

# TRUE20 ARCHETYPES

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DECLARATION OF OPEN GAME CONTENT  
Nothing in this document is Open Game Content.

# INTRODUCTION

Here is a document that describes a number of new heroic roles that represent various character archetypes in roleplaying games, books, movies, etc. These new heroic roles all follow the rules for custom roles as set out by the *True20 Companion* and *True20 Adventure Roleplaying Revised Edition* books. In addition, it also includes several new and existing core abilities.

## REQUIRED MATERIALS

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To use this document, you need both the *True20 Adventure Roleplaying* core book and the *True20 Companion* book, or just the *True20 Adventure Roleplaying - Revised Edition*.

## TERMINOLOGY

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Here is the terminology that I will be using within this document.

- **Archetype:** A role-based template.
- **Character Level:** The total number of levels a character possesses in all heroic roles.
- **Creature Level:** The total number of levels a creature or character possesses in a creature type.
- **Heroic Role:** The three roles of Adept, Expert, and Warrior.
- **Primary Role:** This refers to the heroic role in which a character with at 1st-level.
- **Secondary Role:** Any other heroic role besides the Primary Role.
- **Role Level:** The total number of levels a character possess in a single heroic role.
- **Total Level:** The total number of levels a character possesses in both heroic roles and creature level.
- **Resilience Check:** This is the fatigue check made when using supernatural powers.

# CORE ABILITIES

Here are some new Core Abilities. When taking the first level in a heroic role (adept, expert, warrior) you gain a core ability. However, certain core abilities require a certain role, these will note the required role or have some other prerequisite, these will be noted in the description of the core ability under the "Prerequisite" line. Once chosen, a core ability cannot be changed, unless the Narrator allows it.

## LIST OF CORE ABILITIES

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### **Beastmastery**

The character has an animal companion. This animal companion can be any animal the Narrator approves of, has a Creature Level equal to the character's Role Level (the role they chose with the core ability), and gains levels as the character does. The character can also spend Conviction on behalf of the animal companion.

In addition to the animal companion, the character can choose from the following supernatural powers in place of a feat, just like an adept. Characters are treated as an adept equal to one-half their Role Level and their Key Ability is Charisma. These powers work only on creatures with the "Animal" creature type. Powers marked with an asterisk ( \* ) may be used on the character as normal.

➤ **Beastmastery Powers** :: Beast link, Calm, Cure, Cure disease, Cure poison, Enhance ability, Enhance other\*, Enhance senses\*, Heart reading, Heart shaping, Imbue life, Nature reading, Sleep, Suggestion, Supernatural speed\*, Supernatural strike\*.

### **Command / Heroic Presence**

Your presence can reassure and lend courage to your allies. As a standard action, you can spend a point of Conviction to allow one chosen ally whom you can interact with (see Interaction Skills in the core rulebook) a new save to remove one of the following conditions: dazed, fascinated, fatigued, nauseated, panicked, shaken, stunned, or winded. You cannot remove damage (although it may alleviate some of its effects) nor can it remove other conditions, including exhausted, disabled, or unconscious. In addition, you can spend a point of Conviction on behalf of an ally that you can interact with.

### **Archmage**

*Prerequisite(s): Adept role.*

Can spend a point of Conviction when using a supernatural power to apply single metapower feat to their power without an increase to the Resilience Check Difficulty.

### **Power Mastery**

*Prerequisite(s): Adept role.*

Can spend a Conviction point when making a Power Check and treat the roll as if you rolled a 20.

### **Power Resilience**

*Prerequisite(s): Adept role.*

You have a +2 bonus on Resilience Checks, and you can spend a Conviction point when making a Resilience Check to treat your roll as if you rolled a 20.

## The Talent

*Prerequisite(s): Adept role.*

Can spend a Conviction point to make one-time use of a supernatural power the character does not possess. This works much like spending a Conviction point to emulate a feat. An adept with the Talent can also spend a Conviction point to eliminate any accumulated modifiers to Resilience Checks.

## Divine Favor

*Prerequisite(s): Adept role.*

Can spend a point of Conviction to grant divine favor to you or an ally. Those blessed with divine favor get to roll twice when making their next roll, taking the better of the two rolls. This blessing lasts for one minute or until it is used, whichever comes first.

## Supernatural Tradition

*Prerequisite(s): Adept role.*

You follow a supernatural tradition. Choose twelve supernatural powers that make up the core powers of the tradition, these are your “tradition powers”. When using any tradition power you currently possess, you gain a +2 bonus on Power Checks and Fatigue checks. In addition, you can spend Conviction to do one of two things; gain a one-time use of any tradition power you currently do not possess (but you do not gain the +2 bonus noted above), or to treat your Power Check as you rolled a 20 when using a tradition power you do possess.

However, choose two powers, these are your “forbidden powers”, that you cannot learn. The exact nature as to why these are forbidden could be anything, a law/code/vow of your tradition, requires a different form of supernatural power other than your tradition uses, etc. Whatever the case may be, you cannot use those powers under any circumstance, even with Conviction.

