Rope, Hempen: This rope has Toughness 3 and can be burst with a Difficulty 23 Strength check.

Rope, Silk: This rope has Toughness 4 and can be burst with a Difficulty 24 Strength check. It is so supple it provides a +2 bonus on checks to use it.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40- foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to a gauntlet, plus –1 fire damage.

Vial: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

Tools and Skill Kits

Artisan's Tools: These tools include the items needed to pursue any craft. Without them, you have to use improvised tools (–2 penalty on Craft checks), if you can do the job at all.

Artisan's Tools, Masterwork: These tools serve the same purpose as artisan's tools, but masterwork artisan's tools are the perfect tools for the job, so you get a +2 bonus on Craft checks made with them.

Climber's Kit: This kit gives you a +2 bonus on Climb checks.

Disguise Kit: This kit provides a +2 bonus on Disguise checks. A disguise kit is exhausted after ten uses.

Healer's Kit: This kit provides a +2 bonus on Heal checks. A healer's kit is exhausted after ten uses.

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 bonus on checks involving appraising or studying any small or highly detailed item.

Musical Instrument, Masterwork: A masterwork instrument grants a +2 bonus on Perform checks involving its use.

Scale, Merchant's: A scale grants a +2 bonus on checks to appraise items valued by weight, including anything made of precious metals.

Goods and Services

Adventuring Gear		
Item	**Cost**	**Weight**
Backpack (empty)	4	2 lb.
Barrel (empty)	4	30 lb.
Basket (empty)	2	1 lb.
Bedroll	1	5 lb.
Bell	3	—
Blanket, winter	2	3 lb.
Block and tackle	6	5 lb.
Bottle, wine, glass	4	—
Bucket (empty)	2	2 lb.
Caltrops	3	2 lb.
Candles, dozen	1	—
Canvas (sq. yd.)	1	1 lb.
Case, map or scroll	2	1/2 lb.
Chain (10 ft.)	13	2 lb.
Chalk, dozen pieces	1	—
Chest (empty)	3	25 lb.
Crowbar	3	5 lb.
Firewood (per week)	1	20 lb.
Fishhook	1	—
Fishing net, 25 sq. ft.	6	5 lb.
Flask (empty)	1	1-1/2 lb.
Flint and steel	2	—
Grappling hook	2	4 lb.
Hammer	1	2 lb.
Ink (1 oz. vial)	8	—
Inkpen	1	—
Jug, clay	1	9 lb.
Ladder, 10-foot	1	20 lb.
Lamp, common	1	1 lb.
Lantern, bullseye	10	3 lb.
Lantern, hooded	8	2 lb.
Lock		1 lb.
Very simple	12	1 lb.
Average	14	1 lb.
Good	16	1 lb.
Amazing	20	1 lb.
Manacles	11	2 lb.
Manacles, masterwork	15	2 lb.
Mirror, small steel	9	1/2 lb.
Mug/Tankard, clay	0	1 lb.
Oil (1-pint flask)	1	1 lb.
Paper (sheet)	1	—
Parchment (sheet)	1	—
Pick, miner's	5	10 lb.
Pitcher, clay	0	5 lb.
Piton	1	1/2 lb.
Pole, 10-foot	1	8 lb.
Pot, iron	1	10 lb.
Pouch, belt (empty)	2	1/2 lb.
Ram, portable	9	20 lb.
Rations, trail (per day)	1	1 lb.
Rope, hempen (50 ft.)	2	10 lb.
Rope, silk (50 ft.)	9	5 lb.
Sack (empty)	0	1/2 lb.
Sealing wax	2	1 lb.
Sewing needle	1	—
Signal whistle	1	—
Signet ring	6	—
Sledge	2	10 lb.
Soap (per lb.)	1	1 lb.
Spade or shovel	4	8 lb.
Spyglass	25	1 lb.
Tent	9	20 lb.
Torch	0	1 lb.
Vial, ink or potion	2	1/10 lb.
Waterskin	2	4 lb.
Whetstone	0	1 lb.

Tools and Skill Kits		
Item	**Cost**	**Weight**
Artisan's tools	7	5 lb.
Artisan's tools, masterwork	15	5 lb.
Climber's kit	17	5 lb.
Disguise kit	15	8 lb.
Healer's kit	15	1 lb.
Hourglass	13	1 lb.
Magnifying glass	17	—
Musical instrument, common	7	3 lb.
Musical instrument, masterwork	17	3 lb.
Scale, merchant's	4	1 lb.
Thieves' tools	13	1 lb.
Thieves' tools, masterwork	17	2 lb.
Tool, masterwork	15	1 lb.

— No weight, or no weight worth noting.

Thieves' Tools: This kit contains the tools you need to use the Disable Device skill. Without these tools, you must improvise tools, and you take a –2 penalty on Disable Device checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, which grant a +2 bonus on Disable Device checks.

Tool, Masterwork: This well-made item is the perfect tool for the job. It grants a +2 bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Clothing

Item	Cost	Weight
Artisan's outfit	2	4 lb.
Cold weather outfit	8	7 lb.
Courtier's outfit	13	6 lb.
Entertainer's outfit	5	4 lb.
Explorer's outfit	9	8 lb.
Noble's outfit	16	10 lb.
Peasant's outfit	1	2 lb.
Priest's vestments	7	6 lb.
Royal outfit	20	15 lb.
Scholar's outfit	7	6 lb.
Traveler's outfit	2	5 lb.

Food, Drink, and Lodging

Item	Cost	Weight
Ale		
Gallon	1	8 lb.
Mug	0	1 lb.
Inn stay (per day)		
Poor	2	—
Common	3	—
Good	5	—
Meals (per day)		
Poor	0	—
Common	1	—
Good	2	—
Banquet (per person)	9	—
Wine		
Common (pitcher)	1	6 lb.
Fine (bottle)	10	1-1/2 lb.

Mounts and Related Gear

Item	Cost	Weight
Barding		
Medium creature	+2	x1
Large creature	+4	x2
Bit and bridle	4	1 lb.
Dog, guard	13	—
Donkey or mule	9	—
Feed (per day)	0	10 lb.
Horses		
Horse	20	—
Horse, light	16	—
Pony	13	—
Warhorse, heavy	22	—
Warhorse, light	19	—
Saddle		
Military	12	30 lb.
Pack	7	15 lb.
Riding	10	25 lb.
Saddlebags	6	8 lb.
Stabling (per day)	1	—

Transportation

Item	Cost	Weight
Carriage	18	600 lb.
Cart	11	200 lb.
Galley	37	—
Keelboat	29	—
Longship	33	—
Rowboat	15	100 lb.
Oar	4	10 lb.
Sailing ship	34	—
Sled	12	300 lb.
Wagon	14	400 lb.
Warship	36	—

Services

Service	Cost
Coach cab	1
Hireling	
Trained	3 per day
Untrained	1 per day
Messenger	1
Road or gate toll	0
Ship's passage	3

— No weight, or no weight worth noting.

Clothing

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. It grants a +5 bonus on Fortitude saving throws against exposure to cold weather.

Courtier's Outfit: This outfit includes fancy tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (–2 penalty on Charisma-based checks to influence such individuals). If you wear this outfit without jewelry (an additional cost of at least 5), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing.

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Priest's Vestments: These garments are for performing priestly functions, not for adventuring.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

Food, Drink, and Lodging

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor and the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, roasted meats, vegetables, and ale or wine. Banquets are multi-course meals, including appetizers and deserts.

Mounts and Related Gear

Barding, Medium Creature and Large Creature: Barding is a type of armor covering the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on the **Armor and Shields** table.

Armor for a horse has a cost equal to regular armor +10 and weighs twice as much. Medium or heavy barding slows a mount wearing it, as shown on the table below.

Barding	(40 ft.)	(50 ft.)	(60 ft.)
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft.	35 ft.	40 ft.

A mount wearing heavy armor moves at triple its normal speed when running, instead of quadruple.

A barded animal cannot carry any load other than a rider and normal saddlebags.

Donkey or Mule: Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better.

Horse: A horse is suitable as a mount for a Medium rider. Warhorses can be ridden easily into combat. Other horses are hard to control in combat.

Pony: A pony is suitable as a mount for a Small rider (generally only a child). They're more commonly used as beasts of burden in mountainous regions.

Saddle, Military: A military saddle braces the rider, providing a +2 bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75 percent chance to stay in the saddle (compared to 50 percent for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Transportation

Carriage: This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship: This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Rowboat: This 8- to 12-foot-long boat holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warship: This 100-foot-long ship has a single mast; although, oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

Services

Sometimes the best solution for a problem is to hire someone else to take care of it.

Coach Cab: The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, a trip has a negligible cost (purchase Difficulty 0).

Hireling, Trained: The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained: The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for less.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo.

Supernatural Equipment

In addition to the various mundane equipment characters can acquire there are various items endowed with supernatural properties. Such equipment is rare and usually expensive, but sometimes found in the hand of heroes and villains. Creating supernatural items requires the Imbue Item feat (see page 30).

Supernatural Weapons

A masterwork weapon can be imbued with supernatural power, making it a supernatural weapon. Supernatural weapons have the usual properties of masterwork weapons, plus they can overcome the damage reduction of certain creatures. Since supernatural trumps all other means of overcoming damage reduction, if a creature's damage reduction can be overcome at all, a supernatural weapon will do so.

The supernatural property increases a weapon's cost by +10. This includes the masterwork quality of the weapon.

Creating a supernatural weapon requires the Imbue Item feat.

Supernatural Armor

Masterwork armor can be imbued with supernatural power, making it extraordinarily light and comfortable. Supernatural armor has its armor check penalty reduced by 2 (including the benefits of being masterwork).

The supernatural property increases the armor's cost by +6, which includes the masterwork quality.

Creating supernatural armor requires the Imbue Item feat.

Charms

A *charm* is a small item containing a single use of a supernatural power. Common charms include potions, candles, small pouches of herbs, crystals, and similar items. When a charm is activated (a standard action), it discharges the power it contains and then is rendered useless.

Creating a charm requires the Imbue Item feat as well as the power the charm will contain. It has a cost of 10 + the charm's bonus with the power, which cannot exceed its maker's bonus.

Other Supernatural Items

The Narrator should feel free to introduce other supernatural or unusual items in the game as desired. It is left up to the Narrator to decide what any such items can do, using the supernatural powers in **Chapter 4** as guidelines.

Chapter 6: Playing the Game

In *True20*, heroes attempt many deeds, from wooing hearts to felling monsters. This chapter—joined with the chapters on skills, feats, and powers—gives rules for doing things, whether mundane or heroic, in the game.

The chapter focuses on kinds of action: physical actions, social actions, and fighting. The chapter closes with an overview of various environmental hazards heroes may encounter.

Physical Actions

Ability scores, skills, and feats define characters' physical capabilities in *True20*. They affect the ability to move, carry loads, and throw things, three topics discussed in this section. Heroes can also push past their physical limitations using *extra effort*.

Moving

Heroes move around a lot, especially when the action gets going. The Narrator moderates the pace of a game session, and so determines when movement is important enough to be worth measuring. During casual scenes, you usually won't have to worry about movement rates. If a character arrives somewhere and takes a stroll around, there's no need to know exactly how fast the character goes; it just happens. During action scenes, however, it may be important to have an idea how fast and how far a hero can move.

Movement Pace

Characters generally move at a normal, accelerated, or all-out pace. Most characters' base speed is 30 feet, meaning a character can walk 30 feet as a move action every round. The following movement paces modify base speed:

Normal: A normal pace represents unhurried but purposeful movement at the character's normal speed, which is usually 30 feet per round (about 3 miles per hour). This is the equivalent of walking for a normal unencumbered human.

Accelerated: An accelerated pace, sometimes called a hustle or double move, is twice the character's normal speed, usually 60 feet per round (about 6 miles per hour). This is the equivalent of jogging for a normal unencumbered human. Taking two move actions in a round is accelerated movement.

All Out: Moving four times your base speed is an all-out pace, the equivalent of running or sprinting, usually 120 feet per round (about 12 miles per hour). All-out movement is a full-round action, and you lose any dodge bonus to Defense, since you're not easily able to avoid attacks.

You can move all out for 10 rounds, plus twice your Constitution score (so 8 rounds for Constitution –1, 16 rounds for Constitution +3, and so forth). After that you must succeed at a Constitution check (Difficulty 10) to continue moving at this pace. You must check again each round you continue to move all out, and the Difficulty of this check increases by 1 for each check you have made. When you fail a check, you become fatigued and must drop to an accelerated or normal pace.

Hampered Movement

Obstructions, bad surface conditions, and poor visibility can hamper movement. The Narrator determines the category into which a specific condition falls (see the **Hampered Movement** table). When movement is hampered, multiply the standard distance by the movement penalty (a fraction) to determine the distance covered. For example, a character who can normally cover 60 feet with a double move can cover only 30 feet if moving through thick undergrowth.

If more than one condition applies, multiply the normal distance covered by *all* movement penalty fractions that apply. For instance, a character who normally could cover 60 feet with a double move could cover only 15 feet moving through thick undergrowth in heavy fog (one-quarter his double move).

Carrying

Strength determines how much weight heroes can lift and how much any additional encumbrance slows them down. See the **Carrying Capacity** table for how much characters can lift based on their Strength score. (The figures in the **Carrying Capacity** table are for medium creatures. Larger and smaller creatures can carry more or less depending on their size category. See **Size**, page 82, for details.)

Carrying more than a light load imposes penalties to Acrobatics, Climb, Escape Artist, Jump, Sleight of Hand, Stealth, and Swim checks, like an armor check penalty (see **Armor Qualities**, page 55). The penalty is doubled for Swim checks.

Light Load: Characters can lift and carry up to a light load without any penalties or difficulties.

Medium Load: Characters carrying a medium load have a maximum dodge bonus of +3 and a –3 armor check penalty. They move at 2/3 normal speed.

Hampered Movement

Condition	Examples	Movement Penalty
Obstruction		
Moderate	Undergrowth	x3/4
Heavy	Thick undergrowth	x1/2
Surface		
Bad	Steep slope, mud	x1/2
Very bad	Deep snow, slick ice	x1/4
Poor visibility	Darkness, heavy fog	x1/2

Heavy Load: Characters can lift up to a heavy load overhead. They have a maximum dodge bonus of +1 and a –6 armor check penalty. They move at 2/3 normal speed.

Maximum Load: Characters can lift up to the maximum load off the ground, but can only stagger around with it. While overloaded in this way, characters lose any dodge bonus to Defense and can move only 5 feet per round as a full-round action. You cannot take any other actions while supporting a maximum load.

Push/Drag: Characters can push or drag up to five times their heavy load weight, moving at 1/2 normal speed. Favorable conditions (smooth ground, dragging a slick object) double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Throwing

Characters can throw any object they can lift, up to a heavy load. (You cannot throw your maximum load; only drop it adjacent to you.) Picking up an object is a move action, while throwing something is a standard action, so it's possible to pick up and throw an object in one round.

The distance you can throw an object is based on its weight and your Strength. You can throw your heavy load 5 feet. For every 2 points of Strength you have over the minimum required to lift an object as a heavy load, double the distance you can throw it. This means a Strength +5 character has 5 points more Strength than needed to lift 100 pounds as a heavy load and can therefore throw a 100-pound object up to 20 feet (5 feet x 2 x 2).

Extra Effort

Heroes are often called upon to perform feats beyond their normal limits. This calls for *extra effort*. Players can use extra effort to improve a hero's abilities in exchange for the hero suffering some fatigue from the effort.

Extra effort is a free action and can be performed at any time during a hero's turn, but is limited to once per round. A hero using extra effort can gain one of the following benefits:

- **Check bonus:** +2 bonus on a single check.
- **Increase carrying capacity:** The hero's carrying capacity doubles for one round.
- **Increase movement:** The hero's movement speed doubles for one round (this includes jumping distances).
- **Willpower:** Gain an additional Will saving throw against an ongoing effect that allows for Will saves, such as various powers.

CARRYING CAPACITY

Strength	Light Load	Medium Load	Heavy Load	Maximum Load	Drag
–5	3 lb.	6 lb.	10 lb.	20 lb.	50 lb.
–4	6 lb.	13 lb.	20 lb.	40 lb.	100 lb.
–3	13 lb.	26 lb.	40 lb.	80 lb.	200 lb.
–2	20 lb.	40 lb.	60 lb.	120 lb.	300 lb.
–1	26 lb.	53 lb.	80 lb.	160 lb.	400 lb.
+0	33 lb.	66 lb.	100 lb.	200 lb.	500 lb.
+1	43 lb.	86 lb.	130 lb.	260 lb.	650 lb.
+2	58 lb.	116 lb.	175 lb.	350 lb.	875 lb.
+3	76 lb.	153 lb.	230 lb.	460 lb.	1,150 lb.
+4	100 lb.	200 lb.	300 lb.	600 lb.	1,500 lb.
+5	133 lb.	266 lb.	400 lb.	800 lb.	2,000 lb.
+6	173 lb.	346 lb.	520 lb.	1,040 lb.	2,600 lb.
+7	233 lb.	466 lb.	700 lb.	1,400 lb.	3,500 lb.
+8	306 lb.	613 lb.	920 lb.	1,840 lb.	4,600 lb.
+9	400 lb.	800 lb.	1,200 lb.	2,400 lb.	6,000 lb.
+10	532 lb.	1,064 lb.	1,600 lb.	3,200 lb.	8,000 lb.

CARRYING LOADS

Load	Max Dex	Check Penalty	Speed	All-out Move
Light	None	0	Normal	Normal
Medium	+3	–3	2/3	Normal
Heavy	+1	–6	2/3	–1 multiple
Maximum	+0	—	5 ft.	—

At the beginning of the round immediately after extra effort, the hero suffers a level of fatigue (see **Fatigue**, page 37). A fatigued hero becomes exhausted and an exhausted hero becomes unconscious, the round after using extra effort. If you spend a Conviction point at the start of the round following extra effort to shake off the fatigue, the hero suffers no adverse effects.

Other specific uses of extra effort (usually involving supernatural powers) are specified in the text.

SOCIAL ACTIONS

There's more to adventures than just fighting and feats of daring. Characters also interact in various ways. Heroes try to negotiate agreements between disputing parties or go on diplomatic missions. Villains taunt and threaten or even try to sway heroes to their side. People get into disagreements or debates. Whole adventures may hinge on convincing the right person of the right thing at the right time.

Influencing Attitudes

The Narrator determines the starting attitude of any character the heroes encounter during the game. The heroes can then try to influence the character's attitude using Charisma and various interaction skills, such as Diplomacy and Intimidate. The **Influence** table shows the effects of character attitudes and the Difficulty of attempting to change someone's with a check. Note that a particularly bad influence check can actually make a character's attitude worse. For example, getting less than 5 on a Diplomacy check makes an unfriendly character turn hostile. In general, a hero can attempt to influence another character only once in any given scene.

Social Interaction

The various social actions heroes may wish to accomplish are governed by interaction skills. Note that these skills are all usable untrained, so anyone can attempt these actions. Naturally charismatic people tend to be good at them, but those with real talent or training (reflected by ranks in the appropriate interaction skills) are the best.

Bluff

Bluff is ultimately the skill of getting what you want by misleading or at least exaggerating. Completely honest social interactions should use another skill (usually Diplomacy). Bluff is opposed by itself or Sense Motive; it's difficult to trick an expert liar, and some people just have a sense of when someone is trying to pull the wool over their eyes.

