

True20 Supernatural Traditions

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In my homebrew campaign, I have few different styles of magic, or *traditions* as I call them. Each tradition is a separate form to viewing the supernatural and of spellcasting. As each tradition is different I decided to create some way to differentiate between them all, and this is what I came up with; *Tradition* feats.

Tradition Feats

Tradition feats is a group of feats available to the Adept role. Each tradition requires it's own tradition feat. With each tradition comes several benefits and . Below are the six traditions that I have come up with in my homebrew setting and are presented here as examples of how they work.

Blood Magic [Tradition]

You have learned how to draw out and harness the power in the life-blood of living beings.

Prerequisite: 1st-level Adept or higher.

Key Ability: Wisdom. Blood Magic requires a great degree of willpower to control the dangerous forces found in this tradition.

Benefit: You can gain extra power by drawing the life-blood through *blood-letting*.

Blood-letting: You can gain a *blood bonus* to your power checks by inflicting lethal damage to yourself, as a free action. The amount of the bonus equals the damage inflicted, up to half your adept level (rounded down, minimum of +1). So, for example, a 4th-level adept can gain up to a +2 blood bonus by inflicting a +2 lethal damage upon himself, causing him to take a Toughness save with a DC of 17.

Special: The damage inflicted through blood-letting cannot be healed by any means, including through supernatural powers. The only way to heal from this damage is from normal rest and through the use of the Medicine skill (but with a +5 DC).

Special: Blood Magic is dangerous and there is a small chance that the magic gets out of control. If you roll a natural 1 on any power check while blood-letting, the character must make a Fortitude save against a DC equal to 15 plus the amount of the blood bonus. Failure means the magic has pulled more blood than normal, causing a single point of temporary Constitution damage. This ability damage can only be healed through natural means. If the save is successful though, the character suffers one level of Fatigue instead.

Disciple [Tradition]

You are a disciple, a chosen of a Divine Patron.

Prerequisite: Adept level 1+.

Benefit: As a disciple you gain the ability to become a Divine Vessel. By spending a Conviction point you can imbue yourself with a portion of your Divine Patron's power. As a Divine Vessel you gain the following benefits:

- Damage Reduction equal to +3 plus +1 per five adept levels, maximum of +8. This damage reduction is bypassed by supernatural attacks and weapons.
- Supernatural Resistance equal to 10 + your adept level.
- +1 to all saving throws, excluding Toughness saves.

- +1 per five adept levels to attack rolls and damage, minimum of +1 and maximum of +4.

These benefits lasts for a total of one minute (10 rounds) per use.

Benefit: You gain Knowledge (theology and philosophy) and another skill as determined by your Divine Patron as free bonus skills at 1st-level. If you already possess these skills, you instead gain a +1 bonus to their skill checks.

Key Ability: Your key ability is Wisdom.

Special: You have a power that must be taken at 1st-level, as per your Divine Patron.

Special: You have a Code of Conduct or other similar restriction. Failure to follow the tenets of the faith. First transgression penalizes your power checks by -2. Second transgression is a -2 penalty to all checks, and the third is a complete stripping of your powers. All transgressions are cumulative. The specifics to atone are different based on the Divine Patron and the circumstances of the transgressions.

Divine Patrons

Each adept of this tradition must choose a Divine Patron that they follow. Each Divine Patron is representative of a set of ideals and concepts and the required power for their adepts.

