

# DEMONWYLD.COM :: True20 Collection Bin

Written By: Anime Kidd @ aol.com // demonwyld @ gmail.com

Website: www.demonwyld.com

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# CHARACTERS

## Backgrounds

### Rakasta

These are humanoid cat-folk resembling the large, great cats like tigers, lions, panthers, etc.

- **Ability Scores:** +1 Dexterity, -1 Charisma.
- **Bonus Feats:** Nightvision, Talented (notice).
- **Darkvision** 60 feet.
- **Natural weapon:** Bite +1 lethal piercing damage, -4 penalty w/o Exotic weapon training (bite) feat.
- **Scent:** Rakasta gain the *Scent* trait.
- **Code of Conduct:** No shields, no heavy armor, no "peasant weapons" (axes, scythes, etc; anything derived from tools), obedience and utter loyalty to a Daimyo. Failure to follow results in -3 to reputation and -1 morale penalty to all checks for full hour after the incident.
- **Favored Feats:** Improved strike, Exotic weapon training (torasume).

### Sanjiyan

This is a human-looking race with a third-eye upon their forehead.

- **Ability Scores:** +1 Wisdom; -1 Strength, -1 Charisma.
- **Bonus Skills:** Any two skills.
- **Bonus Feat:** Any single, non-supernatural feat.
- **Jigan:** All sanjiyan have a third-eye, a Jigan, that allows them to see the aura's of any living creature. This allows the sanjiyan to perceive the emotional state of the target and gains a +4 bonus to all interaction skills.
- **Tempered Soul:** As the sanjiyan have great control over their emotions all social skills, supernatural powers, and other effects that try to rouse any kind of emotion has a -4 penalty.
- **Favored Feats:** Any single supernatural power of the following list: Heart reading, Second sight, True vision, or Truth reading.

### Tanuki

Tanuki are a race of fearless and friendly badgerfolk with a sense of humor and a thirst for a strong drink.

- **Ability Scores:** +1 Constitution, -1 Wisdom.
- **Bonus Feats:** Diehard, Nightvision.
- **Base Speeds:** Has a base speed of 20 ft and climb speed of 20 ft.
- **Small Size:** Small heroes get a +1 to their Combat bonus due to their size (they're small targets, while normal-sized targets seem big to them), and a +4 bonus on Stealth checks. They suffers a -1 penalty on Toughness saves, however. A Small character's carrying capacity is three-quarters of that of a normal (medium-sized) character and a Small character generally moves about two-thirds as fast as a medium character.
- **Favored Feats:** Rage, Scent.

### Yn'gala

*the Children of the Clouds, the Winged Elves*

#### **1st-level Medium-size Fey**

**Speed:** 20 ft., fly 40 ft. (good)

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

**Starting Skills:** Any six skills.

**Starting Feats:** Any single feat, plus Night vision\*. \* Bonus feat.

**Combat:** Attack +2 (+0 base, +2 dex), Damage -1 (-1 str; unarmed), Defense +2 dodge (+0 base, +2 dex), parry -1 (+0 base -1 str), Initiative +2 (+2 dex)

**Saving Throws:** Toughness -1 (-1 con), Fortitude -1 (-1 con), Reflex +4 (+2 base, +2 dex), Will +2 (+2 base)

**Advancement:** By heroic role.

**Level Lag:** +1. Yn'gala are considered to be one level higher than their total level.

*"As you come upto entering the valley, you see off in the distance a great cliff abuzz with dark shapes flying here and there. Some swooping down, skimming along the river spears in hand, a few are enjoying the clear skies and bright while others going to and from large holes inside the cliff itself. As you draw near, you see they are elf-like appearance, with feathered wings and now you can see those holes as dwellings built into the side of the cliff! These are the Yn'gala, the Children of the Clouds; welcome to their land."*

The Yn'gala (pronounced Yin Gahlah and both plural and singular), or "Children of the Clouds" in their native tongue, are a rare race of akin to elves with feathered wings. Some believe the Yn'gala, or Winged Elves as they are erroneously known, are in fact a subrace of elves who have grown or blessed with the gift of their wings. The fact is that the Yn'gala are a rare kind of Fey and are indeed the Children of the Clouds, the progeny of a goddess of the winds and birds.

Standing roughly four feet to nearly five-and-a-half-feet tall, the Yn'gala appear similar to elves. They have simialrly pointed ears, though a bit longer, almond-shaped eyes, and the same graceful and delicate movement. Their wingspan is nearly twice their height and the coloration is similar in range to birds of prey. The most common range of coloration is a light brown, a deep red-brown, or a light grey spotted with dark and white spots. There are even those with wings of a pure white or a deep purple that it is nearly black.

**Yn'gala Society:** The Yn'gala society is set around extended family groups, and the idea of the extended family encompasses even those who are not blood related, like close friends and their community. With this mentality, the Yn'gala have a strong bond with their community and others of their "family".

They also believe in the phrase "It takes a village to raise a child". This holds true with the Yn'gala as all the children are raised by the community as a whole. Another thing about Yn'gala is their near reverance of their elders. It is the elders that are often sought after for advice on all things.

**Yn'gala Religion:** Yn'gala religious beliefs are centered around the natural forces of Nature, especially the wind. Wind chimes, wind instruments, and other items that utilize the wind or air are very common in their ceremonies. They almost always have some form of open-air temple at the center of their settlements.

**Cliff-dwellings of the Yn'gala:** The Yn'gala are unique in that all of their race dwells inside settlements carved out of the sides of high cliffs. These "cliff-dwellings" as they have become known, are encountered on the sheer cliffs of many mountains, foothills, and canyon walls.

Due to the unique building site of their cities and towns, rarely will any land-walker (a term used by the Yn'gala to denote anyone who cannot fly) will never see. To get around this, some Yn'gala settlements have a small town nearby so they can deal with these land-walkers. Many of these second settlements are often just below or on top of the cliff itself. In this second settlement, the land-walkers can come to find and trade for many of the Yn'gala goods for sale.

The actual cliff wellings have rarely been seen by many land-walkers, and so it isn't really known how they look or their arrangement. The dwellings all have some balcony with a door. Each dwelling has many openings in those rooms near the cliff-face for windows, and there are many small shafts for the circulation of fresh air and to ventilate smoke from their firepits.

The average Yn'gala dwelling has a few rooms and often share the rooms for sleeping, cooking, eating, and possibly storage. Many of the nobility and other high-ranking Yn'gala have dwellings that would be considered multi-storied with stairs connecting the different levels.