Fast-Talk: The basic use of Bluff is lying and getting away with it. Make opposed Bluff checks, or Bluff versus Sense Motive, to see if someone

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HERO ATTITUDES

While heroes can influence the attitudes of Narrator characters, note that heroes and Narrator characters generally cannot use interaction skills to change the attitudes of the heroes themselves. Players choose the attitudes of their heroes and when they change. Only things like supernatural powers can directly influence a hero's overall attitude. Heroes are affected by applications of some interaction checks, such as attempts to deceive them using Bluff or shaking their confidence with Intimidate, but their overall attitudes remain under the control of the players.

The Narrator may wish to *suggest* changes in attitude toward a particularly charming or influential supporting character, but shouldn't take control of the heroes attitudes and behavior away from the players without some sort of supernatural force being involved.

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gets caught in a lie. If the liar wins, then the story is believable. Heroes or Narrator characters who successfully fast-talk other Narrator characters can convince them to do things based on the success of the Bluff check, and the believability of their story.

Haggling: Haggling for a price or a similar deal is likewise an opposed check to see who bluffs best. The seller uses Bluff while the buyer uses Bluff or Sense Motive, whichever is better. If the seller wins, the sale is made, with a 25 percent increase in price per 5 points the check exceeds the opposing result. If the buyer wins, then the price doesn't go above market value (the price listed in **Chapter 5**) and is negotiated down 10 percent per 5 points the check exceeds the opposing result; although, the buyer still has the option to say no if the final price is too much.

Seduction: The subtle dance of seduction involves using Bluff to get someone to do what you want with promises (implied or explicit) of sexual favors. The seducer makes a Bluff check, while the prey makes a Bluff or Sense Motive check, whichever is better. The seducer's Difficulty increases if his suggestions go against the target's personality in some way. Use the modifiers in the Bluff skill description (see page 17) as a guideline. For example, attempting to seduce someone in a monogamous relationship entails a risk to the target, for a +5 to +10 bonus on the target's check. Trying to seduce a target with a different sexual orientation gives them a +20 bonus on their Bluff or Sense Motive check.

Diplomacy

Diplomacy is the gentle art of persuasion, debate, discussion, and etiquette. It is the premier interaction skill for those interested in dealing with others in social situations.

Negotiation: Negotiating an agreement with another party is a Diplomacy check, with the Difficulty based on the other party's attitude. The outcome of the negotiation is based on the other party's final attitude. An indifferent war chief may become a friendly ally, while a potential ally could become unfriendly or even hostile if negotiations don't go well.

Persuasion: Convincing someone of the rightness of your view is a Diplomacy check. The Narrator evaluates the subject's attitude toward your viewpoint or the subject at hand (rather than you personally), and your check can improve that attitude.

INFLUENCE

Attitude	Means	Possible Actions
Hostile	Will take risks to oppose you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't care either way	Socially acceptable interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to aid you	Protect, back up, heal, aid, support

Starting Attitude	New Attitude Result				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	< 20	20	25	35	50
Unfriendly	< 5	5	15	25	40
Indifferent	—	< 1	1	15	30
Friendly	—	—	< 1	1	20

Making Friends: Make Diplomacy checks to favorably dispose someone toward you. A friendly or helpful result means you have a potential new friend, if you choose to maintain the relationship over time.

Foreign Customs: When your hero is dealing with unusual or foreign customs, the Narrator may ask for a Diplomacy check for you to avoid making any faux pas. The Difficulty is based on how obscure the custom is: Difficulty 10 for slightly obscure customs, Difficulty 15 for moderately obscure ones, and Difficulty 20 to 30 for very obscure ones. A failed check means a potentially embarrassing social blunder, which may worsen the attitude of your hosts, apply a penalty to further interaction checks, or both.

Gather Information

Of all the interaction skills, Gather Information deals most with social groups, whether it's finding things out or spreading rumors through certain social circles.

Assessing Social Situations: You can make a Gather Information check to get a feel for any social situation. It's Difficulty 15 to get a general idea of the mood of a situation, as well as the prevailing attitude (so you have an idea of the Difficulty of using other interaction skills). Picking up on subtle undercurrents may require a higher check result, at the Narrator's discretion.

Bureaucracy: Gather Information can help cut through red tape and navigate through bureaucracies. The Difficulty of the Gather Information check depends on the challenge, from 10, for navigating simple bureaucratic procedures, to 20 or more, for dealing with particularly complex or hidebound bureaucracies.

Spreading Rumors: You can also use Gather Information to put information out where others will find or hear of it. The trick is to ensure the rumors are not traced back to you. This is an opposed check of Gather Information. If you win, then you successfully pass on whatever information you want. If you lose, then the other party traces the rumors back to you, and reacts accordingly.

Intimidate

Although intimidation is not the approach for polite society, sometimes a forceful approach is called for, and the Intimidate skill covers all sorts of forceful social interactions, not just threats.

Command: Make an Intimidate check when you bark a command or issue an order to someone and want it obeyed *now*. The Narrator can grant bonuses for circumstances; a noble issuing a command to a commoner has a clear advantage, while a king making the same command has a major one! A check is only necessary in cases where there's some question about whether or not the subject will obey the order. A loyal subject or retainer, for example, will carry out routine orders without need for a check, but a command to leave a comrade behind on the battlefield may require one, for example.

Interrogation: To get information out of someone by exerting pressure, make an Intimidate check against the result of the subject's Sense Motive check or Will saving throw, whichever has the greater bonus. The Narrator can modify the check using the modifiers for the Bluff skill (see **Chapter 2: Skills**), so it's harder to get subjects to give up information that compromises them or their allies. A successful Intimidate check gets the information. Modifiers may apply for the use of interrogation techniques ranging from sleep deprivation to torture, and a successful Intimidate check for interrogation can provide a +2 bonus on a Mind Probe check.

Perform

Perform is an interaction skill aimed at an audience rather than an individual, but it can still influence the audience's attitude overall, so long as the Narrator feels the performance is appropriate and the performer is trying to shift everyone's attitude in the same way. An character might use Perform specialties, like comedy or stringed instruments, to warm up an audience and improve their attitude before attempting skills like Diplomacy and Gather Information.

Sense Motive

Sense Motive is the catchall skill for resisting social interactions. While each interaction skill typically opposes itself (it's harder to trick someone who's skilled in Bluff, for example), Sense Motive covers a general social shrewdness and awareness of the ins and outs of interaction.

Sense Motive checks are passive, in that they're only made to resist other interactions. At the Narrator's discretion, someone who makes a successful Sense Motive check to avoid a particular interaction can make another check with a Difficulty 10 as an aid another action. The character must be able to communicate with the subjects, and point out the flaws in the interaction to give them the +2 aid another bonus to resist it. This can range from an expert debater poking holes in someone's argument to an impassioned plea to a crowd not to listen to a rabble-rouser. Note this is only to aid others against particular interaction checks. If the character is also trying to sway them to his point of view, then it's more likely an opposed interaction check between the two parties.

FIGHTING

Sometimes heroes must fight to achieve their goals. This section details the rules for fights, starting with the basics and then looking at some of the more unusual strategies heroes can employ.

Combat Sequence

Combat in *True20* is cyclical. Everybody acts in turn in a regular cycle called a *round*. Generally, combat runs in the following way:

1. Each combatant starts the battle flat-footed. Once a combatant acts, she is no longer flat-footed.

2. The Narrator determines which characters are aware of their opponents at the start of the battle. If some but not all combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action or move action—not both—during the surprise round. Unaware combatants do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

3. Any remaining combatants roll initiative. All combatants are now ready to begin their first regular round.

4. Combatants act in initiative order.

5. When everyone has had a turn, the combatant with the highest initiative total acts again, and steps 4 and 5 repeat until combat ends.

Combat Statistics

Several traits determine how well you do in combat: your attack bonus, defense bonus, damage bonus, and saving throws. This section summarizes these traits and how to use them.

Attack Bonus

An *attack* represents the attempt to strike a target with an attack. When you make an attack, roll d20 and add your total attack bonus. If your result equals or exceeds the target's Defense, you hit and may deal damage. Your attack bonus is equal to the following:

**combat bonus + Dexterity + size modifier
+ miscellaneous modifiers – range penalty**

Combat Bonus: Your skill in combat, based on your role(s) and level, determines your basic ability to successfully strike a target.

Dexterity: Speed, agility, and accuracy make it easier to hit the target. You add your character's Dexterity score to your combat bonus to reflect this.

Size Modifier: Smaller targets are harder to hit, while larger targets are easier. A modifier to combat bonus is used to reflect this. See the table **Size Modifier to Combat Bonus**. Since the same size modifier applies to two opponents of the same size, they strike each other normally.

Miscellaneous Modifiers: The circumstances of your attack may involve a modifier to your attack bonus. Attacking while prone, for example, imposes a –4 penalty on melee attack rolls. See **Combat Modifiers**, page 71, for other modifiers.

Range Penalty: The range penalty with a ranged attack depends on the attack you're using and the distance to the target. All ranged attacks have a range increment. Any attack at a distance of one range increment or less carries no penalty for range, so an attack with a range increment of 50 feet can strike at enemies up to 50 feet away with no penalty. However, each full range increment thereafter causes a cumulative –2 penalty to the attack roll. For example, a character firing the same attack at a target 120 feet away suffers a –4 attack penalty (because 120 feet is over two range increments, but not three increments).

Generally, projectile weapons have a maximum range of 10 increments. Thrown weapons have a maximum range of 5 increments.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on the attack roll is *always* a miss. A natural 20 (the d20 comes up 20) is *always* a hit, regardless of the opponent's Defense. A natural 20 is also a *threat*, a possible critical hit (see **Critical Hits**, below).

Defense Bonus

Your *Defense* represents how hard it is for opponents to hit you, the Difficulty for an opponent's attack roll. Your Defense is equal to the following:

**10 + combat bonus + dodge or parry bonus
+ size modifier + miscellaneous modifiers**

Combat Bonus: Your skill in combat allows you to avoid attacks, so you add your combat bonus to your defense. If you can't move, you can't use your combat bonus. For example, you lose your bonus if you're bound or unable to move.

Dodge Bonus: Your *dodge bonus* represents your ability to actively dodge attacks. It's equal to your Dexterity score, and may be modified by feats and circumstances. If you can't react to an attack, you can't use your dodge bonus. For example, you lose your dodge bonus if you're bound or when you're caught flat-footed at the beginning of combat. Most situational bonuses to Defense are dodge bonuses.

Parry Bonus: Your *parry bonus* represents your ability to deflect attacks. It's equal to your Strength score, and may be modified by feats and circumstances. You can only use parry bonus against melee attacks, and only if you are armed (having the Improved Strike feat counts as being armed, see page 31) or have a shield. If you can't react to an attack, you can't use your parry bonus.

Size Modifier: Smaller targets are harder to hit, while larger targets are easier. See the table **Size Modifiers to Combat Bonus**. Since the same size modifier applies to opponents of the same size, they strike each other normally.

Miscellaneous Modifiers: The circumstances may also apply miscellaneous modifiers to your dodge bonus or Defense. See **Combat Modifiers**, page 71, for some examples.

Damage Bonus

When you hit with an attack, you may deal damage. Each attack has a *damage bonus*. This is typically a weapon's damage modified by your Strength; although, some attacks have a fixed damage.

Damage Bonus = weapon damage + Strength

Weapon Damage: Weapons have a damage modifier, showing how much damage they inflict. Most projectile weapons inflict a fixed damage bonus. Melee and thrown weapons add the wielder's Strength score to their damage.

Strength: Your Strength measures how hard you can hit, so your Strength score applies to damage when you attack unarmed or with a melee or thrown weapon.

Lethal and Non-lethal Damage

Damage comes in two types: lethal and non-lethal. Lethal damage does lasting injury and can kill. Non-lethal damage can stun and cause unconsciousness, but causes no serious injury.

Critical Hits

When you make an attack roll and get a natural 20 (the d20 actually shows 20), you have scored a *threat*. The hit might be a critical hit (sometimes called a crit). To find out whether it's a critical hit, make another attack roll, using the same attack bonus. If this second roll equals or exceeds the target's Defense, the attack is a critical hit. If not, the attack still hits, but as a normal attack, not a critical hit. A critical hit increases the attack's damage according to the type of weapon or attack. If unspecified, a critical hit increases damage by +3.

Increased Threat Range: Characters with the Improved Critical feat can score a threat on a natural result less than 20. Any attack roll that doesn't result in a hit is not a threat. Only natural 20s always hit.

Saving Throws

When you're subjected to a potentially harmful effect, you get a *saving throw* to avoid or reduce it. Like an attack roll or check, a saving throw is a d20 roll plus a bonus based on an ability score and other modifiers. Your saving throw is equal to the following:

**d20 + base save bonus
+ ability score + miscellaneous modifiers**

The Difficulty for a save is based on the attack itself.

Size Modifier to Combat Bonus

Size	Modifier	Size	Modifier
Colossal	–8	Small	+1
Gargantuan	–4	Tiny	+2
Huge	–2	Diminutive	+4
Large	–1	Fine	+8
Medium	0		

The four different kinds of saving throws are the following:

Toughness: Your ability to resist physical punishment and direct damage. Your Toughness saving throw equals your Constitution score, modified by feats like Defensive Rolls and Great Toughness, and any armor you are wearing.

Fortitude: Your ability to resist attacks against your vitality and health, such as poison and disease. You apply your Constitution score to your Fortitude saving throws.

Reflex: Your ability to avoid harm through reaction time and agility, including dodging explosions and crashes. You apply your Dexterity score to Reflex saving throws.

Will: Your resistance to mental influence and domination as well as certain powers. You apply your Wisdom score to your Will saving throws.

Initiative

Every round, each combatant gets to do something. The combatants' initiative checks determine the order in which they act, from highest to lowest. At the start of a battle, each combatant makes an initiative check. The players each roll for their heroes while the Narrator rolls for everyone else. An initiative check is a Dexterity check.

<div align="center">

Initiative Check = d20 + Dexterity + miscellaneous modifiers

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The Narrator finds out in what order heroes act, counting down from highest total to lowest. Each character acts in turn, with the check applying to all rounds of the combat. Usually, the Narrator writes the names of the characters down in initiative order to move quickly from one character to the next each round. If two combatants have the same initiative check result, they act in order of highest Dexterity first. If there is still a tie, roll a die, with the highest roll going first.

Flat-Footed: At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your dodge or parry bonus, if any, while flat-footed. The Uncanny Dodge feat allows you to retain your dodge and parry bonus to Defense while flat-footed.

Opponent Initiative

Typically, the Narrator makes a single initiative check for opponents. That way, each player gets a turn each round and the Narrator also gets one turn. At the Narrator's option, however, he can make separate initiative checks for different groups of opponents or even for individual foes. For instance, the Narrator may make one initiative check for a villain and another for all of his minions.

Joining a Fight

If characters enter a fight after it's begun, they roll initiative and act whenever their turn comes up in the existing order.

Surprise

When a combat starts, if you are not aware of your enemies but they are aware of you, you're surprised. If you know about your opponents but they don't know about you, you surprise them.

Determining Awareness: Sometimes all combatants on a side are aware of their enemies, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and other combatants on each side are unaware.

The Narrator determines who is aware of whom at the start of a battle. The Narrator may call for Notice checks or other checks to see how aware the characters are of their opponents. Some examples:

- The heroes enter a seedy tavern and immediately spot members of a notorious gang. The gang members notice the heroes at the same time. Both sides are aware; neither is surprised. The heroes and the gang members make initiative checks, and the battle begins.

- The heroes are tracking an assassin who flees down a dark alley. They follow, unaware the assassin is hidden in the shadows. When the assassin springs out to attack, the heroes are surprised and do not get to act in the surprise round.

- The heroes infiltrate a sorcerer's stronghold wearing the uniforms of his guards. When they reveal themselves and attack, they surprise their opponents. The heroes act during the surprise round, but the villains do not.

The Surprise Round: If some, but not all, of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an attack or move action, not both. If no one or everyone is surprised, a surprise round doesn't occur.

Unaware Combatants: Combatants unaware at the start of battle do not get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet. Because of this, they lose any dodge bonus to Defense.

Actions

The things characters can do during combat are broken down into *actions*, described in this section.

The Combat Round

Each round represents about 6 seconds of time in the game world. In the real world, a round is an opportunity for each character to take an action. Anything a person could reasonably do in 6 seconds, your hero can do in 1 round.

Each round begins with the character with the highest initiative result and then proceeds, in descending order, from there. Each round uses the same initiative order. When a character's turn comes up in the initiative order that character performs his entire round's worth of actions.

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. The term "round" works like the word "week." A week can mean either a calendar week or a span of time from a day in one week to the same day the next week. In the same way, a round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative number (initiative count) in the next round. Effects lasting a certain number of rounds end just before the same initiative number where they began.

<div align="center">

one round = span of time from one initiative count to the same initiative count in the next round

</div>

Action Types

The five types of actions are standard, move, full, free, and reaction. In a normal round, you can perform a standard action and a move action (or two move actions; you can always take a move action in place of a standard action), or you can perform a full action. You can also perform as many free and reactions actions as your Narrator allows.

In some situations (such as in the surprise round) you may be limited to taking only a standard or move action, not both.

Standard Action

A standard action allows you to do something. You can make an attack, use a skill, feat, or power (unless it requires a full action to perform; see below), or perform other similar actions. During a combat round, you can take a standard action and a move action. You can take the move action before or after, but not during, the standard action.

Move Action

A move action allows you to move your speed or perform an action taking a similar amount of time, such as climb one-quarter of your speed, draw or stow a weapon or other object, stand up, pick up an object, or perform some equivalent action (see the **Actions in Combat Table**).

You can take a move action in place of a standard action. For example, rather than moving your speed and attacking you can stand up and move your speed (two move actions), draw a weapon and climb one-quarter your speed (two move actions), or pick up an object and stow it in a backpack (two move actions).

If you move no actual distance in a round (usually because you have traded a move action for an equivalent action like standing up), you can take a 5-foot "step" before, during, or after the action. For example, you can stand up (a move action), take a 5-foot step, and attack (a standard action).

Full Action

A full action requires all your attention during a round. The only movement you can take during a full action is a 5-foot step before, during, or after the action. Some full-round actions do not allow you to take a 5-foot step. You can also perform free actions (see below) as the Narrator allows.

Free Action

Free actions consume very little time and, over the span of the round, their impact is so minor they are considered to take no real time at all. You can perform one or more free actions while taking another action. However, the Narrator puts reasonable limits on what you can do for free. A good rule of thumb is your Dexterity or Intelligence bonus +1 in free actions per round, with a minimum of one. For instance, dropping an object, dropping to a prone position, speaking a sentence or two, and ceasing to concentrate on maintaining a power are all free actions.