Divine Patron	Represents	Req'd Power	Patron Skill
the Sun	Passion, Creativity, Light, Purifying fire	Fire shaping	Perform or Craft
the Healer	Healing, Life	Cure	Medicine
the Knight	Chivalry, Honor, War	Combat sense	Diplomacy
the Soldier	War, Strategy	Combat sense	Knowledge (tactics)
King of the Gods	Ruler of the gods, Rulership, Law	Truth-reading	Diplomacy
Queen of the Gods	Mother of the Gods, Marriage	Heart shaping	Gather information
Messenger of the Gods	Travel, Freedom, Mirth	Supernatural speed	Acrobatics
the Storm Lord	Storms, Thunder and lightning, War	Energy control	Intimidate
the Rainmaker	Rains, Flowing water	Water shaping	Swim
the Wizard	Magic, Knowledge	Second sight	Knowledge (supernatural)
the Oracle	Seer of the Gods, Prophecy, Magic	Visions	Knowledge (supernatural)
the Dragon-God	Dragons, Strength	Enhance ability	Intimidate
the Hunter	Hunting, Animals, Archery	Beast link	Survival
the Green Man	Untamed nature	Plant shaping	Survival
the Beastlord	Ferocious beasts, Primal instincts	Beast link*	Survival
the Moon	the Night, the Moon, Magic	Sleep	Knowledge (supernatural)
the Firelord	Fire, Destruction, Wrath	Fire shaping	Intimidate
the Earthen King	the Earth, Mountains, Stone	Earth shaping	Climb
the North Wind	the Winds, the Cold, Winter	Cold shaping	Survival
the Sea-King	the Seas, Aquatic creatures	Water shaping	Swim
the Mother	Community, Family, Children, Childbirth	Heart reading	Diplomacy
the Maiden	the Arts, Music, Beauty	Heart shaping	Perform or Craft
the Judge	Truth, Order, Law	True visions**	Sense motive
the Trickster	Mischief, Chaos, Trickery	Illusion	Disguise
the Reaper	the Inevitability of death	Drain vitality	Stealth
Guardian of Lost Souls	the Underworld, Death	Pain	Stealth
Guide to the Afterlife	the Afterlife, the Dead, Travel	Phase	Stealth
the Farmer	Agriculture, the Commonfolk	Plant shaping	Medicine
the Blacksmith	Blacksmiths, Metalwork, War	Enhance ability	Craft
the Monk	Discipline, Unification of mind, body, and soul	Body control	Concentration
the Shadow Lord	Darkness, Despair	Shadow shaping**	Stealth
Pestilence	Pestilence, Famine, Vermin	Beast link***	Stealth
the Merchant	Trade, Wealth, Greed	Suggestion	Bluff

* Predatory animals only.

** See *True20 Bestiary*.

*** Vermin and insects only.

Elementalism [Tradition]

You are trained in the mystic tradition of *elementalism*, granting you powers over the five elements of earth, fire, water, wind, and wood.

Prerequisite: Adept level 1+.

Benefit: As an elemental you gain Elemental Focus. You gain a +2 bonus on all power checks when using a shaping power relating to your element. This bonus is also added to your checks to

resist Fatigue as well.

As wood is composed from all four elements, it is an equal area for all elementalists. With this in mind, wood itself cannot be specialized in and does not gain the benefits of Elemental Focus.

Benefit: You gain a bonus skill determined by your Elemental Focus. You must choose between the two listed skills for each element. The skills are: Earth (Climb or Jump), Fire (Intimidate or Perform), Water (Escape artist or Swim), and Wind (Acrobatics or Sense motive). If you already possess the skill, you instead gain a +1 bonus to their skill checks.

Key Ability: Your key ability is Wisdom.

Special: You are considered to be at half your adept level when using powers of your opposing element. As wood cannot be specialized in it is never an opposed element.

The Five Elements

- **Earth** embodies stability, resilience and resolve, the body and it's strength. This element controls the very ground underneath one's feet, using sheer might to overcome their foes. The Earth is a balanced element as it has both good offensive and defensive capabilities.
- **Fire** is aggressive, direct, destructive, and the element of all forms of energy. It is also the source of inspiration, creativity, and intelligence. This element can control fire and other pure forms of energy like electricity. This is a very offensive element with little in the way of defense and other abilities.
- **Water** is an element of change, constantly flowing as the situation dictates. This element is rather defensive, relying on using an opponent's force against them. Water is also seen as cleansing, healing, transformation, and the source of the cold.
- **Wind** is shares many traits with Water; wind is defensive in nature, conveying the concepts of freedom, mobility, pacifism, the mind, and illusion. This element controls the winds, can affect someone's speed, agility, and the mind, defense through evasion, and non-lethal offensive attacks.
- **Wood** is seen as being the combination of all four elements. This element controls all manner of plants and vegetation, powers duplicating the natural abilities of plants, like the curing of disease, and also the power of transformation and nature reading.