### **Game Information**

- **Ability Scores:** -1 Str, +2 Dex, -1 Con. The Yn'gala are suited to flight, and as such have hollowed bones and a short stature, making them physically weaker and frail compared to humans. They make up for this with a grace even elves find beautiful.

- **Fey:** The Yn'gala are 1st-level Fey. As such they gain a Combat bonus of +0, good Reflex and Will saves, six skills at four ranks each, and Night vision as a bonus feat. Unlike other fey though, they are not innately tied to the supernatural as other Fey, and so cannot choose a supernatural power in place of a feat as described in the Fey creature description.

- **Flight:** The Yn'gala have natural wings similar to birds. They gain a fly speed of 40 feet with good maneuverability. As the Yn'gala spend most of their time in the air, they are somewhat unaccustomed to walking, reducing their land speed to 20 feet per round.

## Character Archetypes

### Dragon Slayer (Warrior)

**Starting Ability Scores:** Str +0, Dex +1, Con +2, Int +1, Wis +2, Cha +0. To be a dragon slayer it takes a hardy and perceptive individual to face one of, if not THE, world's most dangerous and cunning creatures to walk it's surface. Intelligence, knowledge of one's opponent, and a keen hand-eye coordination also helps a great deal.

**Starting Role:** Warrior. Fighting dragons is a warrior's ultimate test of strength, endurance, and skill.

**Starting Skills:** Knowledge (dragon lore), Notice, Ride, Survival; plus one skill other from Intelligence score.

**Starting Feats:** Favored opponent (dragons), Smite foe (dragons), Track, Weapons training\*. \* Bonus feat.

**Further Skills:** Any other skills that can help in the search, tracking, or otherwise help to hunting of dragons.

**Further Feats:** Virtually any feat that increases the dragon slayer's potential to inflict damage or to evade attacks. Other feats that also help in the hunt or those dealing with overcoming a dragon's natural abilities.

## SKILLS AND FEATS

### Skills

#### New Knowledge Specialty: Monster Lore

This new Knowledge specialty covers all manner of lore concerning a single kind of monster (dragon, demon, etc). With this skill one can determine what kind of creature from another similar one, the typical abilities, the typical lairs, and other such information about that particular monster type.

### Feats

#### Breath Stun (Warrior)

**Prerequisites:** Combat 7+, Favored opponent (dragons), Smite opponent (dragons)

With a successful attack (at -6), you can temporarily stun the dragon from using it's breath weapon by using one use of your Smite ability. The duration of this ability is equal to three plus Charisma in rounds. By spending a point of Conviction the duration can be increased to six plus Charisma in rounds. The declaration of using Conviction must be said before rolling.

#### Cloak Defense (Expert)

You are proficient in the use of an armor cloak (see New Armor and Shields for more information).

#### Extreme Shot (Warrior)

**Prerequisites:** Combat bonus 4+, Far shot.

Your range increment with ranged weapons is now doubled. Hurling weapons range increments is tripled.

#### Parry Focus (General)

**Prerequisite:** Combat bonus 1+

Your parry bonus increases by +1. This additional parry bonus is lost in the same way as your regular parry bonus. You can acquire this feat multiple times and its benefits stack.

#### Parry focus, Improved (Martial)

**Prerequisite:** Combat bonus +1, Weapon defense.

When armed with a one-handed weapon and you take a total defense action (see page 73) in combat you gain a +6 parry bonus rather than the usual +4 parry bonus (see Standard Actions, page 7).

#### Ranged Sneak Attack (Expert)

**Prerequisites:** Combat bonus 8+, Precise shot, Sneak attack.

You can make ranged sneak attacks within one range increment.

**Special:** You can take this feat up to three times, increasing the number of range increments for sneak attacks by one, to a maximum of four range increments.

### Rapid Shot (General)

**Prerequisites:** Dex 1+, Precise shot, Quick draw.

You can make one extra attack per round with a ranged weapon. The first attack is at your combat bonus -4 and your second attack is at your combat bonus -6. You must use the full attack action to use this feat.

### Resist Dragonfear (General)

**Prerequisite:** Iron will

Gain a +4 bonus to save against a dragon's fear aura.

### Swarm Hands (Adept)

**Prerequisites:** Insect control 6 ranks.

You can have an insect swarm perform a limited form of move object. This power only works with flying insect swarms and can only move objects, not attack with them, and only within 30 feet of you. You have an equivalent power rank in move object equal to half your insect control power rank. This calls for a fatigue save.

### Swarm Flight (Adept)

**Prerequisites:** Insect control 9 ranks.

You can have the insects swarm around you, granting you a limited form of flight. You gain a fly speed of 20 ft with poor maneuverability. To fly you make a power check against a DC of 20. This calls for a fatigue save. This power only works with flying insect swarms.

### Tremorsense (Adept)

**Prerequisites:** Earth shaping.

You gain the *tremorsense* ability out to 60 feet, but only when on natural earthen surfaces. Unusually loose surfaces, like sand, may reduce the distance to 30 feet. For really solid surfaces, like marble and such, can extend this range to 120 feet.

### Wing Attack (Warrior)

**Prerequisites:** Combat 4+, Favored opponent (dragons), Smite opponent (dragons)

With a successful attack (at -4), you can attack the vulnerable wing joints of a dragon to temporarily ground a dragon by using one use of your Smite ability. The duration of this ability is equal to three plus Charisma in rounds. By spending a point of Conviction the duration can be increased to six plus Charisma in rounds. The declaration of using Conviction must be said before rolling.

### Zen Focus (General)

**Prerequisites:** Wis 1+, Concentration 4 ranks.

As a full-round action you can make a Concentration (DC 20) to ignore any cover your opponent currently has, except total cover, to your next ranged attack.

# SUPERNATURAL POWERS

## New Rule: Power Groups

Each Power Group allows for a small select number of related powers (usually four) to be used Untrained. Each Power Group then becomes an Adept feat that must be taken before the normal Power feat can be taken. The Power Group feat allows the use of the listed powers untrained, that is a base power rank of +0.

**Example 1: Pyromancy** - Here are the known powers for a fire-based power group: *Fire shaping, Elemental aura, Elemental blast, Elemental resistance.*

**Example 2: Necromancy** - Here are the Necromancy power group for a typical fantasy setting: *Drain vitality, Harm, Imbue unlife, Pain.*

**Example 3: Healer** - This power group simulates the healing powers of a good priest in a typical fantasy setting: *Cure, Cure blindness/deafness, Cure disease, Cure poison.*

**Example 4: Telepath** - The power group of a Telepath: *Dominate, Mind probe, Mind reading, Suggestion.*

## Sample Power Groups

All these power groups are of the cleric domains taken from the *Dungeons and Dragon 3rd Edition* game. Those powers not found within the core *True20 Rulebook* shall be found within the *True20 Bestiary* or in this document.