ACTIONS IN COMBAT

Free Actions

Delay
Drop an Item
Drop Prone
Speak

Move Actions

Command
Manipulate an Object
Move
Stand Up

Full Actions

Aim
Charge
Move All Out
Recover
Refocus
Slam

Standard Actions

Aid
Attack
Begin/Complete Full Action
Combined Attack
Concentrate
Cover
Demoralize
Disarm
Distract
Feint
Grapple
Overrun
Ready
Rush
Startle
Taunt
Total Defense
Trick
Trip

Reaction

A reaction is something that happens in response to something else, like a reflex. Like free actions, reactions take so little time they're considered free. The difference between the two is a free action is a conscious choice made on the character's turn to act. A reaction is a reflex or automatic response that can occur even when it's not your turn to act. Characters can react even while unable to take normal actions, such as while stunned. A saving throw is an example of a reaction, something you instinctively do to avoid danger. Some powers and other traits are usable as reactions.

Action Descriptions

The most common actions and their game effects are described here.

Aid (Standard Action)

If you are in position to attack an opponent, you can attempt to aid a friend engaged in melee with that opponent as a standard action. Make an attack roll against Defense 10. If you succeed, you don't actually damage the opponent—but your friend gains either a +2 bonus on an attack roll against that opponent or a +2 bonus to Defense against that opponent (your choice) on the friend's next turn. Multiple aid bonuses stack.

Aim (Full Action)

By taking a full action to aim and line up an attack you get a bonus to hit when you make the attack. If you're making a melee or unarmed attack, or a ranged attack at melee range, you get a +5 bonus on your attack roll. If you're making a ranged attack from a greater distance, you get a +2 bonus on your attack roll. If you aim to hit an immobile object, you hit automatically with a melee attack and get a +4 bonus on a ranged attack.

However, while aiming you lose your dodge bonus, and if you are struck or distracted in any way before your attack, you have to make a Concentration check to maintain your aim (see **Concentration**, page 18). This tends to make aiming melee attacks—or ranged attacks while adjacent to an enemy—extremely unwise.

Once you aim, your next action must be to make the attack. Taking another standard or move action spoils your aim and you lose the aiming bonus.

Attack (Standard Action)

With a standard action, you can make an attack against any opponent within the attack's range.

Shooting or Throwing into Melee: If you make a ranged attack against an opponent engaged in melee with an ally, you take a –4 penalty on your attack roll because you have to aim carefully to avoid hitting your ally. Two characters are engaged in melee if they are opponents and adjacent to one another. (An unconscious or otherwise immobilized character is not considered engaged unless he or she is actually being attacked.)

If the target is two or more size categories larger than any allies in melee, you ignore the –4 penalty. If you have the Precise Shot feat (see page 32) you also ignore the penalty for shooting or throwing into melee.

Attacking Objects: Objects are harder or easier to hit depending on several factors:

Held Objects: An object held by a character has a base Defense equal the holder's Defense + 5 + the object's size modifier.

Carried or Worn Objects: Objects carried or worn by a character have a base Defense equal the character's Defense + the object's size modifier.

Immobile Objects: Immobile objects have a Defense of 5 + the object's size modifier. Adjacent attacks get a +4 bonus to hit immobile objects. (If you

take a full action to aim, you get an automatic hit with an adjacent attack, or a +5 bonus with a ranged attack.)

Begin/Complete Full Action (Standard Action)

This action lets you start a full action (such as those listed on the **Actions in Combat Table**) at the end of your turn, or complete a full action by using a standard action at the beginning of your turn the round after starting the action.

If you start a full action at the end of your turn, the next action you take *must* be to complete it.

Charge (Full Action)

Charging allows you to move more than your speed and attack as a full action. You must move at least 10 feet and may move up to twice your speed. You must stop as soon as you are within striking range of your target (you can't run past the target and attack from another direction).

During the surprise round you can use the charge action, but you are only allowed to move up to your speed (instead of up to twice your speed). This is also true in other cases where you are limited to a single attack or move action per round.

After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and also take a −2 penalty to your Defense for 1 round (until the beginning of your action the following round).

Combined Attack (Standard Action)

Multiple attackers can attempt to combine their attacks to overwhelm an opponent's defenses. The attackers must all delay to the same point in the initiative order (that of the slowest character). Each attacker makes a normal attack roll against the target. Take the largest damage bonus of the attacks that hit, and for each other attack within 5 points of that attack's bonus that hits, add +2.

Although a combined attack is similar to aiding someone (see page 68) it is not the same, and bonuses applying to aid do not apply to combined attacks.

Command (Move Action)

Issuing a command to a minion or a character under of a power like Dominate requires a move action. If you want to issue different commands to different groups of minions, each one requires a move action (so you can issue two commands per round as a full action).

Concentrate (Standard Action)

Concentrating to maintain a particular effect, or focusing intently on a task, count as standard actions, meaning you cannot attack while concentrating, although you can still take move actions and free actions. If anything happens that may disrupt your concentration, you have to make a Concentration check to maintain it. See the **Concentration** skill, page 18, for details.

Delay (Free Action)

By choosing to delay, you act at a later point in the initiative order than your rolled initiative. When you delay, you voluntarily reduce your initiative for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative total or just wait until some time later in the round and act then, fixing your new initiative at that point.

Delaying is useful if you need to see what your friends or enemies are going to do before deciding what to do yourself. The price you pay is lost initiative. You never get back the time you spent waiting to see what was going to happen.

Delaying Limits: The lowest you can voluntarily lower your initiative is −10 minus your initiative bonus. When the initiative count reaches that point, you must act or forfeit any action for the round. For instance, a character with an initiative bonus of 3 could wait until the initiative count reached 0, then wait for it to reach −10, but would have to act on −13 or forfeit any action for the round. This is primarily an issue when multiple characters delay.

Multiple Characters Delaying: If multiple characters are delaying, the one with the highest initiative bonus (or higher Dexterity, in case of a tie) has the advantage. If two or more delaying characters want to act on the same initiative count, the one with the highest bonus goes first. If two or more delaying characters are trying to go after each other, the one with the highest initiative bonus gets to go *last*.

You can also Refocus (see page 71) to move to the top of the initiative count.

Demoralize (Standard Action)

You can make an Intimidate check to demoralize an opponent as a standard action. See **Intimidate**, page 21, for details.

Disarm (Standard Action)

As a standard action, you may attempt to knock an item such as a weapon or device out of an opponent's hand. Make an attack roll against the defender. If you attempt to disarm with a ranged attack, you are at −4 on your attack roll. If your attack succeeds, make an opposed rolls of your attack's damage against the defender's Strength. If you win, the defender is disarmed. If you attempted the disarm action as an unarmed attack, you now have the weapon. Otherwise, the defender drops it. If you make a disarm attempt with a melee weapon and lose, the defender may immediately make an attempt to disarm you as a reaction, without an attack roll.

Distract (Standard Action)

Characters with the Distract feat can make a Bluff or Intimidate check to daze an opponent as a standard action. See the feat's description for details.

Drop an Item (Free Action)

Dropping a held item is a free action (although dropping or throwing an item with the intention of accurately hitting something is a standard action).

Drop Prone (Free Action)

Dropping to a prone position is a free action, although getting up requires a move action (unless you have the Instant Up feat).

Feint (Standard Action)

You can make a Bluff check to feint as a standard action. See **Bluff**, page 17, for details.

Grapple (Standard Action)

Grappling is wrestling and struggling hand-to-hand. It's tricky, but it can be useful to pin a foe rather than simply pummeling him unconscious.

Grapple Checks: Repeatedly in a grapple, you need to make an opposed grapple check against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is:

attack bonus + Strength modifier + size modifier

Size Modifier: Your size modifier for a grapple check is +4 for every size category you are above Medium-size or –4 for every size category you are below Medium-size. Like all size modifiers this one cancels out so opponents of the same size grapple each other normally.

To start a grapple, you first need to grab and hold your target. Make a melee attack to grab the target. If you don't hit the target, you fail to start the grapple. Once you hit, you have grabbed your opponent. Make an opposed grapple check. If you lose, the target is not grappled. If you succeed, you can apply one of the following effects:

- **Damage:** You deal damage like an unarmed strike.

- **Throw:** You can pick up and throw your opponent like an inanimate object (see **Throwing**, page 63). The throw occurs as a move action as part of the grapple (making grabbing, grappling, and throwing an opponent a full-round action). The distance you can throw an opponent is based on weight like any other object and a throw automatically ends the grapple.

- **Pin:** You hold your opponent immobile for one round. You can't use a weapon on the pinned character or attempt to damage or pin another opponent while pinning the first unless you have the Improved Grapple feat, leaving your other hand free. When an opponent has pinned you, you are immobile (but not helpless) for one round. You have a –4 Defense modifier and lose your dodge bonus against attacks while pinned.

- **Break:** You can break the hold an opponent has over an ally.

- **Escape:** You can escape the grapple or a pin. If you are grappled and escape, you are no longer grappling and can take whatever movement you get as your move action. If you're pinned and escape, you are still grappling, but no longer pinned. If more than one opponent is grappling or pinning you, your grapple check result has to beat *all* of their checks to escape. You also can make an Escape Artist check (opposed by your opponent's grapple check) to escape.

While you're grappling, your ability to attack others and defend yourself is limited. You lose your dodge bonus to Defense against opponents you aren't grappling. You can still use it against opponents you are grappling.

You can use powers while grappling, subject to the requirements of the grapple. If you use a power requiring a standard action, you forfeit your grapple check that round (meaning you automatically lose the opposed grapple check). This may be worth it if the power helps you get out of the grapple or otherwise deals with your opponent. The Narrator may require a Concentration check (see page 70) to use some powers while grappled.

Multiple Grapplers: Several combatants can be in a single grapple. Up to four can grapple a single opponent of the same size. Opponents one size category smaller than you count for half, opponents one size category larger than you count double, and opponents two or more size categories larger count quadruple. So if you're medium-sized, eight small, four medium, two large, or a single huge opponent can grapple you. In the same way, four small opponents (counting as two opponents) plus one large opponent (counting as two opponents) can grapple you. Additional grapplers can aid their friends with the aid action, granting a +2 bonus to that character's grapple checks for the round.

Manipulate Object (Move Action)

In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object, and opening a door.

Mental Grapple (Standard Action)

Characters with Mind Touch (page 44) can grapple an opponent *mentally* rather than physically, a struggle of mind against mind. Mental grappling uses the same system as physical grappling, with the following differences:

- A mental grapple requires a successful use of Mind Touch to establish mental contact. Mental grapples do not require physical contact, but do require a standard action each round, as usual. If the attacker stops maintaining Mind Touch at any time, the mental grapple ends.

- Mental grapple checks are d20 + the character's Will save or the character's Mind Touch or Psychic Shield bonus (whichever is greater). Size and Strength modifiers do not apply.

- You cannot throw an opponent using a mental grapple.

- Damage inflicted by a mental grapple is based on the attacker's Wisdom bonus rather than Strength bonus.

- Anyone in a mental grapple loses their dodge bonus against all opponents, even the one they are mentally grappling, due to the distraction.

- Anyone involved in a mental grapple must make a Concentration check (Difficulty 20) to do anything else without first escaping the mental grapple. A character can take a different standard action by forgoing the mental grapple check for that round, but then automatically loses the opposed mental grapple check for the round.

- The winner of a mental grapple can choose to break off mental contact, even if another character established it.

Move (Move Action)

The simplest move action is moving your speed. Many nonstandard modes of movement are also covered under this category, including climbing and swimming (up to one-quarter the character's speed), and crawling (up to 5 feet).

Move All Out (Full Action)

You can move all out as a full action. When you do so, you move up to four times your speed in a fairly straight line.

You can move all out for a number of rounds equal to your Constitution score. After that you must succeed at a Constitution check (Difficulty 10) to continue moving all out. You must check again each round, and the Difficulty increases by +1 for each check. When you fail a check, you become fatigued and must drop to an accelerated or normal pace (see **Fatigue**, page 37).

Overrun (Standard Action)

You can attempt an overrun as a standard action following a move action or as part of a charge. With an overrun, you plow past, or over, your opponent (and move through his area) as you move. You can only make one overrun attempt per action.

First, you must move at least 10 feet in a straight line toward your target. The target chooses to avoid or block you. If he avoids you, you keep moving, since you can always move through an area occupied by someone who lets you pass. If he blocks you, make a trip attack against him (see **Trip**, page 71). If you succeed in tripping your opponent, you can continue your movement as normal.

If you fail and are tripped in return, you fall prone. If you fail but are not tripped, you have to move 5 feet back the way you came, ending your movement there (essentially, you stop directly in front of your opponent). If that space is occupied, you fall prone as well.

Ready (Standard Action)

Readying lets you prepare to take an action later, after you would normally act on your initiative, but before your initiative on your next turn. Readying is a standard action, so you can move as well.

You can ready a single standard or move action. To do so, specify the action you will take and the circumstances under which you will take it. Then, any time before your next action, you may take the readied action as a reaction to those circumstances. For the rest of the fight, your initiative result is the count on which you took the readied action.

Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again).

Refocus (Full Action)

Refocus is a full action during which you cannot move. You do nothing that round except refocus your attention and appraise the situation. On the following round, you move up in the initiative order and are positioned as though you rolled a 20 on your initiative check. The usual modifiers to Initiative checks apply to your new initiative total.

Rush (Standard Action)

You can attempt a rush as a standard action made after a move action, or as part of a charge. (You normally can't make a standard action during a move action; this is an exception.) When you rush, you attempt to push an opponent straight back instead of damaging them.

First, you move adjacent to your target. You and the target make opposed Strength checks. If you and the target are different sizes, the larger one gets a +4 bonus per difference in size category. The target gets a +4 bonus for having more than two legs or being otherwise exceptionally stable.

If you win the opposed Strength check, you push the opponent back 5 feet per point your result exceeds your opponent's. You can't, however, exceed your normal movement speed, so any additional distance is ignored.

If you lose, you move 5 feet back the way you came, ending your movement there (essentially, you stop directly in front of your opponent). If that space is occupied, you also fall prone.

Speak (Free Action)

In general, speaking is a free action. Some Narrators may limit the amount you can say during your turn, although character can generally say quite a bit in the midst of combat. Issuing orders to followers in combat is a move action.

Stand Up (Move Action)

Standing up from a prone position requires a move action.

Taunt (Standard Action)

With the Taunt feat (see page 34), you can make a Bluff check to demoralize an opponent as a standard action. By taking a –5 penalty on the check, you can attempt to taunt as a move action.

Total Defense (Standard Action)

Instead of attacking, you can use your standard action to avoid attacks that round. You don't get to attack or perform any other standard action, but you get a +4 to your dodge or parry bonus for the round.

Trick (Standard Action)

You can make a Bluff check (see **Bluff**, page 17) to trick an opponent as a standard action.

Trip (Standard Action)

You can try to trip an opponent as a melee attack. Make a melee attack roll. If the attack succeeds, make a Strength or Dexterity check opposed by the defender's Strength, Dexterity, or Acrobatics check (use whichever ability has the higher modifier in each case). A combatant gets a +4 bonus for each size category exceeding medium or a –4 penalty for each size category smaller than medium (these size modifiers cancel out for opponents of the same size). The defender gets a +4 stability bonus on the check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may react immediately by trying to trip you with no need for an attack roll. If you have the Improved Trip feat (see page 31), the defender doesn't get an opportunity to trip you.

A tripped character is prone, suffering a –4 penalty on melee attack rolls. Prone characters have –4 Defense against attacks from adjacent opponents and +4 Defense against ranged attacks. Standing up from a prone position is a move action. A trip attack may have other effects depending on the situation; for example, tripping an opponent on a narrow ledge or the edge of a cliff may cause the opponent to fall (the Narrator can allow a Difficulty 15 Reflex save to grab the edge of the precipice at the last moment).

Miscellaneous Actions

For actions not covered in any of this material, the Narrator determines how long the action takes.

Skills

Most uses of skills in a combat situation are standard actions, but some might be move or full actions. The description of a skill provides the time required to use it. See **Chapter 2**.

Feats

Certain feats allow you to take special actions in combat. Other feats are not actions in themselves, but grant a bonus when attempting something you can already do. Some feats aren't meant for use within the framework of combat. The individual feat descriptions tell you what you need to know about them. See **Chapter 3**.

Recover

You can spend Conviction to use a full action to recover from damage in combat (see **Conviction**, page 85).

Combat Modifiers

This section covers various maneuvers and situations affecting combat and how it plays out.

Conditions

Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state, or tactics applies to the defender's Defense. The Narrator judges what bonuses and penalties apply, using the **Combat Modifiers Table** as a guideline.

Cover

Taking cover behind a wall, tree, or other obstacle provides a +4 bonus to Defense. Cover is measured relative to the attacker. For example, hiding behind a low wall provides no cover against an opponent hovering above you, but does provide cover against an opponent on the other side of the wall.

Cover and Reflex Saves: Cover grants you a +2 bonus on Reflex saves against attacks originating from a point on the other side of the cover from you.

Cover and Stealth Checks: You can use cover to make a Stealth check to avoid being seen. Without cover, you need concealment (see Concealment later in this chapter) to make a Stealth check.

Total Cover: If you cannot draw a line between you and a target without intersecting cover, the target has total cover. You can't make an attack against a target with total cover.

Varying Degrees of Cover: In some cases, cover may provide a greater bonus to Defense and Reflex saves. In such situations the normal cover bonuses to Defense and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover gains a +10 bonus on Stealth checks.

Striking Cover: If it ever becomes important to know whether the cover was actually hit by an incoming attack, the Narrator should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to hit the target if there had been

Combat Modifiers
Attack Modifier

Attacker is…	Melee	Ranged
Dazzled	–1	–1
Entangled	–2	–2
On higher ground	+1	+0
Prone	–4	+0
Shaken	–2	–2
Sickened	–2	–2

Defense Modifier

Defender is…	Melee	Ranged	Dodge Bonus?
Behind cover	+4	+4	Yes
Blinded	–2	–2	No
Concealed	Special	Special	Yes
Entangled	–2	–2	No
Flat-footed	+0	+0	No
Grappling	+0	+0	No
Helpless	–9	–4	No
Kneeling or sitting	–2	+2	Yes
Moving all out	*	*	No
Pinned	–4	–4	No
Prone	–4	+4	Yes
Stunned	–2	–2	No
Surprised	–2	–2	No
Using Total Defense	+4	+4	Yes

Concealment

Concealment	Example	Miss Chance
Partial	Fog; moderate darkness; foliage; precipitation	17 or higher
Total	Total darkness; invisibility; attacker blind; dense fog	11 or higher

no cover, the cover is hit. This can be particularly important to know in cases when a character uses another character as cover.

In such a case, if the cover is struck *and* the attack roll exceeds the Defense of the covering character, the covering character takes the damage intended for the target. If the attack roll is lower than the Defense of the covering character, but higher than the Defense of the covered character, the original target is hit instead. The covering character avoided the attack and didn't provide cover after all! Covering characters can voluntarily lower defense bonus to ensure they provide cover.

Concealment

Concealment includes circumstances where nothing physically blocks an attack, but something interferes with the attacker's accuracy. Typically, concealment is provided by things like fog, smoke, shadows, darkness, foliage, and so forth.

Concealment Miss Chance: Concealment gives the subject of a successful attack a 20% chance (a roll of 17 or higher on d20) the attacker missed because of the concealment. If the attack roll hits, the defender makes a miss chance roll to avoid being struck. Multiple concealment conditions do not stack.

Concealment and Stealth Checks: You can use concealment to make a Stealth check to avoid being seen. Without concealment, you usually need cover to make a Stealth check.