Elemental Opposition

Earth opposes Wind, Wind opposes Fire, Fire opposes Water, and Water opposes Earth. Wood is never considered an opposing element.

Optional Rule: Specializing in Wood

As an optional rule the Narrator can allow the specialization in the element of Wood. This would make Wood a true element and not some composition of the other four.

Wood specialization allows Elemental Focus to be applied to the Plant shaping power. The bonus skill can be either Medicine or Survival. The Opposition element of Wood is Fire.

Necromancy [Tradition]

You're trained in the mystic tradition of the dark art of necromancy, granting you over the dead and perverting the life-energies of the living.

Prerequisite: Adept level 1+.

Benefit: As a necromancer you have mastery over the undead. By spending a Conviction point you can try to gain control over any uncontrolled, mindless undead within 60 ft. Make a Imbue unlife check against a check (1d20 + double undead's level) for each mindless undead within the area. If successful, you gain control over those undead who failed their check, the closest and weakest first.

Benefit: You gain a +1 to Knowledge (life sciences) skill checks.

Key Ability: Your key ability is Intelligence.

Special: You are subject to Corruption.

Special: You are considered to be at half your normal adept level when using the following powers: Cure powers, Elemental powers, and Mind powers.

Special: You can never learn the following powers: Imbue life, Purifying light, and all Psychic powers.

Shamanism [Tradition]

You're trained in the mystic tradition of shamanism, becoming a medium between this world and the Spirit World.

Prerequisite: Adept level 1+.

Benefit: As a shaman you have the ability to excorise spirits and banish them into the Spirit World. By spending a Conviction point, you can try to banish a spirit by making a check (1d20 + half adept level + Wisdom score) against the spirit's check (1d20 + half spirit's level + Wisdom score). If successful the shaman banishes the spirit into the Spirit World. This can also be used on those under possession from spirits.

Benefit: You gain a +1 bonus to Sense motive skill checks.

Key Ability: Your key ability is Wisdom.

Special: You can potentially anger the spirits. Any time a natural 1 is rolled during a power check, roll again and if that power check fails too, the shaman is possessed by a spirit for 10 minutes. A shaman can make a Will save (DC = 10 + half the spirit's level + Charisma) each minute thereafter to regain control, or can spend a Conviction point to overcome this possession automatically. Either way the shaman is fatigued afterwards.

Sorcery [Tradition]

You're trained in the mystic tradition of the dark art of sorcery, granting you the powers of Hell for the cost of your soul.

Prerequisite: Adept level 1+.

Benefit: As a sorcerer you can call on the powers of Hellfire. By spending a Conviction point, you can attack using a blast of hellfire. Treat this as an elemental blast (fire) with a power rank equal to half your adept level. Because this fire is supernatural in nature, the benefits of fire resistance and fire immunity are ignored. This ability does not use the elemental blast (fire) power. This ability calls for a Corruption save each time it is used.

Benefit: You gain a +1 bonus to skill checks with one of the following skills: Bluff or Intimidate.

Key Ability: Your key ability is Charisma.

Special: You are subject to Corruption.

Special: You can never learn the powers of Imbue life and Purifying light.

Witchcraft [Tradition]

You are trained in the mystic tradition of witchcraft, granting you powers over the heart, mind, and nature.

Prerequisite: Adept level 1+.

Benefit: As a witch you can bestow a Witches' Curse. By spending a Conviction point you can place a curse on a subject. This curse *must* have a way of removing the ill-effects and the recipient must be able to understand it. The curse lasts for a total of one full year unless lifted. When placing a curse choose one of the following effects:

- Enfeeblement (-3 decrease to an ability score (minimum of -5))
- Bad luck (-4 penalty on attack rolls, saves, ability checks, and skill checks)
- Befuddlement (each turn, the target has a 50% chance to act normally; otherwise, it takes no action).

Other types of curses may also be created, but it should be no more powerful than those described above.