**Air Power Group** — Elemental blast (energy), Weather shaping, Wind shaping, Wind walk.

**Animal Power Group** — Beast link, Nature reading, Self-shaping (animals only), Summon beasts.

**Charm Power Group** — Bliss, Heart reading, Heart shaping, Suggestion.

**Death Power Group** — Drain vitality, Heart shaping (despair/fear only), Imbue unlife, Ward (against undead only).

**Earth Power Group** — Earth shaping, Elemental aura (earth only), Elemental resistance (earth only), Summon elemental (earth only).

**Fire Power Group** — Fire shaping, Elemental aura (fire only), Elemental resistance (fire only), Summon elemental (fire only).

**Glory Power Group** — Light blast, Light shaping, Purifying light, Supernatural weapon.

**Healing Power Group** — Cure, Cure disease, Cure poison, Imbue life.

**Knowledge Power Group** — Sense minds, Scry, True vision, Visions.

**Law Power Group** — Calm, Dictum, Summon outsider ([Law] subtype only), Truth reading.

**Magic Power Group** — Second sight, Severance, True vision, Ward.

**Repose Power Group** — Drain vitality, Ghost touch, Heart shaping (despair/fear only), Ward (against undead only).

**Scalykind Power Group** — Enhance ability (strength only), Self-shaping (reptiles only), Supernatural strike, Summon beasts (reptiles only).

**Travel Power Group** — Phase, Supernatural speed, Teleport, Wind walk.

**Trickery Power Group** — Cloud minds, Illusion, Self-shaping, Suggestion.

**War Power Group** — Combat sense, Elemental weapon, Enhance ability, Supernatural weapon.

**Water Power Group** — Cold shaping, Elemental aura (cold only), Elemental blast (cold only), Water shaping.

**Weather Power Group** — Elemental blast (cold), Elemental blast (energy), Weather shaping, Wind shaping.

## Existing Powers

### Animal Powers

Here are some powers that can be modified to be suitable towards animals.

**Dominate Beast:** This is the *Dominate* power, but only on animals.

**Eyes of the Beast:** This is the *Scrying* power, but by experiencing it through the sensory capabilities of a single animal within range. This requires mental contact prior to using this power.

**Heart of the Beast:** This is the *Heart shaping* power, but only on animals.

**Mind of the Beast:** This is the *Mind touch* power, but only for animals.

**Soothe the Beast:** This is the *Calm* power, but only on animals.

## Dream Powers

Here are some powers modified that can be used to simulate those powers over dreams and nightmares.

**Dreaming:** This is the *Visions* power, but can only be used while sleeping, or trance-like state.

**Dream Walk:** This is the *Teleport* power, but can only be used while sleeping, or trance-like state.

**Dream Shaping:** This is the *Heart shaping* power that can be used on sleeping individuals.

## Earth Shaping

Here are two new uses for the *earth shaping* power.

**Dust Cloud:** This application of *earth shaping* allows you to create a cloud of dust, obscuring vision. For a check DC of 15 allows for a 20% miss chance to all those within. For a DC of 25, you increase the miss chance to 50%.

**Stone Wall:** You create a wall of stone, providing you cover, for a DC 15 check. For each additional person covered by this use of power increases the DC by +2.

## New Powers

### Bless

You can bless another with with your deity's favor, granting a bonus +1 bonus to all rolls and checks for the duration. The duration is dependant on the power check result, as indicated below.

<u>Difficulty</u>	<u>Duration</u>
15	1 round per adept level
20	1 minute per adept level
25	10 minutes adept level
30	1 hour per adept level

**Time:** Activating Bless is a full-round action.

### Contagion

You bestow a single disease with but a touch. The disease acts immediately without an incubation time and the initial save DC is the power's base save DC. The DC listed is for subsequent saves against the disease.

<u>Disease</u>	<u>DC</u>	<u>Effect</u>
Blinding sickness	16	-1 Str*
Cackle fever	16	-2 Wis
Filth fever	12	-1 Dex and -1 Con
Mindfire	12	-1 Int
Red ache	15	-2 Str
Shakes	13	-3 Dex
Slimy doom	14	-1 Con

\* Each time a victim misses their save DC check by 5/10 or more, he or she must make another Fortitude save (using the disease's subsequent save DC) or be permanently blinded.

### Curse

#### *Fatiguing*

You can hinder your opponent's ability in one kind of roll per use. A Curse check determines your target's penalty to the selected roll (see the accompanying table). You can select a bonus lower than the result you get on the table to reduce fatigue Difficulty, which is 10 + the Combat penalty gained (that is, a penalty of -3 is 13).

<u>Result</u>	<u>Penalty</u>
Up to 4	-2
5-14	-3
15-24	-4
25-34	-5
35+	-6

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

### Dictum

This is a variant on the *purifying light* power, but works against those creatures of the [Chaos] subtype.

### Enhance Knowledge

You can enhance your normal knowledge. An Enhance Knowledge check adds a bonus to your one kind of skill check (strength, dexterity, etc). The result of the check indicates the amount of the bonus. You can split the bonus between two kinds of skills.

<u>Result</u>	<u>Bonus</u>
Up to 4	+1
5-14	+2
15-24	+3
25-34	+4
35+	+5

**Time:** Enhance Knowledge 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.

### Enfeeble Ability

#### *Fatiguing*

You can weaken another's Strength or Dexterity for a short time. A successful Enfeeble Ability check adds a bonus to either their 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 a bonus of +2 or greater between Strength and Dexterity.

<u>Difficulty</u>	<u>Bonus</u>
15	-1
20	-2
25	-3
30	-4
35	-5

**Time:** Enfeeble Ability is a standard action. The bonus lasts 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.

### Insect Control

You can control all manner of insects, arachnids, and other insect-like critters. You can do multiple types of actions with this power by utilizing a swarm of insects.

- **Summon Swarm** — You can summon a swarm by making a power check against a DC equal to the swarm's level + 10.
- **Master Swarm** — You can try to gain mastery over an uncontrolled swarm. Make an opposed power check against a DC equal to the swarm's level + 10.
- **Cloud of Insects** — You can summon a swarm to cloud around opponents and interfere with their vision and actions. Everyone in the cloud has a 20% miss chance on all attack rolls and have a penalty to all their actions as indicated below.

<u>Result</u>	<u>Penalty</u>
Up to 4	-1
5-14	-2
15-24	-3
25-34	-4
35+	-5

- **Swarm Attack** — You send out a swarm to attack opponents. The result of the check determines the attack bonus that the swarm's attacks receive, as indicated below. This calls for a fatigue save.