## Tinkering

*Prerequisite(s): Adept role.*

Your powers are technological rather than supernatural in nature.

➤ **New Powers:** Each power you possess is treated as being a separate technological device, or a new function or feature of an existing device. If a device is ever lost, stolen, or destroyed, the associated powers with the device cannot be used until it is found or a new device is built.

➤ **Malfunctions:** When using a tinkering power you do not suffer from Fatigue, however, if you happen to roll a “Natural 1” (the D20 rolls a 1) during a Power Check, the device malfunctions. The exact nature of the malfunction is up to the Narrator. Whatever the malfunction, the device must be repaired before it can be used again, and any powers that are part of the device cannot be used until it is repaired. Repairing a device calls for a “Craft (tinkering)” skill check with a DC equal to (10 + one-half adept level) and one hour of work with proper tools.

➤ **Losing, Repairing, and Building Devices:** If a device is lost or destroyed, the powers associated with the device cannot be used until it is found, or a new device is built. Repairing a device takes one hour worth of work per power in the device. Building a new device takes one day worth of work per power in the device.

➤ **Sharing Devices:** You can spend a point of Conviction to share a device with another character for the remainder of the scene. However, there are two issues of note: non-tinker adept characters and tinker adepts.

— *Non-Tinker Adept Characters:* When sharing a tinkering device with a non-tinker adept character this character is treated as a 0-level adept with 0 Power Ranks.

— *Tinker-Adept Characters:* If the character happens to be another tinker adept, then they can use their

full adept level and power ranks, as usual.

➤ **Conviction:** You can spend a point of Conviction to do three things; prevent a malfunction, allow another character use the device for the encounter, or to alter the device to gain a one-time use of a single power you do not possess.

## Expertise

*Prerequisite(s): Expert role.*

Experts can spend a point of Conviction to gain 4 temporary ranks in any skill, including skills in which the expert is not currently trained in and those that normally cannot be used untrained. These temporary skill ranks last for the duration of the scene and grant their normal benefits.

## Savant

*Prerequisite(s): Expert role.*

Choose two skills at 1st-level. You gain a +2 bonus to skill checks with those skills. At 5th-level, and every five levels thereafter (10th, 15th, 20th), the bonus increases by an additional +1, to a maximum of +6 at 20th-level. You can also spend a point of Conviction to roll twice when making a skill check when using the chosen skills, keeping the better of the two rolls.

## Specialist

*Prerequisite(s): Expert role.*

Choose one ability score, skill, or save. When making a check/save with the chosen ability score/skill/save, you roll twice and use the better of the two rolls. When you spend a point of Conviction for a re-roll, you re-roll only one of the dice, not both.

## Determination

*Prerequisite(s): Warrior role.*

You can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

## Unbreakable

*Prerequisite(s): Warrior role.*

You can spend a point of Conviction to temporarily ignore the penalties associated with the following conditions: dazed, exhausted, fatigued, nauseated, panicked, shaken, sickened, staggered, stunned, winded, and wounded. You can ignore these conditions for ten rounds. After this duration, you begin to suffer the effects of these conditions again. In addition, you have a +2 bonus to all saves for the duration, excluding Toughness saves.

## Deadly Aim

*Prerequisite(s): Warrior role.*

When making a ranged attack, you can spend a point of Conviction to treat your attack roll as if you rolled a 20. However, this is not considered a “natural 20”.  
roll twice when making a ranged attack, taking the better of the two results. If you spend Conviction for a re-roll, you get to re-roll only one die, not both.

## Rage Power

*Prerequisite(s): Warrior role, Rage feat.*

When you use the *Rage* feat, you can spend a point of Conviction to use one of the following supernatural powers: *Combat sense, Cure, Cure blindness/deafness, Cure disease, Cure poison, Elemental aura\**, *Elemental resistance\**, *Enhance ability, Enhance senses, Ghost touch, Psychic shield, Supernatural speed, Supernatural strike, Supernatural weapon*. Powers marked with an asterisk ( \* ) can be used regardless of their prerequisites.

You gain the effects of the power in addition to the normal benefits of the rage, however, these supernatural powers can only affect you, even if they normally can be used on other characters. Powers also are limited to the duration of the rage, or its standard duration, whichever comes first.

You are treated as an Adept equal to one-half your Warrior level, with Constitution as your Key Ability Score, and a pre-set Power Check roll of 10. While using a rage power, you do not need to make any Fatigue saves in regards to power use, as there is already fatigue incurred through the use of the *Rage* feat.

You can also choose a supernatural power from the list above in place of a feat, allowing you to use it when you enter a rage without needing to spend Conviction.

## Ki Power

*Prerequisite(s): Expert or Warrior role, Improved unarmed strike.*

Through years of training and dedication to spiritual enlightenment, the character can develop and harness their "ki" to gain supernatural powers. Wisdom is the Key Ability for supernatural powers. These powers work in the same manner as an adept's supernatural powers, however, the character is treated as having an adept level equal to one-half their Role Level, rounded down.