Benefit: You gain Medicine and another skill as determined by your Witches' Path. Heart path (Diplomacy), Spirit path (see below) as bonus skills. If you already possess these skills, you instead gain a +1 bonus to their skill checks.

Key Ability: Your key ability is Charisma.

Special: You are considered to be at half your normal adept level with all Elemental powers.

Witches' Path

Path of the Heart: This path revolves around the the mind, emotions, and dreams. The bonus skill with the path is Diplomacy.

Path of the Spirit: This path revolves around the powers of the soul. The bonus skill with the path is Sense motive.

Path of the World: This path is one with power over the natural world. The bonus skill with the path is Animal handling.

Multiple Traditions

While it may be possible to learn various other powers from other traditions, mechanics-wise it is best to have only a single tradition feat. This restriction is placed because of the sheer number of benefits associated with each feat. If the Narrator wants, they can ignore this restriction but should be ready to deal with the in-game consequences of over-powered player characters.

Switching Traditions

It may be possible to switch tradition feats if the Narrator allows. The circumstances in which can take place are up to the Narrator, as is what the requirements are to do so in-game. The switch should involve some sort of action taken by the character before the switch can be made. It is suggested that the switch should only happen after the character has gained at least one additional level prior to the switch. When the switch occurs, the previous tradition feat is lost (that is now unusable to the character) and replaced with a new tradition feat. Examples could include refraining from using the Conviction use (or equivalent benefit, like Elemental Focus) until a new level is gained; attaining a new level under the tutelage or guidance of another practitioner of the tradition four levels higher than the character; or after some quest. As always, the Narrator can dismiss this and do as they deem fit for their campaign and players.

Creating New Traditions

During the time I was developing these new rules, I had a set of guidelines I followed during the course of coming up with the different traditions above. Though keep in mind that these are just guidelines, suggestions, and not set in stone and can, and should, be altered by the Narrator to fit their individual campaigns.

1. "Each tradition has a Key Ability that is used when using supernatural powers."
2. "Each tradition has a new use for spending a Conviction point, or some other equal benefit."
3. "Each tradition has a bonus to skill checks with the noted skills."
4. "Each also has some form of limitation. Usually this is something based on the tradition's perceived view of the supernatural."

Extra Material

Below is a list of new material that was written alongside these rules. This new material are new powers, feats, and rules pertaining to the game effects of Corruption.

New Blood Magic Powers

Here are some of the Blood powers I have written up to be used alongside with the Blood Magic tradition.

Blood Aura

Fatiguing, Maintenance

Prerequisite: Blood Magic, Elemental Blood

As a standard action, you can surround your body with a damaging aura, causing no harm to you or anything you are wearing or carrying. Anyone (including allies?) within 20 feet you while your blood aura is active suffers +2 lethal damage. Blood Aura is fatiguing, with a fatigue save Difficulty of 14.

Special: This power only affects living targets that have blood; creatures like Constructs, Elementals, Oozes, Plants, Undead (for example) are immune.

Bloody Lesions

Fatiguing

Prerequisite: Blood Magic

You cause the target's skin to form bloody lesions and to fester and burst, creating great pain. A Bloody Lesion check gives a Penalty to your opponent's action checks (see the accompanying table). The opponent must make a successful Fortitude save, failure means they take on the penalties. Each round thereafter, the opponent can make the same Fortitude save to overcome the Penalty. With two successful consecutive saves the power ends. You can select a penalty lower than the result you get on the table to reduce fatigue Difficulty, which is 10 + the Penalty gained. So a Penalty of -2 has a Difficulty of 12.

Power Check	Penalty
Upto 4	-1
5-14	-2
15-24	-3
25-34	-4
35+	-5

Special: This feat only affects living targets that have blood; creatures like Constructs, Elementals, Oozes, Plants, Undead are immune.

Time: Activating Bloody Lesions is a move action. The penalty lasts for 10 rounds (1 minute) per use.

