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# BRAVE GAMING!

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*CHARACTERS FROM DISNEY•PIXAR'S "BRAVE"*

*FOR THE TRUE20 ROLEPLAYING GAME!*

**V**ersion

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# Materials Used

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True20 Adventure roleplaying

True20 Bestiary

True20 Adept's handbook

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# Princess Merida

*"I am Merida! First-born descendent of Clan Dun Broch! And I'll be shootin' for my own hand!"*

## Human Expert 3

**Abilities** Str +0, Dex +3, Con +1, Int +0, Wis +1, Cha +1.

**Feats** Animal empathy, Attack focus (bow), Benefit (noble)\*, Mounted archery, Mounted combat, Point blank shot, Wealthy\*, Weapon training. \* Bonus feat.

**Skills** Climb 6 (+6), Diplomacy 4 (+5), Handle animal 6 (+7), Jump 4 (+4), Knowledge (local)\* 4 (+4), Knowledge (nature) 4 (+4), Notice 4 (+5), Ride 6 (+9), Sense motive 4 (+5), Sleight of hand 4 (+7), Stealth 4 (+7), Survival 6 (+7), Swim 4 (+4). \* Bonus skill.

Speed 30 ft. Initiative +3.

Base combat +2. Grapple +2.

**Attack (Damage)** Bow +7 ranged 40 ft. inc. (+3 piercing, 20/+4). Knife +5 melee (+1 slashing, 20/+3).

**Attack Options** Point blank shot (+1 attack, damage w/in. 30 ft. w/ bow).

Dodge 15. Parry 12. Toughness +1.

Fortitude +2. Reflex +6. Will +2.

Reputation +1. Wealth +12. Conviction 4.

**Weapons/Armor** Bow (masterwork [+1 attack]; +3 piercing, 20/+4; 40 ft. range inc.), Knife (+1 slashing, 20/+3).

**Possessions** Belt pouch, Cloak, Noble's outfit, Silver necklace, Quiver (20 arrows). Bit and bridle, Saddle (riding).

## Special Attacks/Traits

- **Human background:** Bonus feat (benefit: noble) and Bonus skill (handle animal). Favored feats (Greater attack specialization, Mounted archery).
- **Core Ability Expertise.**
- **Expert Save (Reflex)**

## Creation Notes/House Rules

- **New Feat: Mounted Archery** ([Warrior]; Base combat +1 or higher, Trained in Ride) -- The penalties for using ranged attacks while mounted are reduced by one-half.
- **Adjustments:** Wealthy feat added as bonus feat from being a Noble.



## Angus

### Large Animal 3

**Abilities** Str +3, Dex +1, Con +2, Int -4, Wis +1, Cha -2.

**Feats** Endurance, Night vision\*, Run. \* Bonus feat.

**Skills** Notice 6 (+7).

Speed 50 ft. Initiative +3.

**Attack (Damage)** Hooves +3 melee (+3 bludgeoning; 20/+3).

Dodge 13. Toughness +4.

Fortitude +6. Reflex +4. Will +2.

# Queen Elinor

*"A princess must strive for, well... perfection!"*

## Human Expert 6

**Abilities** Str +0, Dex +0, Con +0, Int +2, Wis +1, Cha +4.

**Feats** Benefit (noble)\*, Connected, Contacts, Fascinate 1 (perform [oratory]), Influential, Inspire 2 (awe, complacency), Leadership, Renown, Skill focus (diplomacy), Wealthy\*.  
\* Bonus feat.

**Skills** Bluff 4 (+8), Craft (weaving) 9 (+11), Diplomacy 9 (+16), Gather information 5 (+9), Handle animal 4 (+8), Intimidate 9 (+13), Knowledge (current events) 6 (+9), Knowledge (history) 6 (+9), Knowledge (local)\* 7 (+8), Knowledge (nobility) 9 (+11), Perform (stringed instruments) 6 (+10), Perform (oratory) 6 (+10), Ride 5 (+5), Sense motive 6 (+7). \* Bonus skill.

Speed 30 ft. **Initiative** +0.