Total Concealment: A target you cannot perceive with any of your accurate senses has total concealment from you. You can't directly attack an opponent with total concealment, though you can attack into the area you think he occupies. A successful attack into an area occupied by a target with total concealment has a 50% miss chance (a d20 roll of 11 or higher).

Ignoring Concealment: Concealment isn't always effective. Characters with night Vision can see clearly for a greater distance with the same light source than other characters, for example.

Finesse Attack

Most attacks rely on power to overcome the toughness of a target's armor. Finesse attacks target the weak points of an opponent's defenses. Characters can make finesse attacks with melee weapons. Characters with the Improved Precise Shot feat (page 31) can also make finesse attacks with ranged weapons, so long as they are within one range increment of their target.

To make a finesse attack, increase the Difficulty of your attack roll by an amount equal to the Toughness bonus of your opponent's armor. If your attack hits, the target does not get the armor's bonus on the Toughness save. The attack bypasses it altogether. If your attack roll fails, however, your attack glances harmlessly off the target's armor or (if you would have missed the target's normal Defense) misses entirely.

Ganging Up

Typically, up to eight attackers can gang up on an individual target, provided they have room to maneuver. If the defender can fight side by

side with allies, back into a corner, fight through a doorway, and so forth, attackers can't gang up as easily.

Picture the eight attackers as evenly spaced out surrounding the defender. The defender can reduce the opportunity for attackers to gang up based on how much of the area around himself he can block off. Backed against a wall, a character only allows five attackers to get at him. Backed into a corner, only three attackers can get at him at a time. If the defender is standing in a doorway, the opponent in front of him can attack normally and one opponent on either side can attack as well, but the defender benefits from cover (see **Cover**, above). If the defender is fighting in a 5-foot-wide corridor, only one attacker can get at him (unless attackers are coming at him from both directions).

The above rules are for medium and small characters. Larger characters present room for more attackers to get at them and combatants with ranged weapons can get at defenders more easily.

Helpless Defenders

A *helpless* foe—bound, sleeping, unconscious, or otherwise at your mercy—is an easy target. You sometimes can approach a target unawares and treat the opponent as helpless if the Narrator allows.

Regular Attack: A helpless character loses any dodge bonus and takes a –9 penalty to Defense against attacks from adjacent opponents, and a –5 penalty to Defense against ranged attacks.

Coup de Grace: As a full-round action, you can deliver a *coup de grace* to a helpless opponent adjacent to you. You automatically hit and score a critical hit. If the defender takes damage but is not knocked out or dying, he must make a Fortitude save (Difficulty 10 + damage bonus) or be knocked out (for a non-lethal attack) or dying (for a lethal attack). You can't deliver a coup de grace against a target immune to critical hits. You can deliver a coup de grace against a target with total concealment, but doing this requires two consecutive full-round actions (one to feel around and accurately perceive the target and another to deliver the coup de grace).

Minions

Minions are minor characters subject to special rules in combat, and generally easier to defeat than normal characters. The following rules apply to minions:

• Minions cannot score critical hits against non-minions.

• Non-minions can take 10 on attack rolls against minions (attackers normally cannot take 10 on attack rolls).

• If a minion fails a Toughness saving throw, the minion is knocked unconscious (non-lethal damage) or dying (lethal damage). Attackers can choose a lesser effect, if desired.

• The Impossible Toughness Save rule (see page 74) does *not* apply to minions.

Mounted Combat

Mounts in Combat: Your mount acts on your initiative as you direct it. You move at its speed, but the mount uses its action to move. (You can take move actions, like drawing your weapon, normally.) Without you to guide it, your mount avoids combat.

Combat while Mounted: With a Difficulty 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action. When you attack a creature who is smaller than your mount and is on foot, you get the +1 bonus on melee attacks for being on higher ground.

If your mount moves more than 5 feet, you can only make a single melee attack if you are wielding two weapons (see **Two-Weapon Fighting**, page 74). Essentially, you have to wait until the mount gets to your enemy before attacking, so you can't make an attack requiring a full-round action.

If your mount charges you also take the –2 Defense penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging mounted, you deal +3 damage with a lance.

You can use ranged weapons while your mount is taking a double move, but at a –4 penalty on the attack roll. You can use ranged weapons while your mount is moving all out as well, but at a –8 penalty. In either case, you make the attack roll when your mount has completed half its movement.

Using Powers while Mounted: You can use powers normally if your mount moves up to a normal move (its speed) either before or after you use the power. If you have your mount move both before and after you use a power, then you have to make a Concentration check due to the vigorous motion (Difficulty 10) to successfully use the power. If the mount is moving all out, you can use powers when the mount has moved up to twice its speed, but your Concentration check is Difficulty 15.

If Your Mount Falls in Battle: If your mount falls, you have to succeed on a Difficulty 15 Ride check to make a soft fall and take no damage. If the check fails, you take +2 lethal damage.

If You Are Dropped: If you are knocked unconscious, you have a 50 percent chance (a roll of 11 or better) to stay in the saddle (6 or better if you're in a military saddle). Otherwise you fall and take +2 lethal damage.

Sunder

Sometimes you need to attack or break an object, such as when you want to strike an opponent's weapon or break down a door.

Striking an Object: Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off damage.

Object Defense and Bonuses to Attack: Objects are harder or easier to hit depending on several factors.

Held Objects: An object held by a character has a base Defense equal the character's Defense + 5 + the object's size modifier. Objects use the same size modifiers as creatures (see the table **Size Modifiers to Combat Bonus**, page 66).

Carried or Worn Objects: Objects carried or worn by a character have a base Defense equal to the character's Defense + the object's size modifier.

Immobile Objects: Immobile objects have a Defense of 5 + the object's size modifier. Adjacent attacks get a +4 bonus to hit immobile objects. (If you take a full-round action to aim, you get an automatic hit with an adjacent attack or a +5 bonus with a ranged attack.)

Ineffective Attacks: The Narrator may determine certain attacks just can't effectively damage certain objects. For example, you will have a hard time breaking open an iron door with a knife or cutting a rope with a club. In these cases, the Narrator may rule that you inflict no damage to the object at all.

Effective Attacks: The Narrator may rule certain attacks are especially effective against some objects. For example, it's easy to light a curtain on fire or rip a piece of cloth. In these cases, the Narrator may increase your damage bonus against the object (or apply a penalty to its Toughness save) or simply say the object is automatically destroyed by a successful attack.

Toughness: Each object has a Toughness score representing how well it resists damage. An object's Toughness works like a character's Toughness. To determine how much damage an object takes from an attack, roll d20 + Toughness against a Difficulty of 10 + the attack's damage bonus. The Toughness scores given on the **Substance Toughness** table are for approximately 1 inch of the material. Heavier objects increase their Toughness by +1 per doubling in thickness, so a foot-thick stone wall has a Toughness of 12 (base Toughness 8, +4 for approximately four doubling of thickness). Characters can attempt to break through heavier objects a little at a time, rather than all at once, such as chipping away at a stone wall inch by inch.

Damage to Objects: Objects suffer both non-lethal and lethal damage as lethal, but ignore non-lethal damage with a bonus less than their Toughness. A "wounded" object is damaged and suffers a 1 point reduction in Toughness. A "disabled" object is badly damaged. Disabled equipment and devices no longer function, while disabled barriers have holes punched through them. A "dying" object is destroyed. Damaged and disabled objects can be repaired. It's up to the Narrator whether or not a destroyed object is repairable; if it is, the Difficulty of the Craft check is the same as for creating an entirely new item.

Breaking Items: In the case of a character trying to break something outright, such as smashing down a door or snapping bonds, make a Strength check with a Difficulty of 20 + the object's Toughness. Success destroys the object, while failure does no damage. The only difference between this and attacking an object is the character can't slowly wear down an object's Toughness in this way.

Surprise Attack

An attack may come from an unexpected quarter. An attack that catches the target off-guard in some way is called a *surprise attack*.

To make a surprise attack, you must catch your target unawares. You can make a surprise attack in the following situations:

- When you have total concealment from your target or the target otherwise hasn't noticed your presence.

- When you use an interaction skill to throw your target off-balance, such as making a feint using Bluff.

- When your target is stunned.

- When you surprise a target at the beginning of combat.

- When you do something unexpected (in the Narrator's judgment).

Characters with the Uncanny Dodge feat (see page 35) cannot be surprise-attacked so long as they are capable of taking free actions (not stunned or helpless).

The target of a surprise attack loses any dodge bonus to Defense against the attack and suffers an additional –2 Defense penalty.

Two-Weapon Fighting

If you wield a second melee weapon in your off hand, you get one extra attack with that weapon when you take a full-round action to attack. Fighting this way is difficult, however, and you suffer a –6 penalty with your regular attack and a –10 penalty to the attack with your off-hand weapon. If the off-hand weapon is light, reduce the penalty by 2 (to –4 and –8, respectively). If you have the Two-Weapon Fighting feat, reduce the penalty to –4 for each attack (–2 if the off-hand weapon is a light weapon). The same rules apply to throwing a weapon from each hand.

Damage and Recovery

Anyone hit with a damaging attack makes a Toughness saving throw. This is a roll of d20 plus Toughness, which measures the ability to avoid or shrug off damage. Resisting damage has a base Difficulty of 15 plus a modifier equal to the attack's damage bonus. For unarmed attacks, this is the attacker's Strength score. For weapons, this is the weapon's damage plus the attacker's Strength score. For example, an attacker with Strength +1, wielding a short sword (damage modifier +2) has a total damage modifier of +3. So, resisting this damage is Difficulty 18 (15 + 3).

Toughness Saving Throw = d20 + Constitution score + feats + armor versus Difficulty 15 + attack's damage bonus

If the Toughness saving throw succeeds, the target suffers no significant damage, nothing more than a slight scratch, bruise, or torn clothing. If the Toughness save fails, the target suffers damage. How much damage

Substance Toughness

Substance	Toughness
Paper	–10
Glass	0
Ice	0
Paper	0
Rope	0
Soil	2
Wood	5
Stone	8
Iron	10
Steel	15

depends on the type of attack (lethal or non-lethal) and the amount the Toughness save result is below the Difficulty.

Non-lethal Damage comes from unarmed attacks (punches and kicks), as well as specific non-lethal weapons, like saps.

A failed Toughness save against a non-lethal attack means the target is *bruised*. Each bruised result imposes a –1 penalty on further saves against non-lethal damage, but does not affect saves against lethal damage. If the Toughness save fails by 5 or more, the target is *dazed*; mark down a dazed condition on the Damage Track. A dazed condition also imposes a –1 modifier on further saves against non-lethal damage. If the Toughness save fails by 10 or more, the target is *staggered;* check off the staggered box on the Damage Track. If the Toughness save fails by 15 or more, the target is *unconscious;* check off the unconscious box on the Damage Track. If a target suffers a result that is already checked off, check off the next highest result, so if a target is already staggered and suffers another staggered result, check off the unconscious box. If the unconscious box is checked and the character suffers more non-lethal damage, check off the first available lethal box (so go to wounded, disabled, and so forth).

Lethal Damage is inflicted by weapons, from cutting and piercing weapons like swords and spears to heavy bludgeoning weapons like hammers and maces.

A failed Toughness save against a lethal attack means the target is *hurt*. Each hurt result imposes a –1 penalty on further Toughness saves. If the Toughness save fails by 5 or more, the target is *wounded;* mark down a wounded condition on the Damage Track. A wounded result also imposes a –1 modifier on further Toughness saves. If the Toughness save fails by 10 or more, the target is *disabled;* check off the disabled box on the Damage Track. If the Toughness save fails by 15 or more, the target is *dying*; check off the dying box on the Damage Track. If a target suffers a result that is already checked off, check off the next highest result, so if a target is already wounded and suffers another wounded result, check off the disabled box. If that's already checked off, check off the dying box.

Collateral Damage: Lethal damage inflicts non-lethal damage as well. Whenever your hero suffers lethal damage, check off the corresponding non-lethal damage, so a hero who is wounded is also dazed, a hero who is hurt is also bruised. The effects of the damage conditions are cumulative, except for bruised and hurt conditions, where only the highest value applies.

Impossible Toughness Saves: If the Difficulty of a Toughness save is so high the hero cannot possibly succeed, even with a 20 on the die roll, the Toughness save is still rolled to determine the effect (the amount by which the character misses the Difficulty). A natural 20 means the character is only bruised or hurt, regardless of the Difficulty. Fate intervenes to spare the character from otherwise certain doom. Narrators interested in realistic consequences for damage should ignore this rule.

Critical Hits: A critical hit (see **Critical Hits**, page 66) increases an attack's damage bonus, meaning critical hits can inflict serious damage.

Damage Conditions

Damaged characters can suffer from any of seven conditions, given on the Damage Track and described here.

Dazed characters lose one full-round action after suffering a dazed result; they can take no actions, but retain their normal Defense. The following round, they can act normally.

Staggered characters lose one full-round action after suffering a staggered result. They can take no actions, lose their dodge bonus to Defense, and have a –2 penalty to Defense. In the following rounds, staggered characters can only take a standard or a move action, not both.

Unconscious characters pass out and are helpless, unable to do anything until they awaken.

Wounded characters are shaken, suffering a –2 penalty on all checks, including attack rolls and Fortitude, Reflex, and Will saving throws. This persists until all wounded conditions are eliminated. Additionally, a wounded character is stunned for one round after being wounded. They can take no actions, lose their dodge bonus to Defense, and have a –2 penalty to Defense.

Disabled characters are badly injured. If a disabled character takes a standard action, he falls unconscious and begins dying on the following round.

Dying characters have to make a Constitution check (Difficulty 10) at the beginning of each round. On a failed check, the character dies. On a successful check, the character lives for another round (and must make a check the following round). If the check succeeds by 10 or more (Difficulty 20), the character's condition becomes disabled and unconscious.

Dead characters are, well, dead. This usually means the end for the character; although, some powerful healers can restore life to the recently deceased.

Recovery: Recovering from damage requires a Constitution check (Difficulty 10). A successful check erases the damage condition, while an unsuccessful check means there is no significant improvement for that time period.

You can make a recovery check once per minute for staggered and unconscious, once per hour for wounded, and once per day for disabled. Dying has its own particular check; once you are stable, dying becomes unconscious and disabled, which you recover from normally (one minute for unconscious, one day for disabled).

You can spend a Conviction point to get an immediate recovery check from non-lethal damage, rather than having to wait a minute. You can also spend Conviction on your recovery check, ensuring success (since Conviction always grants you a roll of 10).

Bruised and dazed conditions fade automatically at a rate of one per minute. Hurt conditions do the same at a rate of one per hour. You can spend a Conviction point to immediately erase all bruised, dazed, and hurt conditions after, not during, a conflict.

Fatigue

Characters can suffer from *fatigue* as well as damage. This usually results from tasks requiring great effort, such as moving all out, exertion in difficult environments, and using powers. There are three fatigue levels: winded, fatigued, and exhausted.

Winded: The character suffers a –1 penalty to effective Strength and Dexterity and cannot move all out or charge. A winded character who suffers an additional fatigue result becomes fatigued.

Fatigued: The character cannot move all out or charge and suffers a –2 penalty to effective Strength and Dexterity. A fatigued character who suffers an additional fatigue result becomes exhausted.

Exhausted: The character is near collapse. Exhausted characters move at half normal speed and suffer a –3 penalty to effective Strength and Dexterity. An exhausted character who suffers an additional fatigue result falls unconscious (and must recover from it normally; see **Damage Conditions**).

Recovery: Every hour of rest, a hero makes a Constitution check (Difficulty 10) to recover from fatigue. Success reduces the character's fatigue condition by one level (from exhausted to fatigued, from fatigued to winded, winded to normal). A full ten hours of rest allows any character to completely recover from all fatigue conditions.

Condition Summary

This section describes the different adverse conditions that can affect characters. If multiple conditions apply to a character, apply all of their effects. If effects conflict, apply the most severe.

Ability Damaged: The character has temporarily lost 1 or more ability score points. Lost ability score points return at a rate of 1 per day.

Blinded: The character cannot see at all, and thus everything has total visual concealment from him. He has a 50% chance to miss in combat, loses his dodge bonus to Defense, and suffers an additional –2 modifier to Defense. He moves at half speed and suffers a –4 penalty on most Strength and Dexterity-based skill checks. He cannot make Notice (spot) skill checks or perform any other activity (such as reading) requiring vision.

DAMAGE TRACK

0	5+	10+	15+	
Bruised	**Dazed**	**Staggered**	**Unconscious**	
☐	☐	☐		
☐	☐	☐	☐	
Hurt	**Wounded**	**Disabled**	**Dying**	**Dead**

Bruised: The character has suffered some minor damage. Each bruised condition imposes a –1 penalty on Toughness saves to resist further non-lethal damage.

Dazed: A dazed character can take no actions, but retains dodge bonus to Defense.

Dead: The character is dead. A dead body generally decays, but effects allowing a character to come back from death restore the body to full health or to its condition immediately prior to death. Either way, characters that have come back from the dead needn't worry about rigor mortis, decomposition, and other similar sorts of unpleasantness.

Deafened: A deafened character cannot hear and suffers a –4 penalty to initiative checks. He cannot make Notice (listen) checks.

Debilitated: The character has one or more ability scores lowered below –5. A character with debilitated Strength falls prone and is helpless. A character with debilitated Dexterity is paralyzed. A character with debilitated Constitution is dying. A character with debilitated Intelligence, Wisdom, or Charisma is unconscious.

Disabled: A disabled character is conscious and able to act but badly injured. He can take only a single attack or move action each round, and if he performs any strenuous action, his condition changes to dying after the completing the action. Strenuous actions include moving all out, attacking, or using any ability requiring physical exertion or mental concentration.

Dying: A dying character is unconscious and near death. Upon gaining this condition the character must immediately make a Fortitude save (Difficulty 10). If the save fails, the character dies.

Dying characters make this save each hour thereafter, with a cumulative +1 to the Difficulty for every hour they remain dying. If the save succeeds by 10 or more or the roll is a natural 20, the character automatically stabilizes and becomes unconscious and disabled (and may recover from both conditions normally). Another character can stabilize a dying character with a successful Heal check (Difficulty 15) or through the use of the Cure power (see page 39).

Entangled: An entangled character suffers a –2 penalty to attack rolls, a –2 penalty to Defense, and a –4 penalty to effective Dexterity. If the bonds are anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed, but can't move all out or charge. An already entangled character that is entangled again becomes helpless.

Exhausted: Exhausted characters are near collapse. They move at half normal speed and suffer a –6 penalty to effective Strength and Dexterity. An exhausted character suffering another fatigue result falls unconscious (and must recover from it normally).

Fascinated: Entranced by an effect. A fascinated character stands or sits, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. The character takes a –4 penalty on checks made as reactions, such as Notice checks. Any potential threat allows the fascinated character a new saving throw or resistance check to overcome the fascination. Any obvious threat, such as someone drawing a weapon or aiming an attack at the fascinated character, automatically breaks the fascination. An ally can shake a fascinated character free of the effect with an aid action.

Fatigued: Fatigued characters cannot move all out or charge and suffer a –2 penalty to effective Strength and Dexterity. A fatigued character who does something else that would normally cause fatigue becomes exhausted.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting to the situation. A flat-footed character loses his dodge bonus to Defense.

Frightened: A frightened character tries to flee from the source of the fear as quickly as possible. If unable to flee, the character is shaken.