Elemental Blood

Fatiguing, Concentration

Prerequisite: Blood Magic, one form of Elemental shaping

You can infuse the target's life-blood with an elemental energy. You must make an initial touch attack against your target. Success means the target must make an immediate Fortitude saving throw against your power save Difficulty each round thereafter, with failure read as a result on the lethal damage track. Each round you maintain concentration, you deal additional lethal damage to the target. The target gets a new Fortitude saving throw each round. Two successful saves in a row, or a single successful save of 10+, ends this power. The damage caused is dependant on the element being used; fire causes fire damage, cold causes cold damage, water causes acid damage, and energy causes electricity damage.

Special: This feat only affects living targets that have blood; creatures like Constructs, Elementals, Oozes, Plants, Undead are immune.

Time: Activating Elemental Blood is a full-round action.

Scent of Blood

Concentration

Prerequisite: Blood Magic

You can track your target by the scent of their blood. You can use your Scent of Blood power check in place of Survival checks to tracking. You are also considered to have the Scent ability when tracking your target. You can also use your Scent of Blood power check against targets who are in disguise as well.

To use this ability, you first must have a small sample of the blood of the target being tracked. This includes blood from slashing or piercing weapons only if they were used in combat against the target and had dealt lethal damage at least once.

Special: This feat only affects living targets that have blood; creatures like Constructs, Elementals, Oozes, Plants, Undead are immune.

Time: Scent of Blood is a full-round action.

New Feats

Here are some of the new feats that I have come up with, particularly for Blood Magic.

Blood Bond [Adept]

You forge a bond with another living creature.

Prerequisites: 1st-level Adept of higher, Blood Magic, Suggestion or Domination.

Benefit: You forge a blood bond with another living creature. This creature, referred to as the subject hereafter, must be a willing participant or helpless. To make the bond, you must do a blood-letting (see Blood Magic) with which the subject drinks. No save is needed against willing subject, but against unwilling subjects, they get a Will save with a DC equal to 10 + half your total level + Charisma score. Each day the subject can make a new save against the same DC to see if the bond is broken. The bond breaks after two successful saves.

This bond allows you to use any power that requires familiarity to be used as if the subject were *Present*, even for unwilling subjects. The bond also allows you to get a general sense of the subject's mindset, giving a +4 bonus to interaction skills. It also allows you to get a general sense of how the subject is physically, like if they are healthy, injured, or dying.

This bond lasts for a number of hours equal to the blood bonus drawn to form the bond. If spending a Conviction point as well, the bond is in days.

Special: This feat only affects living targets that have blood; creatures like Constructs, Elementals, Oozes, Plants, Undead are immune.

Blood of Healing [Adept]

You can heal yourself by draining the life-blood from others.

Prerequisites: 1st-level Adept or higher, Blood Magic.

Benefit: Can perform a blood-letting to give another person a blood bonus to a single, immediate, recovery check. This cannot be used on the adept himself.

Special: This feat only affects living targets that have blood; creatures like Constructs, Elementals, Oozes, Plants, Undead are immune.

Blood Sacrifice [Adept]

You know how to perform blood sacrifices to gain great power.

Prerequisites: 3rd-level Adept or higher, Blood Magic, Trained in Knowledge (supernatural) and Knowledge (theology/philosophy).

Benefit: You can perform a ritual of a Blood Sacrifice, which takes one minute to perform. For the ritual you need a helpless or willing creature (hereafter referred to as the "subject") and various

materials requiring a Wealth Check DC equal to the subject's *Blood Bonus* (see below).

When sacrificed, you make a *coup-de-grace* against the subject. If the subject makes a successful Toughness save against your *coup-de-grace* attempt you do not get the benefit of this feat, i.e. the Blood Bonus. Even if the subject successfully saves against the *coup-de-grace* attempt, they are considered *dying*.

The Blood Bonus is based on the subject's type and their level, as indicated on the table below. Those with one level or more of the heroic roles (adept, expert, warrior) have an additional +1 bonus, plus +1 per five levels (+2 at 5th-level, +3 at 10th-level, etc).

This bonus can be used to the next power check or ritual check if made within one minute (10 rounds).

Special: When a mishap happens during a blood sacrifice (see above), the effect is slightly different from normal. The uncontrolled power instantly kills the blood sacrifice (which gets no save) but it also causes a backlash against the adept. This backlash calls for a Fatigue save with the same DC as noted above.