Characters can choose to acquire a power in place of a feat, just like an adept. However, they are limited to the following powers: *Bliss\**, *Body control, Calm\**, *Combat sense, Cure, Cure blindness/deafness, Cure disease, Cure poison, Dominate\**, *Drain vitality, Enhance ability, Enhance other, Enhance senses, Ghost touch, Harm, Pain\**, *Psychic shield, Severance\**, *Sleep\**, *Supernatural speed, Supernatural strike, Truth-reading, Visions*. Powers marked with an asterisk ( \* ) work with pressure-points and do not require mental contact but a touch attack.

➤ **Ki Powers and Conviction:** Characters can spend a Conviction point to make one use of a supernatural power they do not possess. This works much like spending a Conviction point to emulate a feat. A character can also spend Conviction to perform a Ki Strike.

➤ **Ki Strike:** A Ki Strike is a single unarmed attack empowered with a character's ki and is considered a supernatural attack for purposes of damage reduction. This ki strike also deals extra damage equal to one-half Role Level (rounded down). Performing a ki strike is a full action.

# THE ADEPT

Intellectual, scholar, mystic, sorcerer, shaman, psychic, the adept specializes in the sciences and arts of the supernatural. Adepts are known and respected for their knowledge and insight as well as their command of various supernatural powers. Whether part of secret societies, hidden from the eyes of most, or as an accepted part of the social order, publicly flaunting their extraordinary abilities, adepts are a breed apart from normal beings.

Adepts fill many roles in the world. 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, adepts may be widely known and respected (or feared) for their powers, or operate entirely behind the scenes.

## ABILITIES

Mental abilities are usually more important to adepts than physical ones. In particular, adepts tend to require strong Wisdom scores, since using their powers depends on force of will to stave off fatigue. Intelligence is nearly as important, given the adept's emphasis on scholarship. Adepts also choose a mental ability as the key ability of their supernatural powers. 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 4 + Intelligence score starting skills (minimum of 1). Adepts gain 4 + Int skill ranks per additional level (minimum of 1).

Important skills for adepts include Concentration, Craft, Gather Information, Knowledge skills (particularly supernatural), Language, and Notice.

## FEATS

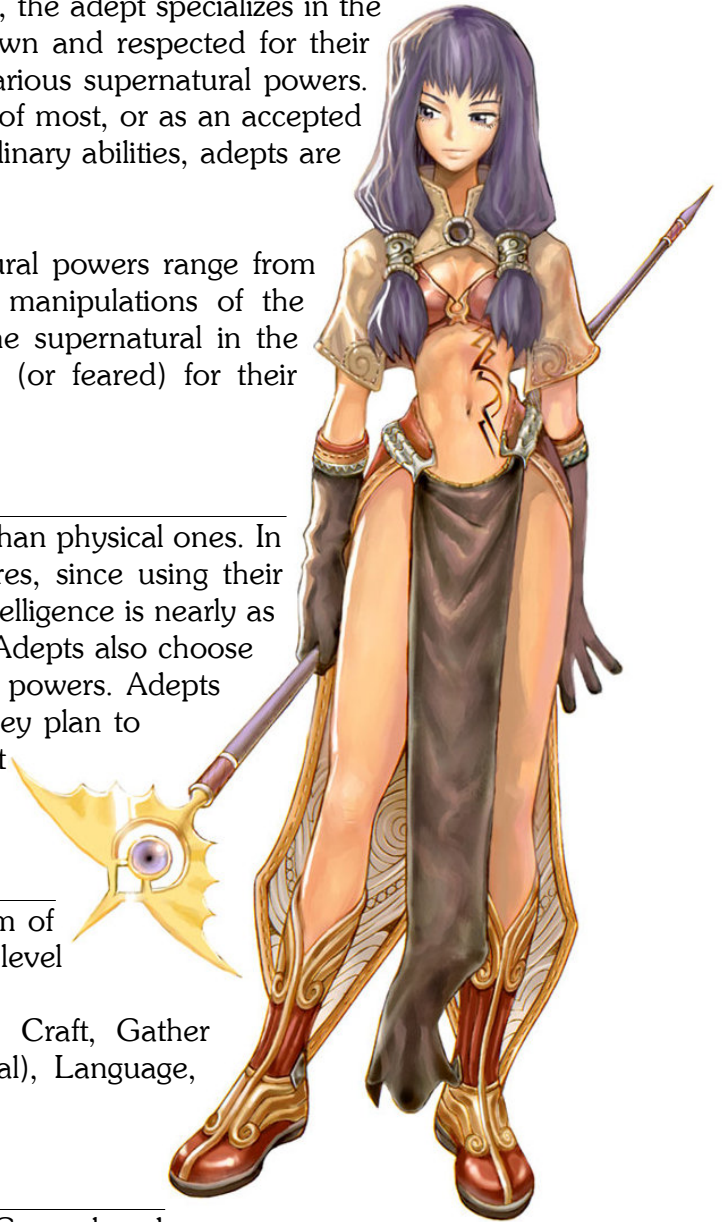
Adepts start with 4 feats. They have access to the General and Adept categories. Adepts can also choose a power in place of a feat.