Grappled: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappled character cannot move or take any action more complicated than making a barehanded attack, using a small weapon, or attempting to break free from the grapple. In addition, grappled characters lose any dodge bonus against opponents they aren't grappling.

Helpless: Sleeping, bound, paralyzed or unconscious characters are helpless. Enemies can make advantageous attacks against helpless characters, or even deliver a coup de grace. A melee attack against a helpless character is at a +4 bonus on the attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus. A helpless character's Defense score is 5, the same as an inanimate object.

Incorporeal: Having no physical body. Incorporeal characters are immune to attacks from corporeal sources. They can be harmed only by other incorporeal beings or supernatural attacks.

Injured: The character has suffered minor damage. Each injured condition imposes a –1 penalty on Toughness saves to resist further lethal damage.

Invisible: Virtually undetectable. Invisible characters gain a +2 bonus to hit defenders unaware of them, and such defenders lose their dodge bonus to Defense. Attacks against invisible characters have a 50% miss chance.

Nauseated: Nauseated characters can only take a single move action each round, meaning they are unable to attack (or take other standard actions) or move all out (or take other full-round actions).

Normal: The character is unharmed and unaffected by other conditions, acting normally.

Panicked: A panicked character flees as fast as possible or cowers, dazed, if unable to get away. A panicked character defends normally but cannot attack.

Paralyzed: A paralyzed character stands rigid and helpless, unable to move or act physically. He has effective Strength and Dexterity scores of 0 but may take purely mental actions. A paralyzed character's Defense score is 5, the same as an inanimate object.

Pinned: Held immobile (but not helpless) in a grapple. Pinned characters lose their dodge bonus and suffer a –4 penalty to Defense.

Prone: The character is lying on the ground. He suffers a –4 penalty on melee attack rolls. Opponents receive a +4 bonus on melee attacks against him but a –4 penalty on ranged attacks. Standing up is a move action.

Shaken: A shaken character has a –2 penalty on attack rolls, saving throws, and checks.

Sickened: A sickened character has a –2 penalty on attack rolls and checks.

Slowed: A slowed character can only take a standard or move action each round (not both). The character takes a –1 penalty on attack rolls, Defense, and Reflex saves. A slowed character moves at half normal speed.

Stable: A stable character is no longer dying, but is still unconscious and disabled and must recover from those conditions normally.

Staggered: A staggered character can take a single move or standard action each round, not both. Any further damage to a staggered character shifts the character's condition to unconscious.

Stunned: The character loses any dodge bonus to Defense, takes a –2 modifier to Defense, and cannot take actions other than reactions.

Unconscious: Knocked out and helpless.

Winded: A winded character suffers a –1 penalty to effective Strength and Dexterity and cannot move all out or charge. A winded character suffering an additional fatigue result becomes fatigued.

Hazards and the Environment

Heroes may encounter any number of dangerous environments and hazards in their travels. This section looks at these hazards and how to handle them in game terms.

Acid

Corrosive acids deal +4 damage per round of exposure, except in the case of total immersion (such as into a vat of acid), which deals +20 damage per round. An attack with acid, such as from a hurled vial or a monster's acidic spittle, counts as a round of exposure.

The fumes from most acids are poisonous. Those who come close enough to a large body of acid to dunk a creature in it must make a Difficulty 13 Fortitude save or take 1 point of Constitution damage. All such characters must make a second save 1 minute later or take another 1 point of Constitution damage.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed and need to breathe (see **Suffocation,** page 78).

Cold

An unprotected character in cold weather must make a Fortitude save (Difficulty 15, + 1 per previous check) or receive a level of fatigue. Additional failed saves cause further levels of fatigue. Once a character is unconscious, failed saves cause the character to become disabled, then dying.

Characters may make Survival checks to receive a bonus on this saving throw (see the skill's description). Characters in cold weather (below 40° F) make a Fortitude save each hour. In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes. Characters in severe cold conditions wearing winter clothing only need check once per hour for cold damage.

Extreme cold (below –20° F) deals +2 lethal damage per minute in addition to requiring a Fortitude save every minute. Winter clothing makes the damage non-lethal and reduces the Fortitude save to every 10 minutes.

Ice

Characters walking on ice move slower (see **Hampered Movement**, page 63), and the Difficulties for Acrobatics and Climb checks increase by +5. Characters in prolonged contact with ice may run the risk of taking damage from the cold.

Darkness

Characters with normal vision or the Night Vision feat can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of wind. Even supernatural light sources can be dispelled or countered.

For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

- Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, a surprise attack).

- Blinded creatures are hampered in their movement (see **Hampered Movement**, page 63). Blinded creatures can't move all out or charge.

- All opponents have total concealment from a blinded creature, so the blinded creature has a 50 percent miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right area; if the blinded creature launches an attack without pinpointing its foe, it attacks a random area within range.

- A blinded creature loses its dodge bonus to Defense and takes a –2 penalty to Defense.

- A blinded creature takes a –4 penalty on Search checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.

- A creature blinded by darkness can make a Notice check as a free action each round in order to locate foes by hearing (Difficulty equal to opponents' Stealth checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the exact location of an unseen creature. A Notice check that beats the Difficulty by 20 reveals the unseen creature's location (but the creature still has total concealment from the blinded character).

- If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the attacker (until the unseen creature moves, of course).

- A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

Falling

The basic rule for falling damaging is simple: +2 damage per 10 feet fallen, to a maximum of +40 (at 200 feet).

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but with a +2 bonus on the Toughness save. A Difficulty 15 Acrobatics or Jump check grants an additional +2 bonus.

Falls onto yielding surfaces (soft ground, mud) do 2 points less damage. This reduction is cumulative with Toughness save bonuses from deliberate falls and skill checks. Falls into water do 4 points less damage.

Characters who deliberately dive into water take no damage on a successful Difficulty 15 Acrobatics or Swim check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the Difficulty of the check increases by 5 for every 50 feet of the dive. A failed check results in normal falling damage.

Falling Objects

Just as characters take damage when they fall more than 10 feet, they also take damage when hit by falling objects. Objects that fall upon characters deal damage based on their weight and the distance they have fallen.

For each 100 pounds of an object's weight, the object deals +1 damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional +2 damage for every 10-foot increment it falls beyond the first (to a maximum of +40 damage).

Objects smaller than 100 pounds also deal damage when dropped, but they must fall farther to deal the same damage. For every halving of weight, the object must fall for an additional 10 feet to cause +1 damage. So a 25 lb. object must fall 30 feet to inflict damage.

Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.

Heat

An unprotected character in hot weather must make a Fortitude save (Difficulty 15, + 1 per previous check) or receive a level of fatigue. Additional failed saves cause further levels of fatigue. Once a character is unconscious, failed saves cause the character to become disabled, then dying. Characters may make Survival checks to receive a bonus on this saving throw (see the skill's description).

In very hot conditions (above 90° F), the save is once per hour. In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes. Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals +2 lethal damage per minute. In addition, a character must make a Fortitude save against heat exposure every 5 minutes.

Boiling water deals +2 scalding damage, unless the character is fully immersed, in which case it deals +20 damage per round.

Catching on Fire

Characters touching a fire source might find their clothes, hair, or equipment on fire. Those at risk of catching fire are allowed a Difficulty 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes +2 damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another +2 damage that round. Success means the fire has gone out.

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make Difficulty 15 Reflex saves for each item, using the character's Reflex save bonus. Failing the save means the item takes the same amount of damage as the character.

Smoke

A character breathing heavy smoke must make a Fortitude save each round (Difficulty 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds is winded. If accumulated fatigue renders the character unconscious, he may suffocate (see **Suffocation**, below).

Smoke obscures vision, giving concealment (20 percent miss chance) to characters within it.

Starvation and Dehydration

Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 36 hours plus twice his Constitution score. After this time, the character must make a Constitution check each hour (Difficulty 10, +1 for each previous check) or receive a level of fatigue. Once unconscious from fatigue, the character is disabled if he fails another Constitution check, then dying.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (Difficulty 10, +1 for each previous check) or become fatigued. Once unconscious from fatigue, the character is disabled if he fails another Constitution check, then dying.

Fatigue from thirst or starvation cannot be recovered until the character gets food or water.

Suffocation

A character with no air to breathe can hold her breath for 2 minutes (20 rounds), plus or minus a number of rounds equal to her Constitution score times 4. So a Constitution +2 character can hold her breath for 28 rounds, while a Constitution −2 character can only hold her breath for 12 rounds. After this period of time, the character must make a Difficulty 10 Constitution check in order to continue holding her breath. The check must be repeated each round, with the Difficulty increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious. In the following round, she is dying. In the third round, she suffocates and dies.

Slow Suffocation: A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character suffers a level of fatigue every 15 minutes. Once unconscious, the character suffocates and dies. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Small characters consume half as much air as Medium characters. A larger volume of air, of course, lasts for a longer time.

Water

Any character can wade in relatively calm water that isn't over his head, no check required. Swimming in calm water only requires skill checks with a Difficulty of 10. Trained swimmers can just take 10. (Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult.)

By contrast, fast-moving water is much more dangerous. On a successful Difficulty 15 Swim check, it deals +0 non-lethal damage per round. On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals +2 water pressure damage per minute for every 100 feet the character is below the surface. A successful Fortitude save (Difficulty 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals also deals cold damage (see **Cold**).

Drowning: Air-breathers under water must hold their breath to avoid suffocation (see **Suffocation**, above).

Chapter 7: Narrating the Game

The Narrator is the player who takes responsibility for running a *True20* game. The Narrator creates the adventure, runs the players through it, takes on the roles of the various characters the heroes meet, and handles any questions about the rules. While running the game is a big responsibility, it's not as hard as it might seem, and providing a fun and entertaining game for your friends can be quite rewarding.

This chapter looks at some of the main responsibilities of the Narrator: running the game, rewarding the heroes, and portraying a world of romantic fantasy.

Running the Game

While the players are responsible for keeping track of their own heroes and deciding on their actions, the Narrator is responsible for everything else in the game. A good Narrator tries to make sure that the game runs as smoothly as possible and is enjoyable for all of the players. Many components go into creating a good *True20* series. The following pages give you the basics, but simple experience is the best tool to help you become a better Narrator.

Assigning Difficulties

True20 adventures can be broken down into a series of tasks heroes must perform, from piecing together clues to navigating the social intricacies of court to dueling a villain atop castle walls. It's up to the Narrator to assign the difficulty of these and numerous other tasks in the game and to determine the outcome of the heroes' efforts. Fighting has detailed rules, while skills, feats, and powers are covered in their respective chapters. This section offers some general guidelines on assigning the Difficulty of a task, based on the information from those chapters.

Modifying the Roll or the Difficulty

There are two ways of making a task easier or harder: modify the character's die roll or modify the task's Difficulty. Generally speaking, circumstances affecting a character's performance, like having just the right tools for the job or being forced to improvise, apply a modifier to the die roll. Circumstances making the task easier or harder to accomplish, like a favorable or unfavorable environment or a particularly demanding task, modify the Difficulty. If a condition applies to the character—like knowledge, health, equipment, preparedness, and such—it's usually a roll modifier. It doesn't have to be too fine a line, since modifying the die roll or the Difficulty amounts to the same thing in the end: the task being easier or harder to accomplish.

In either case, you don't need to inform the player. In fact, most of the time you shouldn't, since it keeps the hero's chances of success a secret and makes the task that much more dramatic and interesting. If the player asks, you can offer a general idea of how difficult the tasks is, based on what the character would know. Usually an answer like "it's fairly easy for you" or "you think it will be quite difficult" is sufficient.

Circumstance Modifiers

A good rule of thumb is favorable circumstances grant a +2 bonus on a check (or a −2 modifier to the Difficulty), while unfavorable circumstances impose a −2 penalty on the check (or a +2 modifier to the Difficulty). This allows you to quickly assess the conditions in an adventure and assign an appropriate modifier to a hero's check.

Taking 10 and Taking 20

Keep in mind opportunities for characters to take 10 and take 20 on their checks (see **Checks without Rolls**, page 4). Characters can take 10 on a roll any time they're not rushed, threatened, or distracted. Characters can take 20 under the same circumstances so long as there's no penalty for failing the roll. This means you can dispense with rolls for most routine tasks. If a character wants to disable a device, for example, and his Disable Device bonus + 10 is equal to or greater than the Difficulty, don't bother having the player roll. The character just succeeds, so long as there's no great urgency. If the hero is trying to pick a lock as a horde of skeletons bear down on her, the associated stress means the character can't take 10, however.

When coming up with Difficulties for actions, keep the take 10 and take 20 rules in mind. If the Difficulty is low enough anyone can take 10 and succeed, then it may be too low, or the action may be too trivial to worry about.

The 50/50 Rule

Another good guideline to keep in mind is that the chance of an average character (with a modifier of +0) succeeding at an average task (Difficulty 10) is 50 percent. Any time you have an average character do something or want to set a Difficulty that you feel is average for a particular character, aim for about a 50 percent chance of success. If you want to know what bonus is required to have a 50 percent chance of succeeding at a particular task, just subtract 10 from the Difficulty. So a Difficulty 25 action (a formidable task) requires a bonus of +15 in order to have a 50 percent chance of success.

Keep in mind that a 50/50 chance on a task may allow a character to take 10 and automatically succeed at that task under routine conditions. This is intentional; the average character only really fails at an average task when the character is hurried or under stress and can't take 10.

Using Opposed Checks

Opposed checks offer a useful tool for comparing the efforts of two individuals in a quick and easy way. This applies not only to skills, but also to things like powers. If two or more characters compete at a particular task, you can resolve it with an opposed check. The one with the highest check result wins. Of course, you can play things out if you want, but sometimes it's good to be able to resolve things with a quick opposed check and move on.

As Narrator, if you find yourself without a particular rule to resolve a conflict or contest, the opposed check is your friend. Pick the appropriate skill or ability, make checks for all involved, and compare the results to see how they did.

The Essence of True20

The essence of the *True20* game is actually quite simple. The vast majority of the rules merely expand upon the core mechanic of the system, providing special-case guidelines or situational modifiers. So long as you understand the essentials, you can handle just about any situation.

Those interested in playing in a much more loose and casual style should focus on these fundamentals and not worry about special-case rules or more detailed guidelines. If you come up with an unexpected situation, just choose an appropriate type of check, a Difficulty, and make a roll to see if the character succeeds or not. It's that simple.

Modifiers

Everything in *True20*—ability scores, skills, powers, and so forth—has an associated *modifier*, or score, a value telling you how strong or weak it is. Modifiers run from –5 (very weak) all the way up to +30 (incredibly strong) or more. You can rate virtually any ability by its associated modifier.

Difficulty

Every task—from making an attack to avoiding harm to interaction—has a *Difficulty*, a value that tells you how difficult the task is to perform. Difficulties range from 0 (so easy it's not worth rolling) to 40 (nearly impossible).

Checks

Actions are resolved through *checks*, a roll of a d20, plus any appropriate modifiers. If the total of the check equals or exceeds the Difficulty, the action is a success. If it doesn't, then it's a failure. The Narrator can easily modify a check by having beneficial conditions apply a +2 bonus on a check and having adverse conditions impose a –2 penalty. This is true whether you're trying to use a skill, make an attack, make a saving throw, or use powers.

Saves

Trying to avoid an effect is a saving throw. A successful save means you avoid, or diminish, the effect. A failed save means you suffer the results of the effect.

That's It!

That's the core of *True20:* roll d20 + modifiers versus a Difficulty. If you understand that, you can do pretty much anything in the game. The rest is just details. When in doubt, or whenever you want to speed the game along, just have a player make an appropriate check against a Difficulty based on how difficult the task is, and you really can't go wrong.

Secret Checks

Sometimes it's a good idea to make checks secretly, so the players don't necessarily know the result. This is usually the case for any sort of check where the heroes don't immediately know whether they've succeeded or failed. For example, Notice checks should be made secretly. If the check succeeds, the character notices something. If it fails, then the player doesn't know whether it's because the hero failed to notice something or there wasn't anything there to notice in the first place. The same is true for checks involving powers, like Mind Reading or Visions, and certain interaction checks, so the player doesn't necessarily know the target's initial attitude or exactly how much it has improved.

Altering the Outcome of Die Rolls

On occasion the outcome of a particular roll may seriously impact the game. For example, the heroes are walking into a trap and none of them make the necessary check to notice the danger in time. Or a hero gets in a lucky shot and the villain rolls a 1 on his Toughness saving throw, resulting in a quick defeat. What do you do?

In some cases, you can just go with the outcome the dice give you. If none of the heroes spot the trap, have it go off, but give the heroes an opportunity to escape later on. Even if the results of the die roll are unexpected, so long as they don't spoil the fun of the adventure, feel free to go with them. Unexpected twists and turns can be fun, not only for the players, but also for you when you run the game.

On the other hand, some die rolls result in anticlimactic or just plain dumb outcomes. In these cases, feel free to change things a little to make the outcome more interesting or more in line with how the game should go. In the above example, you might decide that the villain is only stunned rather than being knocked out, giving the heroes the upper hand, but not ending the climatic encounter prematurely.

Is this cheating? Well, yes, in a manner of speaking it is, but it's "cheating" in order to make the game more interesting and fun for everyone involved. So long as you don't alter the outcome of die rolls unfairly or maliciously and you do it to help ensure the game is fun, interesting, and challenging, you shouldn't have a problem. Besides, the players don't have to know that you change the occasional die roll. That's one of the reasons it's a good idea for Narrators to roll their dice out of sight of the players and then announce the results.

Faking It

Sometimes circumstances will arise in your series that the rules just don't cover, that you're not sure how to handle, or that would just be a waste of time to make a lot of die rolls for. In these cases, feel free to just fake it and make something up. Come up with a roll or rolls you feel suits the situation and go with it, so you can keep the game moving rather than getting bogged down in page flipping and rules arguments. One of the great things about the *True20* system is pretty much everything can be resolved with a simple check. So when all else fails, have a player make a check with the most appropriate trait: an ability score, skill, power, or something else. If the check beats your estimation of the Difficulty, it's a success. Otherwise, it's a failure.

You also can fake it when dealing with certain trivial situations in the game. If there's an important piece of information you want the players

to know, don't bother seeing if they succeed at a Search check. You can pretend to make the checks, then just ignore the results and tell the players what their heroes find. Likewise, if a 10th-level hero is going to take out a 1st-level nobody, you don't have to make all the rolls. Just ask the player to describe how the hero defeats her hapless foe.

Saying Yes to Your Players

Players are a cunning lot, so it's a virtual certainty that, sooner or later, they will come up with something for their heroes to do not covered in these rules. It may be a particularly innovative maneuver, a new use for a skill or power, using the environment to their advantage in some way, or something you never would have considered. When this happens, take a moment and ask yourself, would it be fun if what the player is proposing happened? A good way to think about it is, if something similar happened in a fantasy novel, would it be cool? If the answer is yes, then you probably should let the player try it.

Narrators have three major tools to help them say yes to their players' innovative ideas, while keeping them (somewhat) under control:

- **Bonuses and Penalties:** Remember the Narrator's rule of thumb: if something aids or makes a task easier for a character, it's worth a +2 bonus. If it makes the task harder or hinders the character, it's worth a −2 penalty. This allows you to assign modifiers for almost any situation on the fly, without having to look things up and slow down the game while puzzling out all the pluses and minuses. Just evaluate the overall situation, decide if the conditions are beneficial, neutral, or detrimental, and assign a +2, +0, or −2.