<u>Result</u>	<u>Bonus</u>
Up to 4	+0



5-14	+1
15-24	+2
25-34	+3
35+	+4

- **Insect Scrying** — You can scry out to 100 ft per adept level as if you had the scrying power by sending out individual insects. As it is insects relaying this information, it takes a minimum of one round per 100 feet of distance the insects must fly. Also the detail of the information gained is limited to very simple terms and broad generalizations. So, for example, an insect can tell if men came by but not an individual person.

- **Pheromones** — You can command a tiny insect stowaway on your target and track them by the pheromones of the insect. This application of the power allows the character a +4 bonus to any tracking attempts and is considered to have the Scent ability. It takes a successful Notice check (DC 25) for the target to notice the insect. This only works with crawling insects.

#### Swarms and Characters

Summoned swarms are partially under the control of the summoner. Whenever the character wants the swarm to do something a power check is made. The DC of the action is determined by the Narrator, with a minimum DC of 10. When told a course of action the swarm will continue that action until it is done, called off, or killed.

### Light / Shadow Blast

#### *Fatiguing*

*Prerequisite:* Light or Shadow Shaping.

You can strike out at your enemies with a blast of either light or shadow energy. Treat this as the *Supernatural Blast* power (see below), but with the added benefit of a secondary effect; the target suffers a 20% miss chance to for the next round.

**Time:** Standard action.

### Supernatural Defense

#### *Fatiguing*

You can summon forth a protective barrier to protect you. You have a bonus on one chosen saving throw.

<u>Result</u>	<u>Bonus</u>
Up to 4	+1
5-14	+2
15-24	+3
25-34	+4
35+	+5

**Time:** Supernatural Defense is a full-round action. The effect lasts for 1 minute. This power can be maintained.

### Supernatural Blast

#### *Fatiguing*

*Prerequisite:* 3rd-level Adept or higher.

You can strike a foe with a focused blast of supernatural energy. Your Supernatural Blast is a normal ranged attack with a range increment of adept level x 10 feet and a maximum range of ten increments (adept level x 100 feet). An Supernatural Blast has a damage bonus equal to half your adept level.

If you apply the Widen Power feat to an Supernatural Blast, it affects all targets within a radius of adept level x 2 feet from the target point. Targets of a Widened Supernatural Blast can make a Reflex saving throw. If successful, the blast only inflicts half damage on that target.

**Time:** Standard action.

### Word of Chaos

This is a variant on the *corrupting shadow* power, but works against those creatures of the [Law] subtype.

# EQUIPMENT

## Armor and Shields

**Banded mail:** This is breastplate armor consists of horizontal metal bands, with chain mail covering the rest of the body.

**Brigandine:** This is armor that has plates riveted together sandwiched inbetween leather.

**Bone vest:** This is a leather or cloth vest with pieces of bone sewn onto it for added protection.

**Hide:** This form of armor is made of toughened and thick animal hides or multiple layers of fur and soft leathers.

**Hoplite:** This form of armor consists of a breastplate, greaves and vambraces, and studded leather skirt.

**Lamellar, heavy:** This is metal plates laced over one another on a backing of leqaqther.

**Lamellar, light:** This is like heavy lamellar, but made of lighter material like hardened leather.

**Linen cuirass:** This is a piece of armor protecting the chest and is made of many layers of thick, woven cloth.

**Padded/Quilt:** This is layers of thick cloth.

**Reinforced mail:** This is chainmail augmented with strips of leather fitted inbetween the armor's rings.

**Ringmail:** This is leather armor reinforced with rings sewn into the leather.

**Scale, heavy:** This is armor with small metal plates swen onto a backing of leather, looking like fish scales.

**Scale, light:** This is like heavy scale armor (see above) but is made with scales of lighter materials like bone, wood, or hardened leather.

**Splint:** this armor was made of metal plates riveted together and sandwiched between layers of leather.

**Woven:** This is woven cords of rope-like fibers into a stiff form of armor.

<u>Armor/Shield</u>	<u>Bonus</u>	<u>Cost</u>	<u>Notes</u>
<i>Light Armor</i>			
Bone vest	+1	10	
Linen cuirass	+1	12	
Padded/Quilt	+1	10	
Ringmail	+2	15	Armor Check Penalty of -1.
Scale, light	+2	12	Armor Check Penalty of -3.
Woven	+1	10	Armor Check Penalty of -2.
<i>Medium Armor</i>			
Banded mail	+4	18	Armor Check Penalty of -5.
Brigandine	+5	20	
Hide	+3	16	Armor Check Penalty of -4.
Hoplite	+4	17	
Lamellar, light	+4	18	
Reinforced mail	+4	19	
Scale, heavy	+5	19	Armor Check Penalty of -6.
<i>Heavy Armor</i>			
Lamellar, light	+5	23	
Splint	+5	23	Armor Check Penalty of -4.

\* See armor description for further information.

## Equipment

### Firearm Accessories

**Telescopic Sight [Cost: 15]:** A telescopic sight is a spy-glass mounted on a longarm (it can never be for pistols) and is used to magnify the target area. It takes a craft (gunsmithing) check (DC 20) to attach the telescopic sight. Using a sight requires a Full-round action. A telescopic sight gives a +2 or +4 offset bonus during the attack. An offset bonus can only be used to offset range penalties, but it can never provide an actual bonus.

## New Weapons

**Shuriken, windmill:** A Windmill Shuriken is a large foot-wide, four-point shuriken. Unlike normal shuriken, the windmill shuriken is not considered ammunition and because of it's size it can be used as a melee weapon, but incur a -4 penalty to attack rolls.

**Torasume:** This is a leather glove fitted with sharpened claws over the fingers.

**Torasume, climbing:** This is a pair of masterwork torasume that can also assist in climb checks, giving a +4 equipment bonus.

**Whipblade:** This is a specially designed sword that can stretch into a whip with bladed segments along its length. You can strike targets up to 15 ft. away, but at +1 damage. You can use it to make trip attacks and to disarm opponents with a +2 bonus, like the Improved Trip and Improved Disarm feats. Its benefits stack if you already have those feats. It takes an Exotic Weapon Proficiency feat to use the whip, trip, or disarm traits of the weapon; otherwise it can be used as a Martial Weapon.

Weapon	Damage	Critical	Type	Range	Size	Cost
<i>Exotic Weapons</i>						
Shuriken, windmill	+3/+1*	20/+3	Piercing	20 ft*	Small	7
Torasume	+1	20/+3	Slashing	-	Small	9
Torasume, climbing*	+1	20/+3	Slashing	-	Small	14
Whipblade*	+2	20/+3	Slashing	15 ft*	Medium	13

\* See weapon description for further information.