**Base combat** +5. **Grapple** +5.

**Attack (Damage)** Unarmed +5 melee (+0 nonlethal, 20/+3).

**Dodge** 16. **Parry** 15. **Toughness** +0.

**Fortitude** +2. **Reflex** +3. **Will** +6.

**Reputation** +5. **Wealth** +19. **Conviction** 5.

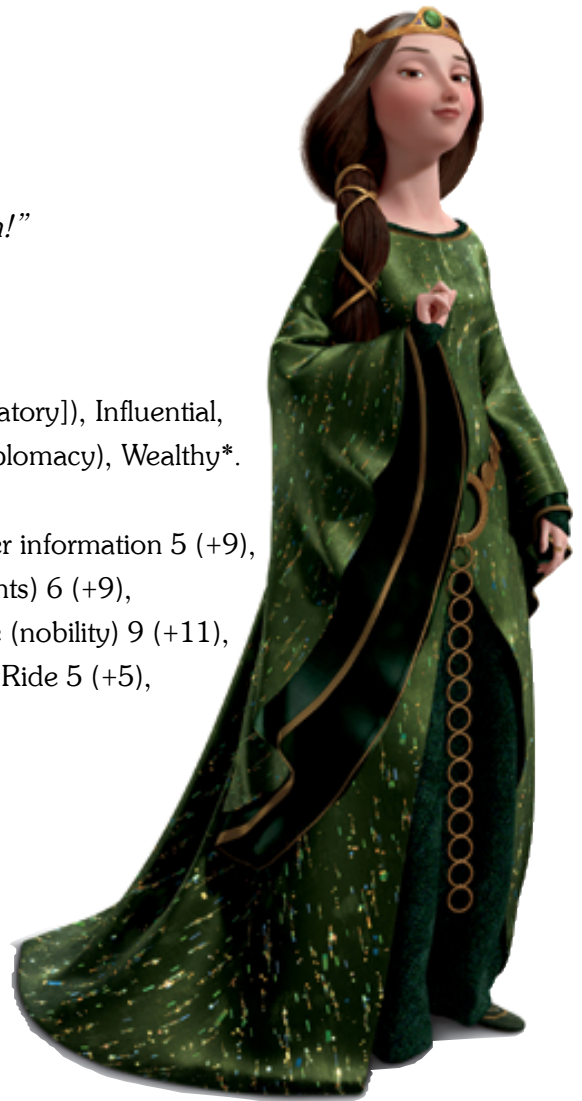
**Possessions** Belt pouch, Noble's outfit, Gold crown.

## Special Attacks/Traits

- **Human background:** Bonus feat (benefit: noble) and Bonus skill (diplomacy).
- **Core Ability Expertise.**
- **Expert Save (Will)**
- **Influential (feat)** On a successful Reputation check, you can add one-half your Reputation score (+2) to your Gather Information checks.
- **Leadership** Score 15 (fairness, generosity, great renown, stronghold). Companion ("Maudie", 4th-level). Followers (20x 1st, 2x 2nd, 1x 3rd).

## Creation Notes/House Rules

- **Adjustments:** Wealthy feat added as bonus feat from being a Noble.



## Bear-form

*"Rawr!"*

While in bear-form, Queen Elinor has the following changes:

### Large

**Abilities** Str +8, Dex +1, Con +4.

**Skills** Gains a +10 bonus to Disguise checks. -4 to Stealth checks.

Speed 40 ft. **Initiative** +1.

**Attack (Damage)** Claws +5 melee (+8 slashing; 20/+3). Grapple +16.

**Parry** 22. **Toughness** +6.

**Fortitude** +6. **Reflex** +3. **Will** +5.

### Special Abilities/Traits

- Cannot talk.

# King Fergus

*"I saw something that day, something I'll not forget. It stands 12 feet tall, with razor sharp claws. Its hide littered with the weapons of fallen warriors. Its face scared with one dead eye. I drew my sword and..."*

## Human Warrior 8

**Abilities** Str +3, Dex +1, Con +3, Int +0, Wis +1, Cha -1.

**Feats** All-out attack, Armor training 2 (heavy, light), Benefit (noble)\*, Favored opponent (bears), Dedication (family), Rage, Renown, Shield training, Tough 1, Track, Wealthy\*, Weapon training. \* Bonus feat.

**Skills** Climb 4 (+7), Diplomacy 2 (+1), Handle animal 4 (+3), Intimidate 7 (+6), Jump 4 (+7), Knowledge (local)\* 4 (+4), Knowledge (tactics) 4 (+4), Notice 4 (+5), Ride 4 (+5), Survival 7 (+8), Swim 4 (+7). \* Bonus skill.