- **Extra Effort:** When players want their characters to be able to pull off something outlandish, rather than saying no, let them try, but make them pay for it by saying it counts as extra effort (see **Extra Effort**, page 63). Extra effort already allows heroes to pull off various stunts, so there's no reason you can't expand the list when players come up with other ones.

- **Conviction:** Like extra effort, Conviction points allow heroes to pull off amazing stunts. If a player wants to do something outlandish, require a Conviction point to make the attempt. The Conviction doesn't do anything but let the hero try something unusual, and players won't be able to pull off stunts all the time because their heroes have a limited number of Conviction points to spend. Still, it allows for the occasional one-of-a-kind stunts heroes accomplish in fantasy fiction.

Making Mistakes

Narrators are only human. Sooner or later, you'll make a mistake, whether it's forgetting a particular rule or overlooking something about a character or an element of the story. Don't worry, it happens, and it doesn't mean your game is ruined!

The best way to handle a mistake is to own up to it. Tell your players you made a mistake and need to make a change in order to keep the game balanced, fair, and fun. Be reasonable and straightforward in handling your mistakes and your players are much more likely to be cooperative and understanding in return.

Heroic Advancement

As heroes go on adventures and overcome challenges they learn from their mistakes and draw confidence from their successes. Over time, they grow and become more capable. They learn new tricks and refine old skills. *True20* reflects this development through the awarding of levels.

Essentially, after an adventure or two, whenever you feel the heroes have reached a point of development in their story, you can award them an additional level. Generally, heroes should earn one level every one or two adventures, meaning they can go from 1st level to 20th level in twenty to forty adventures total. They only earn a level during a single adventure if it is especially long or harrowing or they achieve a considerable success (in the Narrator's estimation).

Players can choose to apply this new level to one of their hero's existing roles, or they can add a level in a new role (see **Mixed-Role Heroes**, page 12). Increasing in level also improves a hero's abilities: attack bonus, Defense, saving throws, and so forth. Each hero also gains a new feat upon attaining a new level. See **Level-Dependent Benefits**, page 10, for details.

Normally, heroes immediately gain all bonuses from their new level, but the Narrator can require some training time or preparation before the heroes improve in level. This is particularly true for heroes adding a new role. They may need the assistance of a teacher or mentor to attain their first level in the role.

CHAPTER 8: ADVERSARIES

True20 heroes fight all sorts of adversaries. Villains are often other characters (created using the same rules for creating heroes), but they may also be various sorts of monsters. This chapter provides some sample creatures you can use as adversaries in your *True20* adventures.

Minions

While heroes and important Narrator characters use the rules described previously, minor characters in the story are less capable (and durable). These characters and creatures are known as *minions*, and they follow special rules, particularly where damage is concerned.

A minion makes a Toughness save against damage normally; however, if the save fails, the minion suffers the maximum possible damage result for that attack. Usually this means unconsciousness for a non-lethal attack and death for a lethal attack. If the attacker wishes, the minion can suffer a lesser damage result. This means minions generally have only three damage conditions: normal, unconscious, and dead. This makes it easier for heroes to dispatch less important opponents and easier for the Narrator to keep track of them in combat.

Additionally, minions *never* have Conviction, even if they have levels in a heroic role. Their part in the story simply isn't important enough.

Note that the Narrator decides which characters and creatures are minions. In some cases, whether or not opponents count as minions may depend on the importance of the scene in the story. Not all followers are minions! For example, if the heroes are valiantly fighting their way past the undead guards of a sorcerer's citadel, then the Narrator may wish to consider those skeletons and zombies minions. On the other hand, when the heroes fight the sorcerer's ogre lieutenant, the Narrator chooses not to treat it as a minion, even though it is a follower of another Narrator character.

CREATURES

Each creature in this chapter is given in the same general format, and includes the following information:

Size

While heroes come in all sizes and shapes, most are generally within the human norms of size, between four and eight feet tall or so (medium-sized). Some creatures, however, vary in size, from as small as mice to as large as dinosaurs. A creature's size affects certain traits. Modifications for size are shown on the **Size Table**.

Combat Modifier

Larger creatures are easier to notice and hit relative to smaller ones, while smaller creatures are harder to notice and hit. Apply the combat modifier for the creature's size to its attack rolls and Defense. These modifiers cancel out for creatures of the same size, who attack and defend normally against each other.

Grapple Modifier

Larger creatures have an advantage in trying to grapple smaller opponents. In addition to the modifier to grapple checks, a larger creature can grapple more opponents of a smaller size: double the number of opponents the creature can grapple at once per size category the attacker is larger than the defenders. So a medium attacker can grapple one medium opponent, two small opponents (one under each arm, for example), four tiny opponents, and so forth.

Stealth Modifier

Larger creatures have a harder time sneaking around, while smaller creatures have an easier time remaining unseen and unheard. Apply this modifier to Stealth checks made at this size.

Toughness Modifier

Larger creatures are tougher than smaller creatures with the same Constitution. Apply the Toughness modifier for the creature's size category to its Toughness saving throws.

SIZE

Size	Combat Modifier	Grapple Modifier	Stealth Modifier	Toughness Modifier	Height	Weight	Space	Reach	Carrying Capacity
Colossal	–8	+16	–16	+8	64-128 ft.	250K- 2 mil lbs	30 ft.	15 ft.	x16
Gargantuan	–4	+12	–12	+6	32-64 ft.	32K –250K lbs.	20 ft.	15 ft.	x8
Huge	–2	+8	–8	+4	16-32 ft.	4K –32K lbs.	15 ft.	10 ft.	x4
Large	–1	+4	–4	+2	8-16 ft.	500-4,000 lbs.	10 ft.	10 ft.	x2
Medium	+0	+0	+0	+0	4-8 ft.	60-500 lbs.	5 ft.	5 ft.	x1
Small	+1	–4	+4	–1	2 ft.-4 ft.	8-60 lbs.	5 ft.	5 ft.	x3/4
Tiny	+2	–8	+8	–2	1-2 ft.	1-8 lbs.	2.5 ft.	0 ft.	x1/2
Diminutive	+4	–12	+12	–4	6 in-1 ft.	0.25-1 lb.	1 ft.	0 ft.	x1/4
Fine	+8	–16	+16	–8	3 in-6 in.	0.9-0.1 lb.	6 in.	0 ft.	x1/8

Reach

A normal (medium-sized) creature has a 5 ft. reach, which means the creature can make a melee attack at any target up to 5 ft. away. Larger and smaller creatures have a longer or shorter reach, as shown on the **Size Table**.

Space

A normal (medium-sized) creature is assumed to occupy a roughly 5-ft.-by-5-ft. space. Larger and smaller creatures occupy more or less space, as shown on the **Size Table**.

Carrying Capacity

Larger creatures can lift and carry more, while smaller creatures can lift and carry less. Larger creatures gain a doubling in carrying capacity per size category larger than medium. Smaller creatures' carrying capacities are multiplied by the value in this column. So a tiny creature with Str 10 has a heavy load of (100 x 1/2) or 50 lbs.

Speed

A creature's speed is the amount of distance it can cover in one move action. If a creature wears armor that reduces its speed, this is indicated along with a note specifying the armor type; the creature's base unarmored speed follows.

If the creature has other modes of movement, these are given after the main entry. Unless noted otherwise, such modes of movement are natural, not powers.

Burrow: The creature can tunnel through dirt but not through rock, unless the descriptive text says otherwise.

Climb: A creature with a climb speed has a +8 bonus on Climb checks. The creature must make a Climb check to climb any wall or slope with a Difficulty greater than 0, but it can always take 10, even if rushed or threatened while climbing. The creature climbs at the given speed. If it attempts an accelerated climb, it moves at double the given climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a –5 penalty. Creatures cannot move all out while climbing. The creature retains its dodge bonus (if any) while climbing, and opponents get no special bonus on their attack rolls against a climbing creature.

Fly: The creature can fly at the given speed if carrying no more than a medium load.

Flying creatures can make dive attacks. A dive attack works like a charge, but the diving creature must move a minimum of 30 feet. It can make only claw attacks, but these deal +3 damage. Creatures can move all out while flying, provided they fly in a straight line.

Swim: A creature with a swim speed can move through water at the given speed without making Swim checks. It gains a +8 bonus on any Swim check to perform some special action or avoid a hazard. The creature can always take 10, even if distracted or endangered when swimming. Creatures can move all out while swimming, provided they swim in a straight line.

Abilities

Creatures have the same ability scores as heroes: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha), although some creatures lack certain ability scores. See **Nonexistent Abilities**, page 9, for more information.

Strength: Quadrupeds can carry heavier loads than bipedal creatures. Rather than using the carrying capacity multipliers in the **Size** table (page 82), quadrupeds use the following multipliers: Colossal x24, Gargantuan x12, Huge x6, Large x3, Medium x1-1/2, Small x1, Tiny x3/4, Diminutive x1/2, and Fine x1/4.

Intelligence: A creature can speak all the languages mentioned in its descriptive text. Any creature with an Intelligence score of –3 or higher understands at least one language.

Skills

This section alphabetically lists the creature's skills along with skill modifiers, including adjustments for ability scores and any bonuses from feats or other traits.

Feats

This section alphabetically lists any feats the creature may have.

Traits

Creatures often have various special traits listed in their statistics and described here.

Blindsense: Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Notice checks to pinpoint the location of a creature within range of its blindsense ability, provided the creature does not have total cover. Any opponent the creature cannot see normally still has total concealment, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its dodge bonus to Defense against attacks from creatures it cannot see.

Blindsight: Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant to such a creature. The ability's range is specified in the text. The creature does not need to make Notice checks for creatures within range of its blindsight ability, it detects them automatically.

Constrict: The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability, it deals constriction damage in addition to damage dealt by the attack used to grab.

Damage Reduction: The creature receives a bonus to its Toughness saving throws against certain attacks. The creature takes normal damage from energy attacks (acid, cold, electricity, fire, and sonic), powers, and supernatural special abilities.

The entry indicates the bonus and the type of attack that negates the ability. A supernatural weapon automatically negates any damage reduction negated by a mundane weapon type. For example, skeletons have damage reduction +2/bludgeoning. This means they get a +2 bonus to their Toughness saves, unless hit by a bludgeoning weapon. They would also lose their +2 bonus if hit by a supernatural weapon.

For purposes of harming other creatures with damage reduction, a creature's natural weapons count as the type that ignores its own damage reduction. For example, a vampire has damage reduction +4/silver and supernatural. This means a vampire can bypass the damage reduction of other creatures that are vulnerable to silver or supernatural weapons, including other vampires.

Darkvision: The creature can see in total darkness, out to the specified range (usually 60 feet). Darkvision is black-and-white only, but is otherwise like normal sight.

Disease: When heroes come into contact with a disease, they must make a Fortitude saving throw against a Difficulty of 10 + the disease's virulence rank to avoid becoming infected. The method of infection depends on the disease. Some are airborne, while others require physical contact.

If a hero becomes infected, there is a period of anywhere from a few hours to a week or more during which the disease lies dormant. Then the disease takes effect. The initial effect is typically a point or two of ability damage (usually Strength or Constitution or perhaps a point of each).

After that, the victim makes another Fortitude save against the same Difficulty each day to fight off the disease. If that save fails, the character suffers the disease's effects again. If it succeeds, there is no effect that day. Two successful Fortitude saves in a row indicate the character has fought off the disease. Some diseases may have additional effects, such as fatigue, nausea, or even rendering the hero disabled while fighting off the disease.

Fast Healing: The creature makes recovery checks at an exceptional rate, perhaps as often as once a minute (10 rounds). Fast healing stops working when a creature is dead. Except for its speed, fast healing works just like natural healing, and it doesn't provide any benefit against attacks that don't deal damage. It also doesn't allow a creature to regrow or reattach severed body parts.

Immunity: The creature is completely immune to some effect, suffering no harm or other effect from it. Essentially, the creature always succeeds on its saving throws against that effect, regardless of the Difficulty. So a creature immune to cold never suffers damage from cold.

Incorporeal: An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, supernatural weapons or creatures that strike as supernatural weapons, and powers. It is immune to all mundane attack forms. Even when hit by supernatural or supernatural weapons, it has a 50% chance to ignore any damage from a corporeal source.

An incorporeal creature has no natural armor bonus but has a bonus to its Defense equal to its Charisma score (always at least +1, even if the creature's Charisma score is +0 or less).

An incorporeal creature can pass through solid objects. An incorporeal creature's attacks likewise pass through (ignore) natural armor, armor, and shields. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps triggered by weight.

An incorporeal creature moves silently and cannot be heard if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Night Vision: A creature with night vision can see twice as far as normal in poor lighting conditions. The creature can still distinguish colors, even in dim lighting.

Poison: Poison attacks deal initial damage, such as temporary ability damage or some other effect, to the victim on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage.

The Fortitude save against poison has a Difficulty equal to 10 + half the creature's level + the creature's Constitution score. A successful save negates the damage.

Powers: The creature can use various supernatural powers. Unless specified otherwise, a creature uses powers like an adept, with the normal effects and fatigue, if the power is fatiguing.

Resistance to Energy: The creature has a bonus to Toughness saving throws against damage of the given energy type (acid, cold, electricity, fire, or sonic) each time the creature is subjected to such damage. The entry indicates the bonus and type of damage affected.

Scent: This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors, just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take a move or standard action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical Difficulty for a fresh trail is 10 (no matter what kind of surface holds the scent). This Difficulty increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the Difficulty increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Combat

This section lists the creature's base attack, damage, Defense, and initiative bonuses, modified by the creature's other traits, as appropriate.

Saving Throws

The creature's Toughness, Fortitude, Reflex, and Will saving throw are listed here. The modifiers take into account all of the creature's other traits.

Conviction

Creatures generally have no Conviction points, but can gain Conviction by taking levels in a heroic role, in which case the creature acquires the same Conviction as a hero of that level. This is ignored if the Narrator has determined that a particular creature is a minion, since minions don't have Conviction (see **Minions**, page 82).

Reputation

A creature usually has a Reputation bonus of +0 but may increase the bonus by taking levels in a heroic role. The Narrator may decide certain creatures have a higher Reputation bonus, as suits the story.

CREATURE STATISTICS

Bat

Size: Diminutive
Speed: 5 ft., fly 40 ft.
Abilities: Str –5, Dex +2, Con +0, Int –4, Wis +2, Cha –3
Skills: Notice 6 (+8)
Traits: Blindsight, Night Vision
Combat: Attack —, Damage —, Defense +6 (+2 Dex, +4 size), Initiative +2
Saving Throws: Toughness –4, Fortitude +2, Reflex +4, Will +2

Bats are small nocturnal flying mammals. These statistics here describe small bats that eat primarily insects.

Bear

Size: Large
Speed: 40 ft.
Abilities: Str +8, Dex +1, Con +4, Int –4, Wis +1, Cha –2
Skills: Climb 10 (+18), Notice 5 (+6)
Traits: Night Vision, Scent
Combat: Attack +5 (+1 Dex, –1 size), Damage +8 (unarmed), Defense +5 (+1 Dex, –1 size), Initiative +1
Saving Throws: Toughness +6, Fortitude +9, Reflex +6, Will +3

Bears stand nearly 12 feet tall on their hind legs and weigh in at 1,200 pounds. These statistics suffice for most species of bear.

Boar

Size: Medium
Speed: 40 ft.
Abilities: Str +2, Dex +0, Con +3, Int –4, Wis +1, Cha –3
Skills: Notice 4 (+5)
Feats: Diehard, Great Toughness
Traits: Night Vision, Scent
Combat: Attack +4, Damage +6 (gore), Defense +4, Initiative +0
Saving Throws: Toughness +4, Fortitude +6, Reflex +3, Will +2

Though not carnivores, wild swine are ill tempered and usually charge anyone who disturbs them. A boar is covered in coarse, gray-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.

Cat

Size: Tiny
Speed: 30 ft.
Abilities: Str –4, Dex +2, Con 0, Int –4, Wis +1, Cha –2
Skills: Acrobatics 8 (+10), Climb 9 (+5), Notice 3 (+4), Stealth 8 (+10)
Traits: Night Vision
Combat: Attack +4 (+2 Dex, +2 size), Damage –4 (unarmed), Defense +4 (+2 Dex, +2 size), Initiative +2
Saving Throws: Toughness –2, Fortitude +2, Reflex +4, Will +1

These statistics are for the common housecat.

Dog

Size: Small
Speed: 40 ft.
Abilities: Str +1, Dex +3, Con +2, Int –4, Wis +1, Cha –2
Skills: Notice 4 (+5), Survival 0 (+1), Swim 2 (+4)
Feats: Track
Traits: Scent
Combat: Attack +3 (+3 Dex), Damage +1 (unarmed), Defense +3 (+3 Dex), Initiative +2
Saving Throws: Toughness +0, Fortitude +5, Reflex +5, Will +1

The statistics presented here describe a dog of about 20 to 50 pounds in weight. They also can be used for small wild canines such as coyotes and wild dogs.

Dogs generally hunt in packs, chasing and exhausting prey until they can drag it down. Dogs have a +4 bonus on Survival checks when tracking by scent.

Ghost

Size: Medium
Speed: fly 30 ft.
Abilities: Str —, Dex +0, Con —, Int +0, Wis +1, Cha +3
Skills: Notice 8 (+9), Search 8 (+8), Stealth 8 (+8)
Feats: Blind-Fight, Improved Initiative
Traits: Darkvision, Manifestation, Rejuvenation, plus see below.
Combat: Attack +3, Damage (by power), Defense +3, Initiative +4
Saving Throws: Toughness +5, Fortitude —, Reflex +1, Will +5

Ghosts are the undead spirits of intelligent beings who, for one reason or another, cannot move on from their living existence to their next life. A ghost greatly resembles its living form, but in some cases the spiritual form is somewhat altered.

Darkvision: Ghosts have darkvision with a range of 60 feet.

Immunities: Ghosts are immune to poison, sleep, paralysis, stunning, disease, and mind-influencing effects (including mind-influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain, or any effect requiring a Fortitude save.

All ghosts have the manifestation ability plus one to three other traits described below. The save Difficulty against a ghost's traits is 12 + the ghost's Charisma score, unless otherwise noted.

Corrupting Touch: A ghost can use the Harm power with its incorporeal touch.

Drain Vitality: The ghost can use the Drain Vitality power with its incorporeal touch.

Frightful Moan: A ghost can emit a frightful moan like the fear effect of the Heart Shaping power. Doing so causes the ghost no fatigue.

Horrific Appearance: Any living creature within 60 feet that sees the ghost must succeed on a Fortitude save or immediately take 1 point of damage to all physical ability scores. A creature successfully saving against this effect is immune to the same ghost's horrific appearance for 24 hours.

Malevolence: Once per round, the ghost can merge its incorporeal form with a living creature by touch. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body and controls it like a use of the Dominate power.

Manifestation: Every ghost has this ability. A ghost dwells in the misty border realm between life and death and, as such, cannot affect or be affected by anything in the living world. When a ghost manifests, it partly enters the living world, becoming visible but incorporeal. When a ghost manifests, it can use any powers it possesses on material targets, provided they do not require physical contact. Only other incorporeal creatures, supernatural weapons, or powers can harm a manifested ghost. A manifested ghost can pass through solid objects at will. A manifested ghost always moves silently.