## POWERS

Adepts can develop and use certain supernatural powers. An adept can choose to acquire a power in place of one of the adept's normal feats, either starting feats or those acquired by improving in level. So a starting adept can have up to four powers (at the cost of taking no starting feats), one power and three feats, two and two, or any combination adding up to the adept's starting number of feats. Each time the adept gains a level the player has a choice of taking a new feat or a new power.

## THE TALENT (CORE ABILITY)

Adepts can spend a point of Conviction to make one use of a supernatural power they do not possess. This works much like spending a Conviction point to emulate a feat. An adept with the Talent can also spend a Conviction point to eliminate any accumulated modifiers to fatigue saving throws for using powers.







# THE EXPERT

Experts range from diplomats and nobles to traveling storytellers and adventurous scholars or scientists, 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, others emphasize physical skills allowing them to avoid unwanted entanglements, and some focus on scholarly skills, but for use "in the field" rather than solely in a laboratory or classroom.

Adventuring experts tend to combine different skills. They have to be able to endure long journeys yet be ready to negotiate with various parties when they reach the journey's end, able to appraise and understand people, situations, and objects. Experts essentially handle everything adepts and warriors do not.

## ABILITIES

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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).

## SKILLS

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Choose 8 + Intelligence score starting skills (minimum of 1). Experts gain 8 + Int skill ranks per additional level (minimum of 1).

Virtually all skills are important to one sort of expert or another. Experts tend to pick certain areas where they specialize, such as athletic or outdoor skills (Acrobatics, Climb, Jump, and Survival, for example), interaction skills (Bluff, Diplomacy, Perform, and Sense Motive), or scholarly skills (such as Craft, Knowledge, and Notice).

## FEATS

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Experts start with 4 feats. They have access to the General and Expert categories.

## EXPERT SAVE

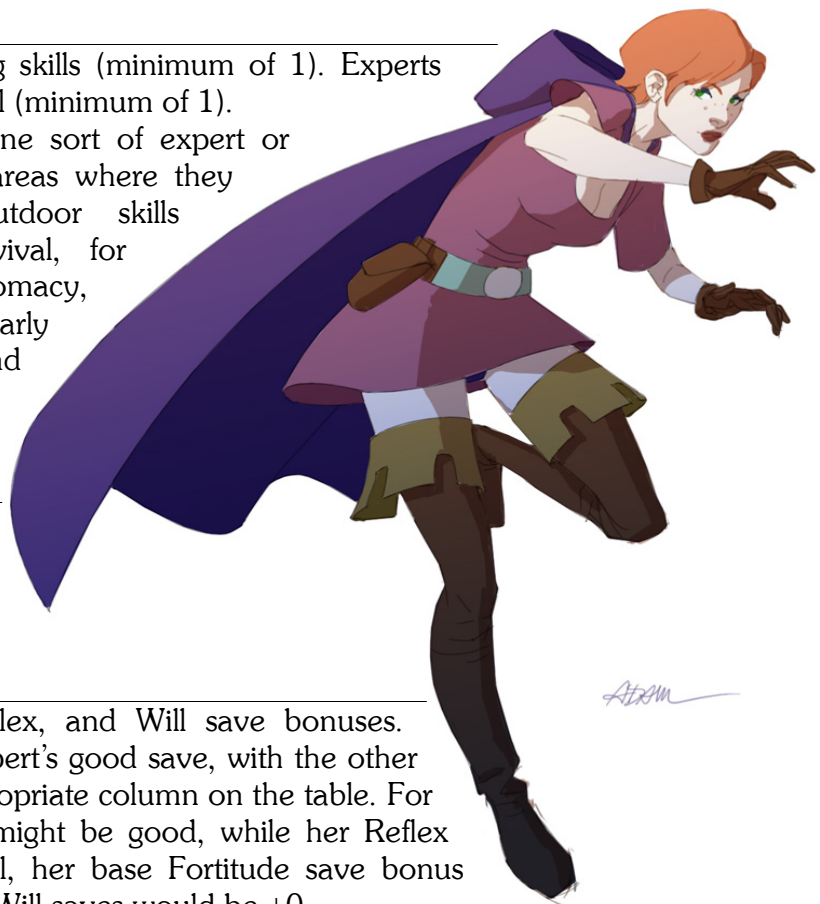
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Experts vary in their Fortitude, Reflex, and Will save bonuses. Choose one of these three to be the expert's good save, with the other two as normal saves, consulting the appropriate column on the table. For example, your expert's Fortitude save might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

## EXPERTISE (CORE ABILITY)

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An expert can spend a point of Conviction to gain 4 temporary ranks in any skill, including skills in which the expert is not currently trained or that cannot be used untrained. These temporary skill ranks last for the duration of the scene and grant their normal benefits.