Speed 30 ft. Initiative +1.

Base combat +8. Grapple +11.

**Attack (Damage)** Sword +9 melee (+6 slashing, 19-20/+3). Bow +9 ranged, 40 ft. inc. (+6 piercing, 20/+4). Throwing axe +9 melee, +9 ranged, 20 ft. inc. (+5 slashing, 20/+4). Unarmed +9 melee (+3 nonlethal, 20/+3).

Dodge 19. Parry 21. Toughness +7.

Fortitude +9. Reflex +3. Will +3.

Reputation +2. Wealth +18. Conviction 6.

**Possessions** Belt pouch, Iron cap, Chainmail armor (+3 armor, -3 penalty), Sword, Bow, Throwing axe.

## Special Attacks/Traits

- **Core Ability** Determination.
- **Human background:** Bonus feat (benefit: noble) and Bonus skill (intimidate).
- **Favored opponent (bears):** Has a +2 bonus to Bluff, Intimidate, Notice, Sense motive, and Survival checks when dealing with bears. Has +1 bonus to damage against bears.

## Creation Notes/House Rules

- **Adjustments:** Wealthy feat added as bonus feat from being a Noble.

# Raging Fergus

While raging, King Fergus has the following changes:

**Abilities** Str +5.

**Skills** Climb +9, Jump +9, Swim +9.

**Attack (Damage)** Sword (+8 slashing). Bow (+8 piercing). Grapple +13.

Parry 23.

Fortitude +11. Will +5.

- **Rage** 2/day. Cannot use any skill or powers requiring concentration or patience, nor can Take 10 or Take 20. Lasts five rounds, Fatigued for five rounds after rage ends.





# Harris, Hubert, and Hamish

*“Then there’s my brothers; Harris, Hubert, and Hamish. Wee devils more like.”*

## Human Expert 1

**Abilities** Str -1, Dex +2, Con +0, Int +0, Wis +2, Cha +1.

**Feats** Benefit (noble)\*, Canny dodge (wisdom-based), Sneak attack, Talented (sleight of hand, stealth), Uncanny dodge. \* Bonus feat.

**Skills** Acrobatics\* 4 (+6), Climb 4 (+3), Escape artist 4 (+6), Jump 4 (+3), Notice 4 (+6), Search 4 (+4), Sleight of hand 4 (+8), Stealth 4 (+8), Swim 4 (+3). \* Bonus skill.

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**Speed** 30 ft. **Initiative** +2.

**Base combat** +0. **Grapple** -1.

**Attack (Damage)** Wooden sword +2 melee, +2 ranged 10 ft. (+1 bludgeoning, 20/+3). Unarmed +2 melee (nonlethal -1, 20/+3).

**Attack Options** Sneak attack +2 extra damage.

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**Dodge** 14. **Parry** 9. **Toughness** +0.

**Fortitude** +0. **Reflex** +4. **Will** +2.

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**Reputation** +1. **Wealth** +7. **Conviction** 3.

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**Weapons/Armor** Wooden sword (club).

**Possessions** Belt pouch, Child’s outfit.

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## **Special Attacks/Traits**

- **Human background:** Bonus feat (benefit: noble) and Bonus skill (stealth). Favored feats (hide in plain sight, improvised tools).
  - **Core Ability** Expertise.
  - **Expert Save (Reflex)**
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## **Creation Notes/House Rules**

- **Triplets:** Harris, Hurbet, and Hamish all have identical statistics, as presented above.
- **Adjustments:** Created with four ability points, instead of the normal six points.

## Bear-form

While in bear-form, the triplets have the following changes:

**Abilities** Str +2, Con +2.

**Skills** Gains a +10 bonus to Disguise checks. -4 to Stealth checks.

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**Attack (Damage)** Claws +2 melee (+2 slashing; 20/+3). Grapple +2.

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**Parry** 12. **Toughness** +2.

**Fortitude** +2.

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## **Special Abilities/Traits**

- Cannot talk.





# Mord'du

*"The Demon Bear."*

## Large Animal 9

**Abilities** Str +10, Dex +1, Con +4, Int -4, Wis +1, Cha +0.

**Feats** Double strike\*, Endurance, Improved grab\*, Night vision\*, Rage, Run, Tireless rage\*, Track\*, Tough 1. \* Bonus feat.