Move Object: A ghost can use the Move Object power as a standard action with a +15 bonus. Ghosts cannot expend fatigue on Move Object.

Rejuvenation: It's difficult to destroy a ghost through simple combat. The destroyed spirit restores itself within eight days. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's Charisma) against Difficulty 16. As a rule, the only way to get rid of a ghost permanently is to determine the reason for its existence and set right whatever prevents it from moving on. The exact means varies with each ghost and may require a good deal of research.

Goblin (1st-level warrior)

Size: Small
Speed: 30 ft.
Abilities: Str 0, Dex +1, Con +1, Int 0, Wis −1, Cha −2
Skills: Notice 4 (+3), Ride 0 (+5), Stealth 4 (+6)
Traits: Darkvision
Combat: Attack +3, Damage 0 (unarmed) or by weapon, Defense +3, Initiative +1
Saving Throws: Toughness +0, Fortitude +3, Reflex +1, Will −1

Goblins are small humanoids, considered little better than vermin. They are 3 to 3 1/2 feet tall with yellowed skin and large, pointed ears. They live in savage tribal group, often nomadic. Goblins have a +4 bonus to Ride checks and often tame wolves as mounts.

Harpy

Size: Medium
Speed: 20 ft., fly 50 ft.
Abilities: Str +0, Dex +2, Con +0, Int −2, Wis +1, Cha +3
Skills: Bluff 8 (+11), Intimidate 4 (+7), Notice 6 (+7), Perform (sing) 8 (+11)
Feats: Fascinate (Perform), Great Toughness
Traits: Darkvision
Combat: Attack +7 (Dex), Damage 0 (claws) or by weapon, Defense +7, Initiative +2
Saving Throws: Toughness +1, Fortitude +2, Reflex +7, Will +6

Hideous hags with bird-like wings and lower bodies, harpies like to entrance hapless travelers and lead them to unspeakable torments. Only when a harpy has finished playing with its new toys will it release them from suffering by killing and consuming them.

Harpies can use the Fascinate feat when they sing. The victims walk toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through fire, off a cliff, or the like), the victim gets a second saving throw. Fascinated creatures take no actions other than to defend themselves.

Hawk

Size: Tiny
Speed: 10 ft. (fly 60 ft.)
Abilities: Str −2, Dex +3, Con +0, Int −4, Wis +2, Cha −2
Skills: Notice 4 (+6)
Traits: Night Vision
Combat: Attack +7 (+3 Dex, +2 size), Damage −1 (talons), Defense +7 (+3 Dex, +2 size), Initiative +3
Saving Throws: Toughness −2, Fortitude +2, Reflex +5, Will +2

Hawks are 1 to 2 feet long, with wingspans of 6 feet or less. Hawks have a +8 bonus on Notice checks to see things at a distance. These statistics can describe falcons and similar-sized birds of prey.

Horse

Size: Large
Speed: 50 ft.
Abilities: Str +3, Dex +1, Con +2, Int −4, Wis +1, Cha −2
Skills: Notice 4 (+5)
Feats: Endurance, Run
Traits: Night Vision
Combat: Attack +3 (+1 Dex, −1 size), Damage +2 (unarmed), Defense +3 (+1 Dex, −1 size), Initiative +1
Saving Throws: Toughness +4, Fortitude +6, Reflex +4, Will +2

Horses are widely domesticated for riding and as beasts of burden. The statistics describe large breeds of working horses, such as Clydesdales. These animals are usually ready for heavy work by age three. A horse cannot fight while carrying a rider.

Light Horse: A light horse includes smaller breeds of working horses, such as quarter horses and Arabians as well as wild horses. These animals are usually ready for useful work by age two. Light horses have +10 ft. speed, but −2 to Strength.

Warhorse: A warhorse is specially trained for combat. It has a +1 to its base attack bonus, Defense, and Toughness saves, along with +2 on its Fortitude saves.

Ogre

Size: Large
Speed: 30 ft.
Abilities: Str +5, Dex −1, Con +2, Int −2, Wis +0, Cha −2
Skills: Notice 2 (+2)
Feats: Great Toughness 4, Weapon Focus (club)
Traits: Darkvision, Night Vision
Combat: Attack +2 (−1 Dex, −1 size), Damage +5 (unarmed), +9 (club), Defense +2 (−1 Dex, −1 size), Initiative −1
Saving Throws: Toughness +8 (+11 with armor), Fortitude +3, Reflex +3, Will +3

Ogres are hideous humanoid giants 9 to 10 feet tall and weighing 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor. Ogres are fond of eating humanoid flesh.

Ogres favor overwhelming odds, surprise attacks, and ambushes over a fair fight. They are intelligent enough to use ranged weapons to soften up their foes before closing, but ogre gangs and bands rarely feature any real organization or tactics.

Orc (1st-level warrior)

Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex 0, Con +1, Int −1, Wis −2, Cha −2
Skills: Notice 4 (+2)
Feats: Weapon Focus
Traits: Darkvision, Light Sensitivity
Combat: Attack +1 (+2 with axe), Damage +3 (unarmed), +X (axe), Defense +1, Initiative +0
Saving Throws: Toughness +1, Fortitude +3, Reflex +0, Will −2

Orcs are savage humanoids with animalistic features and reddish eyes. When not raiding and pillaging, orcs are usually making weapons or training in using them. They have a hatred for all other creatures, seeing them as nothing more than prey.

Light Sensitivity: Orcs are sensitive to bright light. They are dazzled in direct sunlight or the equivalent (−1 to all checks and attack rolls).

Rat

Size: Tiny
Speed: 15 ft. (climb 15 ft.)
Abilities: Str –4, Dex +2, Con +0, Int –4, Wis +1, Cha –4
Skills: Acrobatics 8 (+10), Climb 8 (+12), Stealth 8 (+10), Swim 12 (+8)
Traits: Night Vision, Scent
Combat: Attack +4 (+2 Dex, +2 size), Damage –4 (unarmed), Defense +4 (+2 Dex, +2 size), Initiative +2
Saving Throws: Toughness –2, Fortitude +2, Reflex +4, Will +1

These omnivorous rodents thrive almost anywhere. Rats usually run away when confronted. They bite only as a last resort.

Rat, Dire

Size: Small
Speed: 40 ft.
Abilities: Str +0, Dex +3, Con +1, Int –5, Wis +1, Cha –3
Skills: Climb 4 (+12), Stealth 4 (+8), Swim 11 (+11)
Traits: Night Vision, Scent
Combat: Attack +4 (+3 Dex, +1 size), Damage +0 (bite), Defense +4 (+3 Dex, +1 size), Initiative +2
Saving Throws: Toughness +0, Fortitude +3, Reflex +5, Will +3

Dire rats are hideous creatures up to 4 feet long. Anyone bitten by a dire rat must make a Fortitude save (Difficulty 13) to avoid being infected with a disease doing 1 point of Constitution damage.

Shark

Size: Medium
Speed: swim 60 ft.
Abilities: Str +1, Dex +2, Con +1, Int –5, Wis +1, Cha –4
Skills: Notice 6 (+7), Swim 8 (+9)
Feats: Great Toughness 3
Traits: Blindsense, Scent
Combat: Attack +4 (+2 Dex), Damage +3 (bite), Defense +4 (+2 Dex), Initiative +2
Saving Throws: Toughness +4, Fortitude +4, Reflex +5, Will +2

Sharks are aggressive, carnivorous fish liable to make unprovoked attacks against anything approaching them. Medium sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey (smaller fish and sea mammals).

Skeleton

Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +1, Con —, Int —, Wis +0, Cha –5
Feats: Improved Initiative
Traits: Damage Reduction, Darkvision, Immunities
Combat: Attack +1 (Dex), Damage +1 (unarmed) or by weapon, Defense +1 (Dex), Initiative +5
Saving Throws: Toughness +1, Fortitude —, Reflex +1, Will —

Skeletons are the bones of the dead turned into supernaturally animated, mindless automatons obeying the commands of their creators. A skeleton is seldom garbed in anything more than the rotting remnants of whatever clothing or armor it wore when it died.

Damage Reduction +2/Bludgeoning: Skeletons lack flesh or internal organs.

Immunities: Skeletons are immune to cold, poison, sleep, paralysis, stunning, disease, and mind-influencing effects (including mind-influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain, or any effect requiring a Fortitude save, unless it works on inanimate objects.

Snake, Constrictor

Size: Medium
Speed: 20 ft., climb 20 ft.
Abilities: Str +3, Dex +3, Con +1, Int –5, Wis +1, Cha –4
Skills: Climb 11 (+14), Notice 6 (+7), Stealth 7 (+10), Swim 8 (+11)
Feats: Great Toughness 2, Improved Grab
Traits: Scent
Combat: Attack +3 (+3 Dex), Damage +3 (bite or constriction), Defense +3 (+3 Dex), Initiative +3
Saving Throws: Toughness +3, Fortitude +4, Reflex +6, Will +2

Constrictor snakes usually are not aggressive and flee when confronted. They hunt for food but do not attempt to make a meal out of any creature too large to constrict. Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.

Snake, Viper

Size: Tiny
Speed: 15 ft., climb 15 ft., swim 15 ft.
Abilities: Str –3, Dex +3, Con +0, Int –5, Wis +1, Cha –4
Skills: Climb 14 (+11), Notice 5 (+6), Stealth 4 (+15), Swim 8 (+5)
Traits: Poison, Scent
Combat: Attack +5 (+3 Dex, +2 size), Damage –2 (bite, plus poison), Defense +5 (+3 Dex, +2 size), Initiative +3
Saving Throws: Toughness –2, Fortitude +2, Reflex +5, Will +1

Vipers are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat. They rely on their venomous bite to kill prey and defend themselves.

Poison: A viper's bite requires a Difficulty 10 Fortitude saving throw. The venom deals initial and secondary damage of 2 Constitution.

Vampire

Size: Medium
Speed: 30 ft.
Abilities: Str +6, Dex +3, Con —, Int +1, Wis +3, Cha +1
Skills: Bluff 4 (+5), Diplomacy 8 (+9), Gather Information 4 (+5), Intimidate 8 (+9), Knowledge (arcane lore) 4 (+5), Notice 8 (+11), Search 6 (+7), Sense Motive 6 (+9), Stealth 8 (+11)
Feats: Animal Empathy, Fascinate (Diplomacy), Fearless, Improved Initiative, Improved Pin, Lightning Reflexes
Traits: Alternate Form, Blood Drain, Children of the Night, Create Spawn, Damage Reduction +4/silver and supernatural, Darkvision, Dominate, Fast Healing (per round), Gaseous Form, Immunities, Resistance +4 to cold and electricity, Spider Climb, Vampire Weaknesses
Combat: Attack +9, Damage +6 (unarmed), Defense +9, Initiative +7
Saving Throws: Toughness +8, Fortitude —, Reflex +7, Will +9

Vampires are among the most powerful and feared of the undead. They appear much as they did in life; although, their features are often hardened and feral, with the predatory look of wolves, and their skin is usually pale (except immediately after feeding).

Vampires often embrace finery and decadence and may assume the guise of nobility (if they were not already in life). Despite their appearance, vampires can be recognized by the fact that they cast no shadows and no reflections in mirrors.

Vampires have the following traits. Saves have a Difficulty of 14 + the vampire's Charisma score, unless noted otherwise.

Alternate Form: A vampire can assume the shape of a bat or wolf as a standard action. The vampire gains the natural weapons and attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

Blood Drain: A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, draining 1 point of Constitution each round the pin is maintained. On each such successful attack, the vampire gains a recovery check with a bonus equal to the Constitution drained.

Children of the Night: Vampires command the lesser creatures of the world and once per day can call forth swarms of rats or bats or a pack of wolves as a standard action. These creatures arrive in within a minute and serve the vampire for up to an hour.

Create Spawn: If a vampire kills a victim with blood drain, the victim returns as a vampire in three days. The new vampire is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time, a vampire may have enslaved spawn totaling no more than twice its own level; any spawn exceeding this limit are created as free-willed vampires. An enslaved vampire may create and enslave spawn of its own, so a master vampire can control a large number of lesser vampires in this fashion. A vampire may voluntarily free enslaved spawn in order to enslave new spawn, but once freed, a vampire cannot be enslaved again.

Damage Reduction: A vampire has damage reduction +4/silver and supernatural. A vampire's natural weapons are supernatural for the purpose of overcoming damage reduction.

Dominate: A vampire can dominate a victim like a use of the power of the same name. The ability has a range of 30 feet.

Fast Healing: A vampire makes a recovery check from damage each round. If dying, a vampire automatically assumes gaseous form and flees. It must reach its coffin within two hours or be destroyed. (It can travel up to nine miles in two hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It becomes disabled after an hour, then is no longer helpless and resumes healing at the rate of one recovery check per round.

Gaseous Form: As a standard action, a vampire can assume gaseous form. It has a fly speed of 20 feet and is immune to physical harm, but unable to make attacks or use any of its other traits.

Immunities: Vampires are immune to poison, sleep, paralysis, stunning, disease, and mind-influencing effects (including mind-influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain, or any effect requiring a Fortitude save, unless it works on inanimate objects.

Spider Climb: At a speed of 20 ft., a vampire can climb sheer surfaces with no Climb check and no chance of falling.

Weaknesses: For all their power, vampires have a number of weaknesses.

Repelling a Vampire: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm vampires merely keep them at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against a creature holding the item. Holding a vampire at bay takes a standard action each round.

Vampires are unable to cross running water, but can be carried over it while resting in their coffins or aboard a ship.

They are unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampire: Reducing a vampire's condition to disabled incapacitates it but doesn't destroy it (see the note on fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it; it can take only a single move or standard action and is destroyed utterly the following round if it cannot escape. Similarly, immersing a vampire in running water causes it one level of lethal damage each round until its condition is disabled, then it is destroyed. Driving a wooden stake through a vampire's heart instantly disables it. However, it can recover if the stake is removed. A popular tactic is to cut off the staked vampire's head and fill its mouth with garlic, or to burn the body or expose it to sunlight, any of which will destroy it.

Wolf

Size: Medium
Speed: 50 ft.
Abilities: Str +1, Dex +2, Con +2, Int –4, Wis +1, Cha –2
Skills: Notice 2 (+3), Stealth 2 (+4), Survival 0 (+1)
Feats: Improved Trip, Track, Weapon Focus (bite)
Traits: Night Vision, Scent
Combat: Attack +2 (+2 Dex), Damage +1 (unarmed), Defense +2 (+2 Dex), Initiative +2
Saving Throws: Toughness +2, Fortitude +5, Reflex +5, Will +1

Wolves are pack hunters known for their persistence and cunning. A favorite wolf tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Wolves have a +4 bonus on Survival checks when tracking by scent.

Zombie

Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex –1, Con —, Int —, Wis +0, Cha –5
Feats: Great Toughness 2
Traits: Darkvision, Immunities, Slow
Combat: Attack +1, Damage +1 (unarmed) or by weapon, Defense –1, Initiative –1
Saving Throws: Toughness +2, Fortitude —, Reflex –1, Will —

Zombies are corpses animated by sorcery. Because of their utter lack of intelligence, the instructions given to a newly created zombie must be simple and specific. Zombies do nothing except what they are commanded to do.

Immunities: Zombies are immune to poison, sleep, paralysis, stunning, disease, and mind-influencing effects (including mind-influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain, or any effect requiring a Fortitude save, unless it works on inanimate objects.

Slow: Zombies have poor reflexes and can perform only a single move action or standard action each round. A zombie can move up to its speed and attack in the same round, but only if it charges.

Appendix I: Modern True20 Settings

The *True20* rules given in the previous chapters are most suited to fantasy-style worlds, with medieval or Renaissance-era technology, fantastic monsters, and magic. However, the *True20* system can extend beyond fantasy worlds into modern and even futuristic settings. This requires the addition of a few more modern skills along with modern equipment. You can use the guidelines in this appendix to adapt *True20* for use with modern settings, as desired.

Modern Skills

Add the following skills to the *True20* skill list for a modern setting.

Computers

Intelligence, Trained Only

You're trained in the operation of computers and modifying or creating software.

Check: Most normal computer operations—using software, getting your e-mail—don't require a Computers check and can be done untrained. However, searching an unfamiliar network for a particular file, writing programs, altering existing programs to perform differently, and breaking computer security all require skill checks (and training).

Find File: The Difficulty and the time required to locate a file on an unfamiliar system are determined by the size of the site, from 10 for a personal computer to 25 for a massive network. Finding public information on the Internet does not fall under this category; this only pertains to finding files on unfamiliar computer systems.

Defeat Computer Security: The Difficulty of the check is determined by the quality of the security installed to defend the system, from 20 for minimal security to 40 for the best-defended systems. If the check fails by 5 or more, the system immediately alerts its administrator there has been an unauthorized entry. An alerted administrator may attempt to identify you or cut off access to the system.

Defend Security: If you are the system administrator for a site (which may be as simple as being the owner of a personal computer), you can defend it against intruders. If the site alerts you to an intruder, you can attempt to cut off the intruder's access or even to identify the intruder.

To cut off access, make an opposed Computers check against the intruder. If the check succeeds, the intruder's session is ended. The intruder might be able to defeat your security and access your site again, but has to start over again. Attempting to cut off access takes a full round.

One surefire way to prevent further access is to simply shut the site down. With a single computer, that's no big deal, but on a large site with many computers (or computers controlling functions that can't be interrupted) it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computers check. If the check succeeds, you learn the site from which the intruder is operating (if it's a single computer, you learn the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing your site for the entire length of the check—if the intruder's session ends before you make the Computers check, your attempt fails.

Degrade Programming: You can destroy or alter programs on a computer to make it harder or impossible to use. Crashing a computer with a Difficulty 10 check simply shuts it down. Its user can restart it without a skill check (however, restarting takes at least 1 minute). Destroying programming with a Difficulty 15 check makes the computer unusable until the programming is repaired. Damaging programming with a Difficulty 20 check imposes a –4 penalty on all checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know anything is wrong, and won't simply decide to use a different computer).

Fixing damaged programming requires an hour and a Computers check against a Difficulty equal to the Difficulty for damaging it + 5. Destroyed programming must be re-installed.

Write Program: You can create a program to help with a specific task. Doing so grants a +2 bonus to the task. A specific task, in this case, is one type of operation with one target. The Difficulty to write a program is 20; the time required is one hour.

Action: Computers requires at least a full-round action, usually a minute or more.

Special: You can take 10 when using the Computers skill. You can take 20 in some cases, but not those involving a penalty for failure. (You cannot take 20 to defeat computer security or defend security, for example.)

Craft

Intelligence, Specialty, Trained Only, Requires Tools

In modern settings, Craft tends to be broader than a particular trade or handicraft. The different modern Craft specialties are:

- **Artistic:** You can create works of visual art, such as drawings, paintings, sculptures, and so forth.
- **Chemical:** You can mix chemicals to create acids, drugs, explosives, poisons, and so forth.
- **Electronic:** You can build electronic items.
- **Mechanical:** You can build mechanical items.
- **Structural:** You can build wooden, concrete, or metal structures including buildings and furniture.

Otherwise, the Craft skill works normally.