## TABLE XX: THE EXPERT

**Combat Progression:** Medium (3)

**Skill Progression:** 8 + Int (2)

**Saving Throws:** One Good, Two Normal (0)

**Power Access:** None (0)

**Feat Access:** Expert (0)

**TOTAL COST:** 5 points

Role Level	Base Combat	— Saving Throws —		Reputation
		Good	Normal	
1	+0	+2	+0	+1
2	+1	+3	+0	+1
3	+2	+3	+1	+1
4	+3	+4	+1	+2
5	+3	+4	+1	+2
6	+4	+5	+2	+2
7	+5	+5	+2	+2
8	+6	+6	+2	+3
9	+6	+6	+3	+3
10	+7	+7	+3	+3
11	+8	+7	+3	+3
12	+9	+8	+4	+4
13	+9	+8	+4	+4
14	+10	+9	+4	+4
15	+11	+9	+5	+4
16	+12	+10	+5	+5
17	+12	+10	+5	+5
18	+13	+11	+6	+5
19	+14	+11	+6	+5
20	+15	+12	+6	+6

# THE WARRIOR

Flashing blades, roaring guns, or even bare fists are the tools of the warrior. Some fight for 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 breadth of knowledge of experts, warriors have courage, determination, and skill at arms, and for them, it's enough.

## ABILITIES

Warriors prize physical abilities over mental ones. Strength is important in striking a powerful blow. Dexterity allows warriors to evade incoming attacks and gives them accuracy with their own. Constitution may be a warrior's 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 4 + Intelligence score starting skills (minimum of 1). Warriors gain 4 + Int skill ranks per additional level (minimum of 1).

Important skills for warriors tend to be physical, such as Climb, Jump, and Swim. They often acquire some type of vehicular skill (from Ride to Drive or Pilot, depending on the transportation available), and utility skills like Concentration, Notice, and Sense Motive are common.

## FEATS

All warriors have Firearms Training or Weapon Training as a starting feat. Choose 3 other starting feats from the General or Warrior categories.

## DETERMINATION (CORE ABILITY)

A warrior can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).



## TABLE XX: THE WARRIOR

**Combat Progression:** Fast (4)

**Skill Progression:** 4 + Int (1)

**Saving Throws:** Good (Fort.), Normal (Ref., Will) (0)

**Power Access:** None (0)

**Feat Access:** Warrior (0)

**TOTAL COST:** 5 points

Role	Base	— Saving Throws —			
Level	Combat	Fortitude	Reflex	Will	Reputation
1	+1	+2	+0	+0	+0
2	+2	+3	+0	+0	+0
3	+3	+3	+1	+1	+1
4	+4	+4	+1	+1	+1
5	+5	+4	+1	+1	+1
6	+6	+5	+2	+2	+1
7	+7	+5	+2	+2	+2
8	+8	+6	+2	+2	+2
9	+9	+6	+3	+3	+2
10	+10	+7	+3	+3	+2
11	+11	+7	+3	+3	+3
12	+12	+8	+4	+4	+3
13	+13	+8	+4	+4	+3
14	+14	+9	+4	+4	+3
15	+15	+9	+5	+5	+4
16	+16	+10	+5	+5	+4
17	+17	+10	+5	+5	+4
18	+18	+11	+6	+6	+4
19	+19	+11	+6	+6	+5
20	+20	+12	+6	+6	+5

# THE DRUID

The fury of a storm, the gentle strength of the morning sun, the cunning of the fox, the power of the bear--all these and more are at the druid's command. The druid however, claims no mastery over nature. The druid gains her power not by ruling nature but by being at one with it. To trespassers in a druid's sacred grove, to those who feel the druid's wrath, the distinction is overly fine.

Druids adventure to gain knowledge, especially of animals and plants unfamiliar to them, and power. Sometimes, nature will call on them to pursue some goal. Druids may also bring their power to bear against those who threaten what they love, which more often includes ancient stands of trees or trackless mountains than people. While druids accept that which is horrific or cruel in nature, they hate that which is unnatural, and sometimes combat such aberrations of nature, especially when they encroach on the druids' territory.

## ABILITIES

With their connection to nature, Wisdom is the key ability to their supernatural powers. Charisma is important when dealing with animals and spirits of the wild. Druids also have a higher-than-average Constitution due to the hardships of living in the wild.

## SKILLS

Choose 4 + Intelligence score starting skills (minimum of 1).  
Druids gain 4 + Int skill ranks per additional level (min. of 1).

Important skills for druids including wilderness skills (Climb, Handle animal, Jump, Notice, Survival, Swim), skills dealing with the supernatural (Concentration, Knowledge (supernatural), and Knowledge (theology/philosophy)), and utility skills (Diplomacy, Ride, Sense motive, and Stealth).

## FEATS

All druids start with the Animal empathy and Dedicated (nature) feats, plus 2 other feats. They have access to the General and Adept categories. Druids can also choose a supernatural power in place of a feat.