**Skills** Climb 0 (+10), Notice 12 (+13), Swim 0 (+14\*). \* +4 racial bonus.

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**Speed** 40 ft. **Initiative** +1.

**Base combat** +6. **Grapple** +16.

**Attack (Damage)** Claws +5 melee (+10 piercing, slashing; 20/+3). Bite +5 melee (+15 bludgeoning, piercing, 20/+3).

**Attack Options** Rage 3/day.

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**Dodge** 19. **Toughness** +9. DR 2/supernatural.

**Fortitude** +10. **Reflex** +4. **Will** +7.

## Special Attacks/Traits

- **Damage reduction** 2/supernatural.
- **Frightful presence** Will save, DC 16.
- **Rage** 3/day.
- **Scent**.

## Raging Mord'du

While raging, Mord'du has the following changes:

**Abilities** Str +12.

**Skills** Climb +12, Swim +16.

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**Attack (Damage)** Claws (+12 piercing). Bite (+18 bludgeoning, piercing, slashing). Grapple +15.

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**Dodge** 17. **Parry** 25.

**Fortitude** +14. **Will** +9.

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- **Rage** 3/day. Cannot use any skill or powers requiring concentration or patience, nor can Take 10 or Take 20. Lasts five rounds. Not Fatigued after rage.

# The Witch

“Woodcarver!”

## Human Adept 6

**Abilities** Str -1, Dex +0, Con +0, Int +3, Wis +2, Cha +3.

**Feats** Animal empathy\*, Benefit (“The Crafty Carver”), Familiar, Imbue item, Iron will, Powers 5. \* Bonus feat.

**Skills** Bluff 2 [+5], Craft (woodcarving)\* 6 [+9], Diplomacy 6 [+9], Handle animal 5 [+8], Knowledge (history) 6 [+9], Knowledge (supernatural) 9 [+12], Medicine 4 [+7], Notice 4 [+6]. \* Bonus skill.

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**Speed** 30 ft. **Initiative** +0.

**Base combat** +3. **Grapple** +2.

**Attack (Damage)** Quarterstaff +3 melee (+1 bludgeoning, 20/+3).

**Attack Options** Supernatural powers (DC 16).

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**Dodge** 13. **Parry** 12. **Toughness** +0.

**Fortitude** +2. **Reflex** +2. **Will** +9.

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**Reputation** +2. **Wealth** +16 (craft: woodcarving). **Conviction** 5.

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**Weapons/Armor** Quarterstaff (+2 bludgeoning, 20/+3), Carving knife (+1 slashing, 20/+3).

**Possessions** Belt pouch, Robes. Business (“The Crafty Carver”). Animated broom. Animated cart.

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## Special Attacks/Traits

- **Human background:** Bonus feat (animal empathy) and Bonus skill (craft [woodcarving]). Favored feats (familiar, imbue item).
  - **Supernatural Powers (Key Ability Charisma. Base Power 9. Save DC 16):** Body control +12, Move object +12, Other shaping\* +12, Plant shaping +12, Self-shaping +12. \* Power from the *Adept's Handbook*.
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## Creation Notes/House Rules

- **Benefit (“The Crafty Carver”) (Feat)** This feat grants the Witch a safe and well-stocked locale to perform her magic and woodcarve (but never at the same time!).
  - **Favored Feats:** Feats were chosen to represent her witchcraft background.
  - **Familiar:** Gave the familiar “Speak” instead of “Dedicated”.
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# The Crow

## Tiny Animal 0

**Abilities** Str -4, Dex +3, Con +0, Int -3, Wis +2, Cha -2.

**Feats** Attack focus (claws), Improved initiative, Night vision\*.

\* Bonus feat.

**Skills** Notice 4 (+6), Stealth 0 (+3).

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**Speed** 10 ft., Fly 40 ft. (avg.) **Initiative** +7.

**Attack (Damage)** Claws +6 melee (-4 slashing; 20/+3).

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**Dodge** 15. **Toughness** -2.

**Fortitude** +2. **Reflex** +5. **Will** +2.

**Familiar Abilities:** Abilities +1. Tricks 3. Special (Link, Share powers, Evasion, Speak).