Special: Performing a Blood Sacrifice calls for a Corruption save with a DC equal to 20 plus the subject's Blood Bonus. The minimum Corruption gain is 1 point, plus 1 extra point for each full +5 to the DC. So, a 32 DC Corruption save would have a minimum of gain of 3 Corruption Points.

Time: Performing a Blood Sacrifice takes a one minute to perform. The Blood Bonus can be used to the next power check or ritual check if made within one minute (10 rounds).

Multiple Blood Sacrifices

You can make multiple Blood Sacrifices equal to your wisdom score, as long as you have enough assistants (all of whom must also be 1st-level adepts or higher, and have Blood Magic feat).

Multiple sacrifices start with the highest Blood Bonus and add half the total Blood Bonus of each additional subject of the ritual.

To gain the extra Blood Bonuses, each assistant must make a *Aid* check (versus a DC of 15). For each successful check made, you gain half the normal Blood Bonus of that assistants subject, rounded down. So sacrificing four successful 1st-level humans (minimum of +1 each), you gain a +5 blood bonus (2+1+1+1=5). If they were all 1st-level heroes, the bonus would be +6 (3+1.5+1.5+1.5=6.5, or 6).

The maximum Blood Bonus cannot exceed double your total level.

Blood Progressions

Great: Outsider. *Note: If the Narrator doesn't want this progression, the Outsider then is considered 'Good'.*

Good: Dragon, Fey.

Average: Aberration, Humanoid, Monstrous Humanoid, Supernatural Beast.

Poor: Animal, Vermin.

None: Since these types aren't alive or have no blood in them, they cannot be used in a Blood Sacrifice. These types are: Construct, Elemental, Ooze, Plant, and Undead.

Progression Chart

Level	Poor	Average	Good	Great
1-4	+1	+2	+2	+4
5-8	+2	+3	+4	+6
9-12	+3	+4	+6	+8
13-16	+4	+5	+8	+10
17-20	+5	+6	+10	+12

Blood Seal [Adept]

You know the secrets to forming blood seals.

Prerequisite: 7th-level Adept or higher, Blood Magic, Ward power

Benefit: By spending a Conviction point you can place a *blood seal* on another adept to prevent them from using a single power or to seal in any enduring power upon the target, like a witch's

curse.

- *Sealing a Power*: When sealing another adept's power (who must be helpless), you use your Ward power on the individual, who gets a Will save. If successful the blood seal appears on the character's body. When a blood sealed adept tries to use their power, they must make another Will save against your previous Ward power check (the DC never changes). If successful the blood sealed adept uses the power as normal. If not, the power fails and suffers from any fatigue checks as normal. If the blood sealed adept manages to either dispel the blood seal somehow (by their own, or another's, Ward power or some other effect) the seal is broken.

- *Sealing a Curse*: You can also use this to seal away any lasting supernatural powers or effects on the character. This requires an opposed Ward power check against the DC of the effect on the target. If successful you manage to seal the power. When sealed the effect does not interfere with the target, but in high stress situations (combat for example) the seal has the potential to break, having the supernatural effect start affecting the target again. When entering a stressful situation, the target makes a Will save (DC is as above) but gains a bonus equal to 1/4th your adept level to their save due to the blood seal. If successful the seal holds. At any time the target of the blood seal can willingly break the seal by embracing the curse.

Special: This feat only affects living targets that have blood; creatures like Constructs, Elementals, Oozes, Plants, Undead are immune.

Scar of Power [Adept]

You can create intricate scars upon yourself that hold great power.

Prerequisites: 3rd-level Adept of higher, Blood Magic.

Benefit: You can use the Imbue Item to create charms through intricate scars upon yourself or another. It takes one hour per scar and the process deals an automatic level of Fatigue to the recipient of the charm when finished.

Special: This feat only affects living targets that have blood; creatures like Constructs, Elementals, Oozes, Plants, Undead are immune.