## DRUIDIC POWERS

Druids revere the powers of nature and the elemental forces, animalistic demigods and nature spirits, and nature itself, and their supernatural powers reflect this. Druids are limited to the following list: *Beast link*, *Body control*, *Cold shaping*, *Cure*, *Cure blindness/deafness*, *Cure disease*, *Cure poison*, *Earth shaping*, *Elemental aura*, *Elemental blast*, *Elemental resistance*, *Elemental weapon*, *Energy shaping*, *Enhance ability*, *Enhance other*, *Enhance senses*, *Fire shaping*, *Light shaping*, *Nature reading*, *Plant shaping*, *Self-shaping*, *Sleep*, *Summon beasts\**, *Visions*, *Water shaping*, *Weather shaping*, *Wind shaping*, *Wind walk*.

\* Power found in *True20 Bestiary* or *True20 Adept's Handbook*.

## NATURE'S CHAMPION (CORE ABILITY)

Druids can spend a point of Conviction to make one use of a druidic supernatural power they do not possess. This works much like spending a Conviction point to emulate a feat. A druid can also spend a Conviction point to eliminate any accumulated modifiers to fatigue saving throws for using powers.

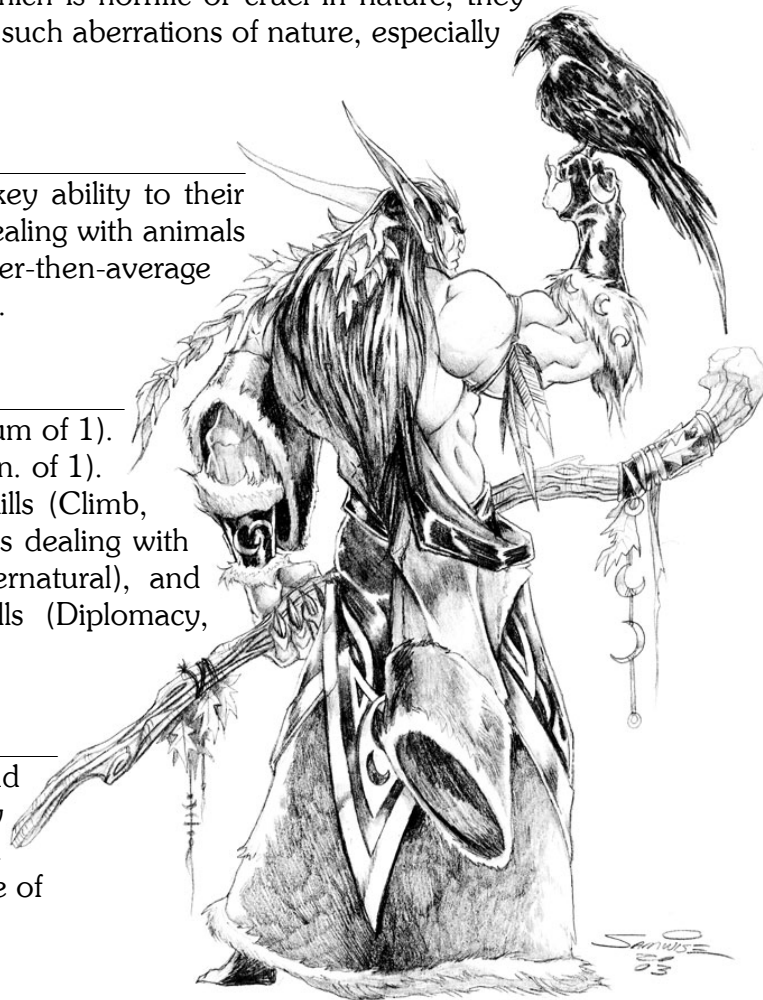


TABLE XX: THE DRUID

Combat Progression: Medium (3)

Power Access: Medium, Broad (1)

Skill Progression: 4 + Int (1)

Feat Access: Adept (0)

Saving Throws: Medium (Fort., Will), Normal (Ref.) (0)

TOTAL COST: 5 points

Role	Base	Power	Adept	— Saving Throws —			
Level	Combat	Rank	Level	Fortitude	Reflex	Will	Reputation
1	+0	3	0*	+1	+0	+1	+0
2	+1	3	0*	+1	+0	+1	+0
3	+2	4	1	+2	+1	+2	+1
4	+3	5	2	+2	+1	+2	+1
5	+3	5	2	+3	+1	+3	+1
6	+4	6	3	+3	+2	+3	+2
7	+5	7	4	+3	+2	+3	+2
8	+6	7	4	+4	+2	+4	+2
9	+6	8	5	+4	+3	+4	+2
10	+7	9	6	+5	+3	+5	+2
11	+8	9	6	+5	+3	+5	+3
12	+9	10	7	+6	+4	+6	+3
13	+9	11	8	+6	+4	+6	+3
14	+10	11	8	+6	+4	+6	+3
15	+11	12	9	+7	+5	+7	+4
16	+12	13	10	+7	+5	+7	+4
17	+12	13	10	+8	+5	+8	+4
18	+13	14	11	+8	+6	+8	+4
19	+14	15	12	+9	+6	+9	+5
20	+15	15	12	+9	+6	+9	+5

\* Even as a 0-level adept they are still capable of using their supernatural powers.