Drive

Dexterity, Trained Only

Use this skill to operate any ground or water vehicle.

Check: Make a check only when some unusual circumstance exists or when driving in a dramatic situation (being chased or attacked, for example, or trying to reach a destination in a limited amount of time). While driving, you can attempt maneuvers or stunts.

Maneuver	Difficulty
Easy (low-speed turn)	5
Average (sudden reverse, dodging obstacles)	10
Difficult (tight turns)	15
Challenging (bootlegger reverse)	20
Formidable (high-speed maneuvers, jumping obstacles)	25

Try Again: Most Drive checks have consequences for failure that make trying again impossible.

Action: A Drive check is a move action.

Special: Routine tasks, such as ordinary movement, don't require a skill check and may be done untrained.

Knowledge

Intelligence, Specialty, Trained Only

Modern Knowledge specialties, and the topics each one encompasses, are as follows:

- **Arcane Lore:** The occult, magic and the supernatural, astrology, numerology, and similar topics.
- **Art:** Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.
- **Behavioral Sciences:** Psychology, sociology, and criminology.
- **Business:** Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.
- **Civics:** Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.
- **Current Events:** Recent happenings in the news, sports, politics, entertainment, and foreign affairs.

- **Earth Sciences:** Geology, geography, oceanography, and paleontology.
- **History:** Events, personalities, and cultures of the past. Archaeology and antiquities.
- **Life Sciences:** Biology, botany, genetics, medicine, and forensics.
- **Physical Sciences:** Astronomy, chemistry, mathematics, physics, and engineering.
- **Popular Culture:** Popular music and personalities, genre films and books, urban legends, comic books, science fiction, gaming, and trivia.
- **Streetwise:** Street and urban culture, local underworld personalities and events.
- **Tactics:** Techniques and strategies for disposing and maneuvering forces in combat.
- **Technology:** Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.
- **Theology and Philosophy:** Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.

Pilot

Dexterity, Trained Only

Use this skill to pilot any vehicle that travels through the air or space, such as planes, helicopters, or spacecraft.

Check: Routine tasks, such as ordinary movement, don't require a skill check. Make a check only when piloting in a dramatic situation (being chased or attacked, for example, or trying to reach a destination in time). While piloting, you can attempt simple maneuvers or stunts.

Maneuver	Difficulty
Easy (low-speed turn)	5
Average (sudden reverse, dodging obstacles)	10
Difficult (tight turns)	15
Challenging (loop, barrel roll)	20
Formidable (high-speed maneuvers, dodging obstacles)	25

Try Again: Most Pilot checks have consequences for failure that make trying again impossible.

Action: A Pilot check is a move action.

MODERN POWERS

A few supernatural powers are better suited to a modern setting and are described here.

Cyberkinesis

You can make mental contact with computers.

Check: Make a Cyberkinesis check to make mental contact with a computer. The base Difficulty is 10, modified by familiarity. Once you are in mental contact with the computer, you can make Computers skill checks as if you were accessing that computer normally. Whenever you need to make a Computers check, you can use your Cyberkinesis power instead, but then each check causes fatigue (so it's generally easier on yourself to have Computers).

Special: You can take 10 on Cyberkinesis checks. In cases where there is no penalty for failure, you can also take 20. Obviously, Cyberkinesis is only useful in settings that have computers. In other settings, it doesn't exist (or is never developed).

Time: Cyberkinesis is a move action.

Electrokinesis

Fatiguing

You can control the flow of electromagnetic energy.

Check: You can direct and channel electromagnetic energy, allowing you to direct electricity, drain power sources, and focus magnetism to affect metallic objects.

Direct Electricity: You can direct electricity from a free-flowing power source in your line of sight, including outlets, generators, or even storm clouds. The target makes a Reflex saving throw against your power Difficulty to avoid being struck. If the save fails, the target takes +2 damage, +1 point for every 5 points that your power check exceeds Difficulty 15.

Drain Power: You can drain a power source of its energy. Unattended power sources are automatically drained, while creatures receive a Will saving throw for power sources in their possession. The fatigue Difficulty is based on the size of the power source: 12 for a simple source such as a battery, 14 for a car battery or larger power pack, 18 for a powerful fuel cell or similar high-power storage device, and 22 for a generator. A generator is only drained as long as you concentrate. You can also direct drained electricity as above, using drain power to fuel an electrical attack the following round.

Magnetokinesis: You can manipulate magnetic fields, allowing you to move metallic objects as if you were using the Move Object power, with the same Difficulty Class and strain, based on the object's mass. You can also create a magnetic pulse that erases magnetic storage media (such as videotapes and computer disks) with a Difficulty 20 check. The pulse affects a radius of 20 ft., +1 ft. per point the power check exceeds the Difficulty.

Special: You can take 10 on Electrokinesis checks, but you can't take 20. Electrokinesis is less useful (and less understood) in settings without electrical technology. In these settings, it is primarily used to direct electricity from storms and to affect metallic objects.

Time: Directing electricity and magnetokinesis are standard actions. Draining power is a full-round action.

MODERN EQUIPMENT

Add the following equipment to the lists in **Chapter 5** for a modern setting.

Weapons

Modern weapons include firearms. The Narrator should decide if training with firearms is covered by the Weapon Training feat or if it requires a separate feat (Firearms Training). Modern warrior characters may have Firearms Training *instead* of Weapons Training, since few modern soldiers are taught to use archaic weapons like swords.

Armor

Modern armor likewise tends to focus on protecting against firearms and shrapnel rather than swords and knives. In fact, you might want to halve the protection of archaic armor against firearm damage, or ignore it altogether; even a steel breastplate won't do much against a high-caliber bullet.

Most other modern equipment works normally in *True20,* with no conversion needed.

MODERN WEAPONS

Weapon	Cost	Damage	Critical	Range	Weight	Type
Pistol	16	+4	20	40 ft.	3 lb.	Ballistic
Heavy Pistol	18	+6	20	40 ft.	4 lb.	Ballistic
Rifle	15	+6	20	70 ft.	10 lb.	Ballistic
Shotgun	16	+6	20	30 ft.	9 lb.	Ballistic
Fragmentation grenade	15	+8	—	10 ft.	1 lb.	Slashing

MODERN ARMOR

Armor	Cost	Bonus	Dodge	Penalty	Speed	Weight
Light armor						
Leather jacket	10	+1	+8	0	30 ft.	4 lb.
Undercover vest	14	+3	+5	−2	30 ft.	3 lb.
Medium armor						
Concealable vest	15	+4	+4	−3	25 ft.	4 lb.
Tactical vest	17	+6	+2	−5	25 ft.	10 lb.
Heavy armor						
Special response vest	18	+7	+1	−6	20 ft.	15 lb.
Tactical assault armor	19	+9	+0	−8	20 ft.	20 lb.

Appendix II: d20 System Conversion

The game systems in *True20* are based on the popular *d20 System*. However, there are a number of important differences, notably in how *True20* handles damage and injury. This appendix offers conversion guidelines for players familiar with other *d20 System* games and products interested in adapting those materials for use with *True20*. Among other things, this opens up a wide range of source material usable in your *True20* game, including various creatures, supporting characters, supplemental rules, and so forth. It also allows you to adapt material from *True20* to your favorite *d20 System* games as well.

Abilities

Other d20 games rate ability scores on a scale from 1 to 20 or more, with ability modifiers based on the ability score. Those modifiers are equivalent to the –5 to +5 or more scores found in *True20*. When using other d20 creatures in *True20*, drop the ability scores and just use the ability modifiers. When converting *True20* creatures for use in other d20 games, determine ability scores by doubling the *True20* ability modifier and adding 10. Treat a result of 0 as 1. So Strength +1 becomes Strength 12 (1 x 2 + 10), while Intelligence –5 becomes 1 (–5 x 2 + 10 = 0, which becomes 1).

Damage and Injury

Damage in most *d20 System* games is recorded using *hit points*. Essentially, each character and creature has a number of hit points based on their level (modified by things like Constitution), and each attack inflicts a number of hit points of damage. When hit points drop to a certain level, certain conditions, like disabled and dying, come into play.

The *True20* system of damage involves a Toughness saving throw in place of hit points, with damage conditions showing the effects of damage.

When converting a *d20* character to *True20,* give the character a Toughness bonus based on Constitution, with any appropriate modifiers for the Defensive Roll and Great Toughness feats.

Toughness and Hit Points

Damage Reduction: A creature with damage reduction receives +2 to its Toughness save bonus for every 5 points of damage reduction. This bonus does not apply against damage from sources that bypass the damage reduction. For instance, a werewolf does not gain a Toughness bonus from damage reduction for damage inflicted by silver weapons.

Energy Resistance: A creature receives +2 to its Toughness bonus for every 5 points of energy resistance it possesses, but only against energy attacks of the matching type.

Toughness feat: A character receives a cumulative +1 to his Toughness bonus every time he takes the Toughness feat, the equivalent of the Great Toughness feat in *True20*. When converting *True20* characters with Great Toughness to hit points, the Great Toughness feat grants 3 additional hit points on top of the character's total (based on level and Constitution).

Damage Bonus

In *True20*, attacks have a damage bonus, used to determine the Difficulty of the target's Toughness save. In *d20*, attacks have a damage roll, a die roll plus a modifier determining how many hit points the attack removes from the target.

To quickly convert *True20* damage bonus to dice of damage, divide the base damage bonus (not including modifiers for abilities like Strength) by 2; the attack does that many d6 of damage. If there's a remainder left over, the attack does an additional d4 damage. Add the attacker's Strength modifier to the total damage, so Strength 18 adds +4 damage to the attack's total damage after it is rolled.

To convert *d20* damage to *True20* damage bonus, see the **Damage Dice to Damage Bonus** table. If an attack does multiple dice of damage, multiply the damage bonus on the table by the number of dice rolled. The exception to this rule is for attacks based on a d3 or d2, since multiplying by zero gives a result of zero; in this case, every additional die adds +1 to the bonus (so an attack of 4d3 has a bonus of +3).

To this base damage bonus, add any damage bonuses for Strength, magical enhancement, special abilities, and the like, as normal. If an attack includes bonus damage dice, such as a rogue's sneak attack bonus or energy damage from a magical weapon, convert that damage to a bonus as above and add it to the attack's base damage.

In some circumstances, attacks may do a bit more or less damage than normal. A critical hit does more damage than usual, while many attack spells do only half damage if the target succeeds in a saving throw.

Damage Dice to Damage Bonus

Die Type	Base Damage Bonus
d3 or lower	+0
d4	+1
d6	+2
d8	+3
d10	+4
d12	+5

Magical Healing

Instead of healing a certain number of hit points, *d20 System* healing spells in *True20* grant a magical recovery check, using the normal Difficulty. The character using the healing magic makes the recovery check for the wounded subject, as follows:

d20 + caster level + magic bonus

The magic bonus depends on the spell used; see the **Spell Changes** section later in this appendix.

The recipient heals the most serious wound condition if the magical recovery check succeeds. Every 10 points by which the magical recovery check result succeeds, the recipient's next most serious damage condition heals. (Unlike natural healing or the Cure power, magical healing can heal multiple damage conditions at once.) If an attempt to use magical healing on a dying character fails, the recipient of the spell still stabilizes automatically.

Supernatural Healing

The paladin's lay on hands ability, the monk's wholeness of body ability, and other such supernatural healing powers allow characters to make one or more magical recovery checks per day. The total hit points the character can heal per day using the standard *d20 System* rules becomes a bonus to his magical recovery check. The character decides how much, from a minimum of +1 to the full bonus, to allocate to any given magical recovery check. Once the total bonus is used up, the character can make no more supernatural healing checks that day. This otherwise works the same way as a healing spell and can improve damage conditions by multiple steps.

Example: Donovan Rel is a 4th-level paladin with Charisma 14, giving him a +8 bonus (4th level + 2 Cha modifier) to magical recovery checks when using lay on hands. He could use this bonus for eight separate magical healing attempts, each with a bonus of +1; he could make just one check with a bonus of +8; or he could make anywhere from two to seven magical healing attempts with various bonuses, as long as the total bonus used for the day does not exceed +8.

Damage to Objects

Just as *True20* characters and creatures suffer damage conditions instead of losing hit points, so too do inanimate objects. The effects of damage are slightly different, since objects don't feel pain or suffer from wound trauma, but the core system remains the same.

Toughness and Hit Points for Objects

In *True20*, each object has a Toughness bonus. In d20, objects have two qualities: hardness and hit points. Hardness serves as damage reduction; the object ignores points of damage equal to its hardness each round. Hit points work like those of creatures, except objects are destroyed at 0 hit points instead of being disabled.

To convert from *True20* Toughness to d20, give the object hardness equal to its *True20* Toughness and hit points equal to 2.5 times its *True20* Toughness (rounding down).

To convert from d20 hardness and hit points to *True20* Toughness, give an object +1 Toughness for every 5 hit points and +2 Toughness for every 5 points of hardness.

Example: A strong wooden door has hardness 5 (+2) and 20 hp (+4), giving it a total +6 Toughness bonus in *True20*. A stone door has hardness 8 (+3) and 60 hit points (+12) for a total +15 Toughness bonus.

Feat Changes

The *d20 System* metamagic feats Empower Spell and Maximize Spell must be changed in *True20* to reflect the nonvariable nature of damage and healing spells. Empower Spell increases the bonus of such spells by 50 percent (round down). Maximize Spell doubles the bonus of suitable spells. If a spell is both empowered and maximized, its bonus increases by 150 percent. All other aspects of the feats remain the same.

Example: An *explosive runes* spell inflicts 6d6 damage in d20, which translates to a +12 damage bonus. An empowered *explosive runes* has a +18 damage bonus (+12 x 1.5); a maximized *explosive runes* has a +24 damage bonus (+12 x 2); and an empowered, maximized *explosive runes* has a +30 damage bonus (+12 x 2.5).

Spell Changes

The following d20 spells have altered effects or mechanics in *True20* to reflect the nature of the damage system.

Cure Critical Wounds: This spell provides a base +12 bonus to the magical recovery check, with an additional +1 bonus per caster level (to a maximum +20 caster level bonus).

Cure Light Wounds: This spell provides a base +3 bonus to the magical recovery check, with an additional +1 bonus per caster level (to a maximum +5 caster level bonus).

Cure Minor Wounds: This spell provides a +0 bonus to the magical recovery check, with no caster level bonus.

Cure Moderate Wounds: This spell provides a base +6 bonus to the magical recovery check, with an additional +1 bonus per caster level (to a maximum +10 caster level bonus).

Cure Serious Wounds: This spell provides a base +9 bonus to the magical recovery check, with an additional +1 bonus per caster level (to a maximum +15 caster level bonus).

Cure, Mass: All *cure* spells (except for *cure minor wounds*) have corresponding *mass cure* versions. Each provides the same bonus to the magical recovery check as the single target version, but the maximum caster level bonus increases by +20. *Mass cure moderate wounds*, for example, provides a base +6 bonus with a maximum +30 caster level bonus.

Harm: This spell inflicts damage on the target, with a base +10 damage bonus, and an additional +2 damage bonus per caster level (to a maximum +30 caster level bonus). The total damage bonus is halved if the target makes a successful Will save, and the spell cannot reduce the target past disabled.

Heal: This spell provides a base +10 bonus to the magical recovery check, with an additional +2 bonus per caster level (to a maximum +30 caster level bonus). All other factors of the spell function as described in the *Player's Handbook*.

Regenerate: In addition to regenerating the subject's body parts, this spell provides a base +12 bonus to the recovery check, with additional +1 per caster level (to a maximum +35 caster level bonus).

Spells inflicting hit point damage (other than *harm*) should be adjusted as shown on the **Damage Dice to Damage Bonus** table.

CONVERTING CREATURES

Converting d20 System creatures for use with *True20* is a simple process:

1. Use the creature's Constitution and Size to determine its Toughness.

2. Convert hit point damage of the creature's attacks to a damage bonus.

3. Convert any spell-like abilities into equivalent powers.

4. Convert any *d20 System* skills to *True20* skills. Generally, this means combining skills like Listen and Spot or Hide and Move Silently, using the average of the skill bonuses.

Most other creature statistics remain the same between the two systems, so it's fairly easy to use creatures from any *d20 System* book in *True20*. This includes other Green Ronin Publishing books, like the *Book of Fiends* and *Creatures of Freeport.*

Examples: Nicole wants to convert a corpse flower (from *Creatures of Freeport*) for use in her *True20* game.

The corpse flower has a +3 Constitution bonus for a Toughness bonus of +3. It's a medium-size plant, so there is no size modifier to Toughness.

The corpse flower has no attacks apart from its special abilities, so there's nothing to convert there.

Nicole looks over the corpse flower's special attacks and qualities. Its fetid burst and stench of death abilities are both poisons and work just fine in *True20* by halving their usual affects on ability scores. She converts its damage reduction 5/slashing to a +2 Toughness bonus, except against slashing weapons, and its resistance to cold 10 to a +4 Toughness bonus against cold damage. Its immunity to electricity and other plant qualities don't require conversion.

Hal finds the malkin (also from *Creatures of Freeport*) is interesting idea: an outsider (creature from another plane) trapped in the form of a cat.

The malkin has a +1 Constitution bonus for a +1 Toughness bonus, but it's a tiny creature, for a −2 modifier, for a final Toughness save of −1.

A malkin has a simple claw attack doing 1d2 base damage. This becomes a +0 damage bonus, −1 when the malkin's Strength modifier is applied.

Malkin have various special qualities. Its resistance to acid, cold, and fire 10 becomes a +4 Toughness bonus to those forms of damage. Its spell resistance 13 becomes supernatural resistance 13. Hal decides the malkin's telepathy should be innate and gives it the Mind Touch power. Its *true sight* ability Hal leaves essentially unchanged, noting malkin are immune to the Illusion power and can penetrate all disguises, see invisible creatures, and even penetrate darkness created by supernatural powers.

True20 Adventure Roleplaying

NAME	
BACKGROUND	
ROLE	
LEVEL	

DESCRIPTION & BACKGROUND

CHARACTER PORTRAIT

ABILITIES		COMBAT		SAVING THROWS		OTHER STATISTICS	
STRENGTH		INITIATIVE		TOUGHNESS		SIZE	
DEXTERITY		DEFENSE		FORTITUDE		SPEED	
CONSTITUTION		BASE ATTACK BONUS		REFLEX			
INTELLIGENCE		MELEE ATTACK BONUS		WILL			
WISDOM		RANGED ATTACK BONUS		CHARACTERISTICS			
CHARISMA				VIRTUE			

DAMAGE TRACK

0	5+	10+	15+
BRUISED	DAZED	STAGGERED	UNCONSCIOUS
	❏	❏	❏
❏	❏	❏	❏
HURT	WOUNDED	DISABLED	DYING	DEAD

VICE	

WEALTH AND REPUTATION

WEALTH	
PROF. SKILL	
REPUTATION	

WEAPON	ATTACK BONUS	DAMAGE BONUS	RANGE

SKILL	BONUS	SKILL	BONUS	SKILL	BONUS
	❏		❏		❏
	❏		❏		❏
	❏		❏		❏
	❏		❏		❏
	❏		❏		❏

FEATS

POWERS

SPECIAL ABILITIES

EQUIPMENT

CONVICTION

❏ ❏ ❏ ❏ ❏ ❏ ❏ ❏ ❏ ❏ ❏ ❏

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