Rules for Corruption

In the world there are places, items, and magic that are so evil that they can taint those around them with their foul aura. This *Corruption* is the very essence of evil, a miasma that spreads its tendrils into the very hearts and souls of the living and the world, tainting them towards the darkness. Corruption is a very real danger to all those who live in the world, but especially to those who practice the traditions of magic.

The Corruption Save

The Corruption save calls for a Will save with a DC based on the severity of the act (or inherent corruption of a locale). Each time the character fails a corruption save the character gains a single corruption point. This DC is also adjusted based on the corruption level of a character (see the Corruption Level Table below).

Corruption Severity Table

DC	Act	Examples
10	Petty transgression	Minor theft, lying
15	Minor transgression	Deliberate harmful act
20	Significant transgression	Murder, rape
30	Severe transgression	Sacrificing of innocents in a evil ritual

Corruption Level Table

Level	Total Points	Game Effects
Touched	1-3	+1 to Corruption save DCs
Tainted	4-5	Gains a Boon -2 to Charisma-based skills* +2 to Corruption save DCs
Marked	6-7	Gains a Boon -4 to Charisma-based skills* +3 to Corruption save DCs
Consumed	8-9	-6 to Charisma-based skills* +4 to Corruption save DCs
Lost	10+	Gains a Boon -8 to Charisma-based skills* Automatically fail all Corruption saves Character now becomes an NPC Can only be rid of Corruption through selfless heroism

* For the Intimidate skill, this provides a bonus instead of a penalty.

Boons of Corruption

With the slow descent into corruption, the evil manifests itself in dark abilities. These can be either a new power, feat, or other ability. These newly gained abilities always come with a price. Each time the character gains a Boon they also receive some form of physical defect or other unusual bodfeature, like wolf-like eyes or a humped posture, etc.

Possible Boons of Corruption

- Gaining a new method of movement.
- A feat. Must still meet the feat's prerequisites, if any.
- A new supernatural power.
- A +1 bonus to an ability score.
- A +3 bonus to a single skill or +2 to two skills.
- A natural attack form.
- Blindsight.
- Damage Reduction of +2/supernatural.
- Darkvision out to 30 feet.
- Resistance to some form of attack, gaining a +2 save bonus against it.
- Scent ability.
- Tremorsense.

Other possible Boons of Corruption are possible and should be created by the Narrator. A good measuring stick is to see how the newly created Boon compares to some of the special abilities and traits that monsters can have in the True20 Bestiary.

Ways to gain Corruption

There are many ways to potentially gain Corruption; all it really takes is an intent to do ill-will. Below is a list of some of the ways to gain Corruption. What is listed below is a small example of what can be done, but the Narrator is encouraged with coming up with more methods depending on their campaign setting.

- Using magic with an intent of causing suffering to others, or in an otherwise "evil" way.
- Using magic that is inherently "evil" (necromancy, sorcery, etc).
- Calling on the forces evil when using a Conviction roll.
- Being inside or near a place of Corruption.
- Doing a decidedly evil act.

- Learning a power that is considered “evil”.
- Using a boon of corruption in an “evil” way.

Cleansing Corruption

As there are ways to gain Corruption, there are also ways to cleanse oneself from it. It should be said that losing the Corruption should be a hard task and not something easily done. It must be something that shows the character is willing to let go of their darker sides. What is listed below is a small example of what can be done, but the Narrator is encouraged with coming up with more methods depending on their campaign setting.

Removing the Corruption is not easy and not automatic. Removing a point of Corruption you make a Will save with a DC equal to 10 plus your current Corruption score. If successful you remove one point of Corruption. Some methods may allow greater, or even all, amount of Corruption of a character, though these should be actions like giving up your life to save another selflessly and the like.

- Spend a Conviction point to cleanse yourself of Corruption. This can only be done once per day.
 - Residing in a sacred site for a length of time.
 - Doing a heroic deed while obviously being in great physical danger. Depending on the deed, this may give a bonus to their saves to an automatic removal of one point of Corruption.
 - Doing a lengthy and dangerous quest for atonement and the cause of Good. The greater the achievement, the easier it is to cleanse Corruption.
 - Refrain from doing any activity relating to your Vice for one month.
-