## Arrowheads

**Barbed:** This arrow has barbs that can deal additional damage if the arrow is pulled out without a Medicine skill check (DC 15). Failure on the skill check causes the subject to be dazed for one round. Cost for these arrows is 5 per 20.

**Blunt:** This is a blunted-tipped arrow, dealing bludgeon damage. Cost for these arrows is 4 per 20.

**Broad:** An arrow with a large, fan-shaped head. This arrow does an extra +1 damage but lacks distance of normal arrows, lessening range increment by 20 ft. Cost for these arrows is 5 per 20.

**Flight:** An arrow designed for further distance, but lacks the damage potential of a normal arrow. This arrow type gives +20 ft to range increment, but does -1 damage of normal. Cost for these arrows is 4 per 20.

**Forked:** Also known as 'frogcrotch', this arrowhead has two or more prongs and is good at pinning, disarming opponents, cutting ropes, etc. Any such attempts have a +2 bonus. The range increment is reduced by 20 ft. Cost for these arrows is 5 per 20.

**Sheaf:** The basic arrow type and is often referred to as a 'war arrow'. No changes needed. Cost for these arrows is 4 per 20.

**Signal:** This is a hollow arrowhead that whistles loudly when fired. Anyone within 1,000 ft can hear it and gains a +5 bonus to Listen skill checks to locate where it was fired from. Because of the hollow arrowhead, the arrow does +0 damage and has a -2 penalty to all attack rolls. Cost for these arrows is 5 per 20.

**Pile:** This arrowhead is designed to pierce armor. The arrow has the ability to ignore the first 2 points of an armor's normal, mundane toughness bonus. It also can ignore the natural armor bonus of mundane sources as well. Toughness bonuses from other sources are figured normally. Cost for these arrows is 6 per 20.

Arrowhead	Damage	Range	Cost*	Notes
Barbed	+3	40 ft	5	Dazed on failed Medicine check (DC 15)
Blunt	+3	40 ft	4	Bludgeoning damage
Broad	+4	20 ft	5	
Flight	+2	60 ft	4	
Forked	+3	40 ft	5	+2 bonus to disarm, cutting ropes, etc.
Sheaf	+3	40 ft	4	
Signal	+0	40 ft	5	-2 penalty to attack rolls
Pile	+3	40 ft	6	Ignores two points of armor's toughness bonus

\* Cost is per 20 arrows.

## Blackpowder Firearms

**Blackpowder Reload Times:** Pistols take two full-rounds to reload. All others take three full-round actions to reload. Any "Quick Reload" feats take one full-round action off this time.

**Blunderbuss:** This is similar to a short musket but with a flared muzzle-end. A blunderbuss fires in a spread, which has a +2 bonus to hit, but it does only +3 damage against targets with any increase in their natural Toughness save bonus (from worn or natural armor).

**Musket:** This is the standard musket of military units; it favors power over range.

**Musket, hunting:** This is the standard musket of hunters. It has greater accuracy and range, but has less penetrating force than the standard musket.

**Musket, short:** This is a standard musket with the barrel shortened to allow it to be handled while mounted.

**Pistol, heavy:** This is the largest pistol.

**Pistol, light:** This is a pistol with a belt clip along the side of its barrel.

**Pistol, pocket:** This is a small pistol no bigger than one's hand and can fit inside a pocket.

## Modern Firearms

**Rifle, antimaterial:** This is a large-caliber bolt-action rifle fitted with a bipod and telescopic sight as standard.

Weapon	Damage	Critical	Type	Range	Size	Cost
<i>Blackpowder Firearms</i>						
Blunderbuss	+5*	20/+3	Ballistic	40 ft	Large	19
Musket	+5	20/+3	Ballistic	60 ft	Large	20
Musket, hunting	+4	19-20/+3	Ballistic	80 ft	Large	22
Musket, short	+4	20/+3	Ballistic	40 ft	Medium	18
Pistol, heavy	+4	20/+3	Ballistic	40 ft	Medium	17
Pistol, light	+3	20/+3	Ballistic	30 ft	Small	15
Pistol, pocket	+2	20/+3	Ballistic	20 ft	Tiny	13
<i>Modern Firearms</i>						
Antimaterial Rifle	+8	20/+4	Ballistic	300 ft	Large	26
<i>Melee Attacks</i>						
Pistol-whip	+1	20/+3	Bludgeon	-	-	-
Rifle-butt	+2	20/+3	Bludgeon	-	-	-

\* See weapon description for further information.

# BESTIARY

## Bamboo Warrior

This construct is entirely made out of bamboo and wears armor that of a rakasta warrior.

### **3rd-level Medium Construct**

**Speed:** 30 ft.

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

**Skills:** As a construct, the bamboo warrior has no skills.

**Feats:** Night vision\*, Weapon training\*. \* Bonus feat.

**Traits:** Darkvision 60 ft, Immunities (see below), Construct traits (see below).

**Combat:** *Attack* +3 (+2 base, +1 dex), *Damage* +2 plus weapon damage melee (+2 str), +2 unarmed (+2 str; nonlethal), *Defense* 13 *dodge* / 14 *parry* (+2 base; +2 str; +1 dex), *Initiative* +1 (+1 dex)

**Saving Throws:** *Toughness* +5 (+1 base, +4 armor), *Fortitude* +1 (+1 base), *Reflex* +2 (+1 base, +1 dex), *Will* +1 (+1 base)

**Equipment:** Armor (+4 toughness)

— *Construct Traits:* • No Constitution.

- Darkvision out to 60 feet.
- Proficiency with natural weapons.
- Immunity to all mind-influencing effects (including Heart Reading, Heart Shaping, and any supernatural powers requiring mental contact).
- Immunity to poison, sleep effects, paralysis, stunning, and disease effects or the Imbue Unlife supernatural power.
- Cannot heal damage on their own. Bamboo warriors can be repaired by exposing them to the supernatural power *plant shaping* or through the use of the Imbue Item feat. (Difficulty 15 for “hurt”, 20 for “wounded”, 25 for “disabled”).
- A mindless construct’s creator (or owner) can command it if the construct is within 60 feet and can see and hear its creator. If not commanded, a mindless construct usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the construct a simple command to govern its actions in his or her absence. The construct’s creator can order the construct to obey the commands of another person (who might in turn place the construct under someone else’s control, and so on), but the construct’s creator can always resume control over his creation by commanding the construct to obey him alone.
- Not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue or exhaustion.
- Immunity to any effect requiring a Fortitude save (unless the effect also works on objects, or is harmless).
- Immediately destroyed when reduced to “dying” condition on the damage track.
- Since it was never alive, a construct cannot be affected by the Imbue Life power.
- Constructs do not eat, sleep or breathe.