# THE RANGER

The wild is home to many fierce, cunning, and predatory creatures, such as brutal grizzly bears and vicious mountain lions. But more cunning and powerful than these beasts is the ranger, a skilled hunter and stalker. They know the lands they stalk and their prey in deadly detail.

Rangers often accept the role of protector, aiding those who live in or travel through the lands outside the city walls. In addition, they often carry grudges against certain types of creatures and look for opportunities to find and destroy them.

## ABILITIES

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Rangers favor physical abilities over mental abilities in order to better cope with the hardships of living in the wilds, with Dexterity being paramount due to their use of ranged weaponry. Wisdom is also important for many skills vital for wilderness survival, as well as being the key ability for their supernatural powers.

## SKILLS

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Choose 4 + Intelligence score starting skills (minimum of 1). Rangers gain 4 + Int skill ranks per additional level (minimum of 1).

Important skills for rangers revolve around wilderness survival; Climb, Handle animal, Jump, Notice, Ride, Search, Stealth, Survival, and Swim.

## FEATS

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Rangers start with Armor training (light) and Weapon training, plus two other feats. They have access to the General and Warrior categories.

## NATURE BOND (CORE ABILITY)

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The ranger has a special connection to nature, expressed as an “Animal Companion” or “Powers of Nature”. Choose one, but once chosen it cannot be changed (unless the Narrator agrees).

**Animal Companion:** If the ranger's bond is an animal companion, the companion has a Total Level equal to the ranger's Total Level, minus 2 (minimum of 1st-level), and gains levels as the ranger does. This animal companion can be any animal the Narrator approves of, always two levels lower than the ranger. In addition, the ranger can spend their Conviction on behalf of their animal companion. If the animal dies or is released from the bond, the ranger cannot gain another animal companion until they gain a new level.

**Powers of Nature:** If the ranger's bond is in the form of supernatural powers, they can choose powers from the list below in place of a feat. Wisdom is the key ability. In addition to supernatural powers, the ranger can also spend a Conviction to gain a single-use of any power they do not possess from the list below. The powers available to the ranger are: *Beast link*, *Beast messenger\**, *Beast speech\**, *Beast reading\*\**, *Cure disease*, *Cure poison*, *Enhance ability*, *Enhance senses*, *Nature reading*, *Plant shaping*, *Summon beasts\**, *Supernatural speed*.

\* Powers found in *True20 Adept's Handbook*. \*\* As the Heart shaping power, but works on animals only.



**TABLE XX: THE RANGER**
**Combat Progression:** Medium (3)

**Power Access:** Slow, Narrow (0.25)

**Skill Progression:** 6 + Int (1.5)

**Feat Access:** Expert or Warrior (0)

**Saving Throws:** Medium (Fort., Ref., Will) (0.25)

**TOTAL COST:** 5 points

Role Level	Base Combat	Power Rank	Adept Level	— Saving Throws —			Reputation
				Fortitude	Reflex	Will	
1	+0	2	0*	+1	+1	+1	+0
2	+1	2	0*	+1	+1	+1	+1
3	+2	3	0*	+2	+2	+2	+1
4	+3	3	0*	+2	+2	+2	+1
5	+3	4	1	+3	+3	+3	+1
6	+4	4	1	+3	+3	+3	+2
7	+5	5	2	+3	+3	+3	+2
8	+6	5	2	+4	+4	+4	+2
9	+6	6	3	+4	+4	+4	+2
10	+7	6	3	+5	+5	+5	+3
11	+8	7	4	+5	+5	+5	+3
12	+9	7	4	+6	+6	+6	+3
13	+9	8	5	+6	+6	+6	+3
14	+10	8	5	+6	+6	+6	+4
15	+11	9	6	+7	+7	+7	+4
16	+12	9	6	+7	+7	+7	+4
17	+12	10	7	+8	+8	+8	+4
18	+13	10	7	+8	+8	+8	+5
19	+14	11	8	+9	+9	+9	+5
20	+15	11	8	+9	+9	+9	+5

\* Even as a 0-level adept they are still capable of using their supernatural powers.



# THE MONK

Dotted across the landscape are monasteries—small, walled cloisters inhabited by monks. These monks pursue personal perfection through action as well as contemplation. They train themselves to be versatile warriors skilled at fighting without weapons or armor. Monasteries headed by good masters serve as protectors of the people. Ready for battle even when barefoot and dressed in peasant clothes, monks are able to travel unnoticed among the populace, catching bandits, warlords, and corrupt nobles unawares. By contrast, monasteries headed by evil masters rule surrounding lands through fear, as an evil warlord's castle might. Evil monks make ideal spies, infiltrators, and assassins.

