

True20 Avatar Template

An Avatar is a mortal creature that has been chosen by their patron deity to become a divine instrument to carry out their patron's goals within the mortal world.

Creating An Avatar

An "Avatar" is an inherited template that can be added to any living, corporeal creature with an Intelligence of -3 or higher (referred to hereafter as the base creature).

An Avatar uses all the base creature's statistics and special abilities except as noted here.

Avatar

An Avatar is when a divine force bestows partial of it's power into a mortal vessel.

Avatar (Template)

Type: The creature's type does not change, but gains either the Vice or Virtue subtype, depending on the deity. Other subtypes might be gained with the Narrator's judgement.

Abilities: Increase two of the base creature's abilities by +2. The two abilities are those most associated with the deity.

Skills: Avatars gain a +4 circumstance bonus to five chosen skills. These skills must reflected associated with the deity.

Feats: All Avatars gain four bonus supernatural powers based on their deity with their total level as their adept level. Those Avatars with adept levels already instead gain a +2 bonus to power checks concerning those powers.

Traits: An Avatar has all the traits of the base creature, plus the following traits.

Darkvision: Avatars gain darkvision with a range of 60 feet. If the creature already has darkvision, they instead gain +30 feet to their darkvision range.

Damage Reduction: Avatars gain Damage Reduction 4/supernatural. An Avatar's natural weapons are treated as supernatural weapons for the purpose of overcoming damage reduction. If the creature has damage reduction already add +2.

Exhaustion: Taking on the Avatar form is very exhausting. For each minute the Avatar must make a Constitution check (DC 20) or gain a level of fatigue. If the Avatar fails by 10+ they automatically end their Avatar state.

Resistances: Avatars gain resistance of 2 to the listed attack forms (if 7th-level or lower) or 4 (if 8th-level or higher). Those Avatars with the Vice subtype has resistances to cold and fire. Avatars with Virtue subtype have resistances to acid, cold, and electricity. If the creature has a greater form of resistance, add +2.

Supernatural Resistance: Avatars have Supernatural Resistance equal to creature's total level + 10 (maximum 30). If the creature has supernatural resistance already add +2.

Smite: Once per day an Avatar can make a normal melee attack to deal extra damage equal to its level (maximum of +20). Avatars with the Vice subtype can use this on outsiders with the Virtue subtype, while those Avatars with the Virtue subtype can use it on undead and outsiders with the Vice subtype.

Saving Throws: Avatars gain a +1 natural armor bonus to toughness. Avatars also gain a +4 to Will saves against mind-influencing effects.

Advancement: Avatars advance by heroic role.

Level Lag: 2.

Example Avatar

CALE'DRINA, DARK ELF HIGH-PRIESTESS AND AVATAR OF THE SPIDER GODDESS

13th-level Medium Dark Elf Female (Adept 9 / Warrior 4) [Vice subtype] [Level Lag: 2]

Primary Role: Adept

Abilities: Str -1, Dex +2, Con -1, Int +2, Wis +7*, Cha +5*. * See Avatar traits below.

Skills: Bluff 8 [+17*], Concentration 16 [+23*], Diplomacy 12 [+21*], Intimidate 8 [+13*], Knowledge (supernatural) 8 [+14*], Knowledge (philosophy/theology) 10 [+16*], Medicine 8 [+15*], Notice 8 [+17*], Search 8 [+12], Sense motive 10 [+21*]. * See Avatar traits below.

Feats: Armor training (light/heavy), Assessment, Attack focus (whip), Attractive, Canny doge (wis), Contacts, Empower, Imbue item, Improved disarm, Leadership (score 18), Mind over body, Subtle power, Talented (notice/search)*, Weapon training*. * Bonus feats.

Powers [Wis-based; Power Rank 17; Save DC 20]: Combat sense, Corrupting shadow*, Dominate*, Heart shaping*, Scrying, Shadow shaping (power rank 21)*, Summon beasts (insects)*, Summon outsider, True vision. * Bonus powers.

Traits: The Talent, Drow traits, Avatar traits; Darkvision 150 ft, Damage reduction 4/supernatural, Resistances to cold 4, Resistance to fire 4, Supernatural resistance 26, +4 to Will saves against mind-influencing effects, Smite [+13 damage vs virtue subtype outsiders; 1/day], Leadership.

Combat: Attack +10, +12 w/ whip, +11 w/ mace [+8 base, +2 dex], Damage -1 [+0 whip, -1 str], +1 [+2 mace, -1 str], Defense Dodge +15 [+8 base, +2 dex, +5 wis] / Parry +12 [+8 base, -1 str, +5 wis], Initiative +2 [+2 dex]

Saving Throws: Toughness +3 [+1 natural, +3 chainmail, -1 con], Fortitude +4 [+7 base, -1 con, -2 multiclass], Reflexes +6 [+4 base, +2 dex], Will +12 [+7 base, +5 wis]

Conviction: 9

Reputation: +4

Wealth: 12 [*Profession skill:* Knowledge (philosophy/theology)]

Size and Speed: Medium 30 ft.

Virtue and Vice: Faithful and Manipulative

Weapons and Armor: Supernatural whip [+0 damage, 20/+3, +1 attack], Masterwork mace [+2 damage, 20/+3, +1 attack], Masterwork chainmail armor [+3 toughness, -2 armor check penalty].



The Talent

—The adept 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. An adept with the Talent can also spend a Conviction point to eliminate any accumulated modifiers to fatigue saving throws for using powers.

Drow Traits

—Ability Adjustments: +1 Dexterity, -1 Constitution, +1 Intelligence, +1 Charisma.

—Vision: Darkvision out to 120 feet.

—Supernatural Resistance equal to 24.

—+2 racial bonus on Will saves against supernatural powers.

—Light Blindness: Abrupt exposure to bright light (such as sunlight) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

—Bonus Feats: Power (Shadow Shaping) (treat as 15th-level adept), Talented (Notice and Search), Weapon Training.

—Favored Feats: Choose one Supernatural Feat (dark elves treat this feat as if their total level was their adept level).

Avatar Traits

—+2 bonus to Wisdom and Charisma.

—+4 bonus to Bluff, Diplomacy, Intimidate, Knowledge (philosophy/theology), Sense motive checks.

—Darkvision +30 ft

—Damage reduction 4/supernatural

—Resistances to cold/fire 4

—Supernatural resistance 26

—+4 to Will saves against mind-influencing effects

—Smite outsiders [virtue subtype] +13 damage 1/day

Leadership

Has a leadership score of 18. Followers are: 12th-level companion, 35 1st-level, 3 2nd-level, 1 3rd-level, and 1 4th-level.