## Shadow Tiger

This creature is resembling a large tiger composed entirely of shadow and has bright blue pin-points for eyes.

### **6th-level Large Supernatural beast (incorporeal)**

**Speed:** 40 ft.

**Abilities:** Str —, Dex +2, Con +3, Int -2, Wis +1, Cha -2

**Skills:** Notice 5 (+6), Stealth 8 (+10).

**Feats:** Attack focus (claws), Double strike, Improved grab\*, Night vision\*, Skill training. \* Bonus feat.

**Traits:** Incorporeal, Pounce, Rake, Scent.

**Combat:** *Attack* +7/+8 w/ claws (-1 size, +6 base, +2 dex; +1 feat), *Damage* +3 (claws), +5 (bite), +3 (rake), *Defense* 16 *dodge* (-1 size, +4 base, +2 dex, +1 incorporeal), *Initiative* +2 (+2 dex)

**Saving Throws:** *Toughness* +5 (+2 size, +3 con), *Fortitude* +8 (+5 base, +3 con), *Reflex* +7 (+5 base, +2 dex), *Will* +3 (+2 base, +1 wis)

— *Damage Reduction* +2/supernatural.

— *Pounce:* When a creature with this special attack makes a charge, it can attack with both claws and its bite all in the same round, like a use of the Two-Weapon Fighting feat (see the description of Two-Weapon Fighting in Chapter Six of the True20 Adventure Roleplaying book).

— *Rake*: A creature with this special attack gains an extra natural attack when it grapples its foe. Normally, a creature can attack with only one of its natural weapons while grappling, but a creature with the rake ability gains an additional rake attack it can use only against a grappled foe. Rake attacks use the creature's claw attack bonus to hit, and add only half the creature's Strength to its base claw damage. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A creature with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

— *Incorporeal*: An incorporeal creature has no physical body. Only other incorporeal creatures, supernatural weapons (or creatures that strike as supernatural weapons), and powers can harm it. It is immune to all mundane attack forms. Even when hit by powers or supernatural weapons, it has a 50% chance (11 or higher on d20) 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. An incorporeal creature can pass through solid objects. An incorporeal creature's attacks likewise pass through (ignore) natural and manufactured 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. Non-visual 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.

— *Supernatural beast Traits*: • Darkvision out to 60 feet.

- Proficient with its natural weapons.
- Supernatural beasts eat, sleep and breathe.

# RULES

## Armor Classes

In this new rule is for a more generic listing for armor. It is split into six different classes of armor based upon their protective value. These "Armor Classes" range from *Class I* to *Class VI*.

Armor Class	Toughness	
	Bonus	Cost
Class I (light)	+1	12
Class II (light)	+2	14
Class III (medium)	+3	17
Class IV (medium)	+4	19
Class V (heavy)	+5	23
Class VI (heavy)	+6	25

## Blackpowder Firearm Rules

Here are some of my rules pertaining to blackpowder firearms.

### Firearms Accessories

— *Riffling (+3 cost; Craft gunsmith check DC 20, 1 week's work)*: Riffling is the process where spiral grooves are placed within the barrel (which is normally smooth) that imparts a spin on the bullet as it is fired, which improves accuracy (as expressed in an increase in range increment). Riffling increases the base range increment by +10 feet for pistols and by +30 feet for longarms. This is only available to blackpowder firearms.

— *Breech-loader (+3 cost; Craft gunsmith check DC 25, 1 week's work)*: Breech-loading reduces the reload times by 1 Full-round action. If used in conjunction with Quick Reload, pistols reload as Standard actions and longarms as a Full-round action. This is only available to blackpowder firearms.

### Rules

— *Firearm Damage*: Since firearms are like crossbow in that the wielder's strength bonus does not count into the damage dealt.

— *Firing Rates*: All firearms can only be fired once then need to be reloaded.

— *Combined Weapons*: Skilled gunsmiths can place a dagger, light hammer, or handaxe into a firearm as a combined weapon. This process requires a week's work and a DC of 20 for pistols and 25 for longarms. Failure means the weapon is awkward and suffer a -4 penalty to range attacks. If successful, the the weight of the melee weapon is added to the firearm's weight. Using the melee weapon in combat incurs a -4 penalty unless the feat, Firearms (Melee) is taken to offset the penalties.

— *Reload Times*: Pistols take 2 Full-round actions. Longarms take 3 Full-round actions. With the feat Quick Reload, the reload time is reduced by 1 Full-round action.

— *Firearms and remaining Hidden*: When firing from a hidden spot, opponent's gain a +4 bonus to Spot checks to notice shooter because of the smoke that discharging the weapon makes.

— *Fire and Firearms*: If a character takes any fire damage, he must make a Reflex save (DC 15) or have the firearm discharge and igniting any other ammunition on them. If this happens, they take +4 damage from the ammunition exploding. Anyone within 5 feet must make a Reflex save (DC 15) or take +2 damage.

*Firearms and Attacks of Opportunities*: Just like any ranged weapon, firing a firearm in melee combat provokes an Attack of Opportunity.

— *Misfires and Malfunctions*: Any time the attack roll comes up a natural 1, something bad happens, as indicated on below (roll 1d10):

1-3 — *Hangfire!* The weapon fires one to three rounds later.

4-9 — *Jam!* The weapon is jammed and needs a Craft gunsmith check (DC 15) and an hour's work to unjam it.

10 — *Backfire!* The weapon malfunctions and explodes, destroying the weapon and dealing +4 fire damage to the character (no save) and to all within 5 feet (Reflex DC 15 for none).

— *Dueling*: Dueling with pistols is simple; it is just an initiative check. Whoever wins fires first. If it is a tie, whoever has the higher Dexterity score goes first. If this is a tie, another check is made, with ties being re-rolled until someone succeeds. Whoever wins makes an automatic Critical Hit.

— *Aiming*: By taking a Full-round action, the character gains a +2 bonus to their next attack roll.

*Bracing*: By taking a settling down and bracing the weapon into a steady position, the character gains a +1 bonus to their attack. Bracing a weapon takes a Full-round action.

— *Firing Positions*: Being in a certain position while shooting helps with the accuracy. Kneeling adds a +1 bonus and lying prone adds a +2 bonus. This takes a Full-round action.