The individual monk, however, is unlikely to care passionately about championing commoners or amassing wealth. She cares for the perfection of her art and, thereby, her personal perfection. Her goal is to achieve a state that is, frankly, beyond the mortal realm.



## ABILITIES

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For monks Wisdom is their most important ability, as it is the basis for their Canny dodge feat and the Key Ability for their supernatural powers. Dexterity is also as important, for many of their skills and unarmed attacks benefit from it. The remaining abilities are dependent on where the monk's focus lies; combat-focused monk will see more benefit with Strength and Constitution, while those wanting more skills will benefit with Intelligence and Charisma.

## SKILLS

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Choose 4 + Intelligence score starting skills (minimum of 1). Monks gain 4 + Int skill ranks per additional level (minimum of 1).

Important skills for monks include physical skills (Acrobatics, Climb, Jump, and Swim) to help the monk move about the battlefield, and Concentration for when the monk uses their ki powers while in combat. Other helpful skills are Escape artist, Notice, and Stealth to exploit a monk's higher-than-normal ability scores, and Diplomacy, Medicine, and Sense motive for non-combat situations.

## FEATS

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All monks have Canny Dodge (wisdom) and Improved Strike as a starting feats. Choose 2 other starting feats from the General or Monk categories.

Monks have their own category of feats, which are: *Acrobatic bluff*, *Attack specialization*, *Chokehold*, *Crippling strike\**, *Defensive roll*, *Deflect arrows*, *Elusive target*, *Evasion*, *Grappling finesse*, *Great cleave*, *Greater attack focus*, *Greater attack specialization*, *Improved evasion*, *Mind over body*, *Redirect*, *Seize initiative*, *Skill mastery*, *Slow fall*, *Snatch arrows*, *Stunning attack*, *Weapon bind*, *Weapon break*.

\* Crippling strike applies to a monk's Stunning attacks.

## KI POWER (CORE ABILITY)

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Through years of training and dedication to spiritual enlightenment, monks can develop and harness an energy they call "ki" to gain supernatural powers. Wisdom is their Key Ability for supernatural powers. These powers work in the same manner as an adept's supernatural powers, however, monks are treated as having an adept level equal to one-half their monk level, rounded down.

Monks can choose to acquire a power in place of a feat, just like an adept. Monks are limited to the following powers: *Bliss\**, *Body control*, *Calm\**, *Combat sense*, *Cure*, *Cure blindness/deafness*, *Cure disease*, *Cure poison*, *Dominate\**, *Drain vitality*, *Enhance ability*, *Enhance other*, *Enhance senses*, *Ghost touch*, *Harm*, *Pain\**, *Psychic shield*, *Severance\**, *Sleep\**, *Supernatural speed*, *Supernatural strike*, *Truth-reading*, *Visions*. Powers marked with an asterisk ( \* ) work with pressure-points, and so do not require mental contact, but a touch attack.

➤ **Ki Powers and Conviction:** Monks can spend a Conviction point to make one use of a supernatural power they do not possess. This works much like spending a Conviction point to emulate a feat. A monk can also spend Conviction to perform a Ki Strike.

➤ **Ki Strike:** A Ki Strike is a single unarmed attack empowered with a character's ki and is considered a supernatural attack for purposes of damage reduction. This ki strike also deals an extra +1 damage per four monk levels. Performing a ki strike is a full action, and if the attack misses, the Conviction points is wasted.

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**TABLE XX: THE MONK**

**Combat Progression:** Medium (3)

**Power Access:** Medium, Narrow (0.5)

**Skill Progression:** 6 + Int (1.5)

**Feat Access:** Monk (0)

**Saving Throws:** Medium (Fort., Ref., Will) (0.25)

**TOTAL COST:** 5.25 points

Role	Base	Power	Adept	— Saving Throws —			
Level	Combat	Rank	Level	Fortitude	Reflex	Will	Reputation
1	+0	3	0*	+1	+1	+1	+0
2	+1	3	0*	+1	+1	+1	+0
3	+2	4	1	+2	+2	+2	+1
4	+3	5	2	+2	+2	+2	+1
5	+3	5	2	+3	+3	+3	+1
6	+4	6	3	+3	+3	+3	+1
7	+5	7	4	+3	+3	+3	+2
8	+6	7	4	+4	+4	+4	+2
9	+6	8	5	+4	+4	+4	+2
10	+7	9	6	+5	+5	+5	+2
11	+8	9	6	+5	+5	+5	+3
12	+9	10	7	+6	+6	+6	+3
13	+9	11	8	+6	+6	+6	+3
14	+10	11	8	+6	+6	+6	+3
15	+11	12	9	+7	+7	+7	+4
16	+12	13	10	+7	+7	+7	+4
17	+12	13	10	+8	+8	+8	+4
18	+13	14	11	+8	+8	+8	+4
19	+14	15	12	+9	+9	+9	+5
20	+15	15	12	+9	+9	+9	+5

\* Even as a 0-level adept they are still capable of using their supernatural powers.