— *Shooting Modifiers*: Wind speed, the attacker's position, and the target's position all affect the attack roll.

#### Wind Speed

- Light (5-7 mph): -2.
- Moderate (8-10 mph): -4.
- Heavy (11+ mph): -8.

#### Attacker is...

- Moving at half base speed: -4.
- Moving at base speed: -8.
- Moving faster than base speed: an additional -4 per 50% increase to base speed.
- Kneeling/Sitting: +1.
- Prone: +2. Attacker loses Dexterity bonuses to AC.

#### Target's Position

- Moving under 30 ft. per round: -2.
- Moving 30-60 ft. per round: -4.
- Moving 60+ ft per round: an additional -4 per 30ft/round.
- Standing: +0.
- Kneeling/Sitting: -2.
- Prone: -4. The defender loses any Dexterity bonus to AC.

#### Foul Weather

- Light Rain, a 10% chance that the powder is ruined.
- Moderate Rain, a 20% chance that the powder is ruined, and a -1 to range attacks.
- Heavy Rain, a 30% chance that the powder is ruined, and a -2 penalty to range attacks.

## New Armor Proficiency Rules

Armor is split into five different feats, these are Armor training (light), Armor training (medium), Armor training (heavy), Shield training, and Shield training (tower). Adepts and Experts both start out with only Armor training (light). Warriors start out with Armor training (light, medium) and Shield training. Here are the two revised feats; Armor Training and Shield Training.

### Armor Training (General)

You're trained in the proper way to move and fight while wearing armor.

There are three versions of this feat: light, medium, and heavy. The Light Armor Training feat covers all light types of armors. The Medium Armor Training feat covers all medium types of armors, and the Heavy Armor Training feat covers all heavy types of armor. Each is considered a separate feat, and you must be trained in wearing light armor, for example, before you can acquire training in medium armor and require both training in light and medium before training in heavy armor.

Characters without Armor Training apply their armor's check penalty (see **Armor**, page 57) 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.

### Shield Training (General)

You're trained in the proper use of shields in combat.

There are two versions of this feat: shield training and tower shield training. Shield training feat covers all the normal shields while the Tower shield training covers the tower shield. You can use a shield and take only the standard penalties. Characters lacking a Shield Training feat take their shield's armor check penalty on attack rolls and on all Strength- and Dexterity-based checks.



## Organizations and Circles

This is the "Circles of Knighthood" found in the 1st edition AD&D Dragonlance Adventures hardback and converted for generic use within the True20 system.

The purpose of this is to provide a way to figure out how much assistance a particular circle of a greater organization within a selected area can help the characters. The modifiers can be adjusted by the Narrator and are very generic and can include many other situations based on the campaign setting.

Score	Wealth	Reputation	Aid	Skill	Authority	Membership
2 or less	+1	+0	0/week	+4 rank	3rd-level	10 or less
3-4	+3	+1	1/week	+5 rank	4th-level	11-50
5-6	+4	+2	2/week	+6 rank	5th-level	51-100
7-8	+6	+3	2/week	+7 rank	6th-level	101-150
9-10	+7	+3	3/week	+9 rank	7th-level	151-200
11-12	+9	+4	3/week	+11 rank	8th-level	201-250
13-14	+10	+5	4/week	+13 rank	9th-level	251-300
15	+12	+5	4/week	+15 rank	10th-level	301-450
16	+13	+6	5/week	+17 rank	12th-level	451-600
17	+15	+7	5/week	+19 rank	14th-level	601-750
18	+16	+7	6/week	+21 rank	16th-level	751-900
19	+18	+8	6/week	+23 rank	19th-level	901-1,100
20 or more	+19	+9	7/week	+25 rank	20th-level	1,101 or more

**Wealth:** The wealth score of the circle. When requesting equipment, weapons, armor, or anything that can be bought (or measured by wealth) calls for a Wealth check with the listed modifier; individual character Wealth scores do not add into this Wealth check. Rules concerning Wealth scores apply as normal.

**Reputation:** This is the reputation score of the circle. Those circles that best wish to go unnoticed or are secretive have -3 to their reputation, while those that are renowned and/or famous have +3.

**Aid:** This is how many times an individual call on any circles of their order to aid them per week, and for free. The listed ranks are there if the aid requires skill checks. Those circles with adepts among their ranks can provide their supernatural powers at 3/4th the listed rank, rounded up, minimum of +4. Those looking for aid in Wealth have the circle perform an Aid Wealth check with it's normal Wealth score.

**Skill:** This is the Skill Rank for any skill checks that a character might call for. Supernatural powers have a Power Rank equal to 3/4th the listed rank, rounded down. Those with a rank less than +4 do not have access to supernatural powers.

**Authority:** The highest ranking leader within that circle.

**Membership:** This is how many members are a part of that circle.

Description	Modifier	Description	Modifier
— <i>Community Size</i> —		— <i>Circle has access to...</i> —	
Hamlet	-4	Small building	+0
Village, small	-2	Large building	+1
Village, medium	-1	Small keep	+1
Village, large	+0	Large keep	+2
Town, small	+1	Small castle	+2
Town, large	+2	Large castle	+3
City, small	+3	Small business	+1
City, medium	+4	Large business	+3
City, large	+5	Major fortifications	+1
— <i>Society views them as...</i> —		— <i>Local Resources</i> —	
"Good"	+2	Uses "Little to None"	+0
"Indifferent"	+0	Uses the "Majority"	-3
"Bad"	-2	Uses "Nearly All"	-6
— <i>Services Offered</i> —		— <i>Location</i> —	
"Welcomed" services	+1	Capital of Region	+4
No services	+0	In a populated area	+0
"Unsavory" services	-2	Low populated area	-2
Demands local services	-4	In the Wilds	-6
— <i>Allies and Enemies</i> —		— <i>Political Power</i> —	
Inside friendly borders	+4	"Great"	+2

Near enemy borders	-2	"Good"	+1
Inside enemy borders	-10	"Little to None"	+0
— <i>Anything else...</i> —	+/- 1 to 10	Has military power	+2
		Has economic power	+2

### Example Circle #1: Township's "Order of the Dragon" Circle

This particular circle is part of the Order of the Dragon, a knighthood renowned for their dragon-riders. It is located within a large town called Township, the circle has access to a small keep within the borders of a small kingdom, and is inside one of it's ally's borders. The Order is also helps with the community and defends them in war and has great political power. But it has a strain on community resources, calling for blacksmiths, weaponsmiths, armorsmiths, cooks, stablehands, and the like.

*Modifiers:* Large Town (+2), "Good" (+2), Small keep (+1), Offers welcomed services (+1), In a populated area (+0), within ally borders (+4), and great political power (+2) and military power (+2). But it also puts a strain on community resources (-3).

*Total Score:* 11.

This means that this particular circle has the following benefits:

*Wealth:* +9.

*Aid:* Can give aid up to three (3) times per week with a Skill Rank of +11. Supernatural powers have a Power Rank of +9.

*Reputation:* +7 (this is increased by +3 because of the Order for being dragon-riders).

*Authority:* Lead by a 8th-level character.

*Membership:* Has 201 to 250 members.

### Example Circle #1: Township's Thieves' Guild

Here is the thieves' guild in Township.

*Modifiers:* Large town (+2), "Bad" (-3), has a large building and a large buisness (a tavern) (+4 total), offers an unsavory service of robbing and assassinations (-2), is in a populated area (+0), and good political power through bribes and such (+1). Has little strain on community resources (+0).

*Total Score:* +2.

This means that the thieves guild has:

*Wealth:* +1.

*Aid:* Can give aid once (1) per week with a Skill Rank of +4. No access to supernatural powers.

*Reputation:* +0.

*Authority:* Lead by a 3rd-level character.

*Membership:* Less then 10 members.

## Weapon Group Proficiency

In these variant rules weapons are grouped by similar type. Each weapon group requires it's own Weapon group proficiency feat for a character to be proficient in. When using a weapon a character is not proficient in, they incur a -4 penalty to attack rolls. Exotic weapons in this variant rule are treated as normal, that is each individual exotic weapon requires it's own Exotic weapon training feat to be proficient in. Below is the starting weapon group feats by role:

<u>Class</u>	<u>Starting Weapon Group Feats</u>
Adept	Simple Weapons, plus any other two.
Expert	Simple Weapons, plus any other three.
Warrior	Simple Weapons, plus any other four.

## Weapon-Specific Feats

Any feat that requires a character to choose a specific weapon to apply the feat's benefit to (such as Improved Critical or Weapon Focus) is instead applied to a weapon group. The character must still meet the prerequisites for the feat.

Though this variant seems to grant a large benefit to a character, it really doesn't significantly improve the character's power level. Since a typical character only wields one weapon at a time (or two, with a different

weapon in each hand), the character really doesn't become more powerful in a typical fight.

## Weapon Group Feats

Following are the Weapon Group feats available to characters. They are presented in alphabetical order.

### **Axe and Pick Training (General)**

You're trained in the proper use of the following weapons: Handaxe, Heavy pick, Battleaxe, Greataxe, Light pick. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

### **Bow Training (General)**

You're trained in the proper use of the following weapons: Composite longbow, Composite shortbow, Longbow, Shortbow. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

### **Crossbow Training (General)**

You're trained in the proper use of the following weapons: Heavy crossbow, Light crossbow, Repeating crossbow. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

### **Exotic Weapon Training (General)**

**Prerequisite:** Combat bonus +1.

You're trained in the proper use of a single exotic weapon from the following list: ?. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

### **Firearm Longarm Training (General)**

**Prerequisite:** Combat bonus +1.

You're trained in the proper use of the following weapons: Arquebus, Blunderbuss, Short musket, Hunting musket, Musket. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

### **Firearm Pistol Training (General)**

**Prerequisite:** Combat bonus +1.

You're trained in the proper use of the following weapons: Pistol, Pocket pistol. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

### **Flail and Hammer Training (General)**

You're trained in the proper use of the following weapons: Heavy flail, Light flail, Light hammer, Warhammer. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

### **Blade Weapon Training (General)**

You're trained in the proper use of the following weapons: Dagger, Punching dagger, Kukri, Sickle. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

### **Two-handed Sword Training (General)**

**Prerequisite:** Combat bonus +1.

You're trained in the proper use of the following weapons: Bastard sword (two-handed), Falchion, Greatsword. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

### **One-handed Sword Training (General)**

You're trained in the proper use of the following weapons: Longsword, Rapier, Scimitar, Short sword. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

### **Mace and Club Training (General)**

You're trained in the proper use of the following weapons: Club, Greatclub, Heavy mace, Light mace, Morningstar, Sap. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

### **Martial Art Weapon Training (General)**

You're trained in the proper use of the following weapons: Nunchaku, Sai, Shuriken, Sickle, Quarterstaff. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

### **Polearm Training (General)**

**Prerequisite:** Combat bonus +1.

You're trained in the proper use of the following weapons: Bill, Fork, Glaive, Halberd, Longspear, Lucern Hammer, Pike, Ranseur, Scythe. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

**Simple Weapon Training (General)**

You're trained in the proper use of the following weapons: Club, Dagger, Gauntlet, Quarterstaff. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

**Spear and Lance Training (General)**

You're trained in the proper use of the following weapons: Javelin, Lance, Longspear, Spearspear, Spear, Trident. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

**Thrown and Missile Weapon Training (General)**

You're trained in the proper use of the following weapons: Dart, Sling, Shuriken, Throwing axe. Characters lacking this feat suffer a -4 penalty on attack rolls with those listed weapons.

<u>Weapon Group</u>	<u>Weapons Covered</u>	<u>Prereq.</u>
Axes and Picks	Handaxe, Heavy pick, Battleaxe, Greataxe, Light pick.	-
Bows	Composite longbow, Composite shortbow, Longbow, Shortbow.	-
Crossbows	Heavy crossbow, Light crossbow, Repeating crossbow.	-
Exotic Weapon	A single exotic weapon only.	CB +1
Firearms (longarms)	Arquebus, Blunderbuss, Short musket, Hunting musket, Musket.	CB +1
Firearms (pistols)	Pistol, Pocket pistol.	CB +1
Flails and Hammers	Heavy flail, Light flail, Light hammer, Warhammer.	-
Blades	Dagger, Punching dagger, Kukri, Sickle.	-
Two-handed Swords	Bastard sword (two-handed), Falchion, Greatsword.	CB +1
One-handed Swords	Longsword, Rapier, Scimitar, Short sword.	-
Maces and Clubs	Club, Greatclub, Heavy mace, Light mace, Morningstar, Sap.	-
Martial Art Weapons	Nunchaku, Sai, Shuriken, Sickle, Quarterstaff.	-
Polearms	Bill, Fork, Glaive, Halberd, Longspear, Lucern Hammer, Pike, Ranseur, Scythe.	CB +1
Simple Weapons	Club, Dagger, Gauntlet, Quarterstaff.	-
Spears and Lances	Javelin, Lance, Longspear, Spearspear, Spear, Trident.	-
Thrown and Missile Weapons	Dart, Sling, Shuriken, Throwing axe.	-