

TRUE 20™

EXPERT'S HANDBOOK



A ROLE SOURCEBOOK FOR TRUE20 ADVENTURE ROLEPLAYING
BY JOSEPH MILLER



THE EXPERT'S HANDBOOK

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TRUE20 ADVENTURE ROLEPLAYING

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INTRODUCTION

Welcome to *The Expert's Handbook*, an expanded guide to the expert role in *True20 Adventure Roleplaying*, and the first in a series of role handbooks covering the three heroic roles of expert, adept, and warrior.

When somebody says they are an “expert,” we get an immediate vision of competence, confidence, and, most of all, skill. That’s what the expert role in *True20* is all about. Warriors fight, adepts wield their strange powers, but experts are masters of skills. This makes the expert the broadest and most flexible role in the game.

It is because of these qualities that *The Expert's Handbook* comes first in this series, because experts are found in virtually every adventure roleplaying setting. While some worlds might not have supernatural powers (or adepts to wield them) or might stress problem-solving methods other than brute force, adventure always calls for experts, people able to take on the difficult challenges and succeed in spite of all the odds. Experts are the most common types of heroes, so this book is the most useful to all sorts of *True20* games.

HOW TO USE THIS BOOK

The Expert's Handbook is broken down into six chapters, each covering a different area of interest to experts and their exploits.

Chapter 1 looks at creating expert heroes, including backgrounds, detailed heroic paths, and customized variant roles using the guidelines from the *True20 Companion*.

Chapter 2 takes up a large portion of the book, since it focuses on skills, which are the purview of the expert. In this chapter, you’ll find an expanded and detailed skill system for *True20*, usable not only with experts, but other heroes as well. It covers a variety of different skills specialties, uses, and skill challenges.

Chapter 3 is all about feats, the other major component of an expert’s capabilities, including new ways of looking at existing feats and all-new feats for expert heroes.

Chapter 4 provides optional rules, ways to customize experts in *True20* to suit the style of game you want to run. Unlike the expanded rules in **Chapter 2**, this material changes the basic way certain rules work in the game, to achieve a different style.

Chapter 5 covers equipment, the tools of the trade an expert needs to get the job done, and the various “toys” expert heroes might use in different adventure settings.

Chapter 6 concludes the book with a look at the kinds of adversaries experts face and the allies and resources they might draw upon, such as expert organizations and devious and diabolical traps.

The Expert's Handbook comes packed with a lot of information. How you want to use it depends on the type of *True20* game you have or are considering.

PROCEED WITH CAUTION

If you are running an existing *True20* series featuring expert heroes, consider adding material from this book to your game slowly and in small, controlled amounts so as not to overwhelm your players or the storyline of your game with a lot of new rules and options. In particular, try to find the new material that is most useful and easily included in your adventures, such as new applications of existing skills, and use that first. Introduce other material, like new feats, as expert heroes advance in level and potentially gain access to these new traits.

If you are planning or preparing a new *True20* game, read through this book carefully and decide what, if any, of the optional rules you want to use, since they impact the players’ character creation decisions. Let the players know up-front if you are using any optional rules and whether or not they can use the material in this book when creating their heroes for the game. You will want to pay particular attention to access to the new feats and equipment in this book, to make sure it suits your vision for the game.

CHAPTER
ONE:

EXPERT
CREATION



Experts come from all types of backgrounds, and this book can hardly cover them all, but it does provide a good starting point. Within this chapter, players and Narrators will find a dozen flexible expert-oriented backgrounds for use in their campaigns. Each of these provides a unique starting point for a hero's career. This chapter also introduces

three alternate roles for use in *True20* campaigns: the intellectual, the specialist, and the survivor. Finally, a few new core abilities are provided to offer players and Narrators a bit more customization for their expert characters.

EXPERT BACKGROUNDS

The following backgrounds can be used by any type of character, but they are especially useful for expert characters. Each background includes a short description, ability adjustments, bonus feats, bonus skills, and favored feats. The benefits for these backgrounds vary according to the background subtype a character chooses. Narrators may wish to come up with an appropriate list of subtypes for their campaigns and should feel free to create new ones based on those presented here. The ability adjustments for each background are optional, and Narrators should decide whether or not they want to include these in their campaigns or apply them to particular characters.

ACADEMIC

Academics are people who have dedicated their lives to furthering their understanding of their subject. They are usually more interested in the theoretical application of their fields of study, rather than the practical. They could be in high school, college, or graduate school. They could be in a seminary, a medical school, or a private institution. Academics are librarians, archaeologists, scholars, professors, students, teachers, and other education professionals.

Optional Ability Adjustments: +1 Intelligence, -1 Strength

Bonus Feats: Bonus feats for academics vary by academic setting.

- *Business School:* Skill Focus (Diplomacy), Talented (bonus skills)
- *College of Physical Science:* Challenge (Fast bonus Craft), Talented (bonus skills)
- *Liberal Arts College:* Second Chance (bonus Knowledge), Talented (bonus skills)
- *Medical School:* Skill Focus (Medicine), Talented (bonus skills)
- *School of Computer Science:* Second Chance (Computers), Talented (bonus skills)
- *Trade School:* Challenge (Fast bonus Craft), Talented (bonus skills)

Bonus Skills: Bonus skills for academics vary by academic setting.

- *Business School:* Diplomacy and Knowledge (business)
- *College of Physical Science:* Craft (chemical, electronics, mechanics, structural), Knowledge (physical sciences)
- *Liberal Arts College:* Knowledge (any two) or Knowledge (any one) and Language
- *Medical School:* Knowledge (life sciences), Medicine
- *School of Computer Science:* Computers, Knowledge (technology)
- *Trade School:* Craft (any), Knowledge (any)

Favored Feats: Favored feats for academics vary by academic setting.

- *Business School:* Inspire, Master Plan
- *College of Physical Science:* Improvised Tools, Skill Mastery
- *Liberal Arts College:* Master Plan, Well-Informed
- *Medical School:* Master Plan, Skill Mastery
- *School of Computer Science:* Master Plan, Skill Mastery
- *Trade School:* Artisan, Craftsman's Eye

ADMINISTRATIVE

Administrators are people who have a talent for managing others or working within a system. They either have an eye for talent and the know how to use it, or they know the process like the back of their hand. Though administrators may know how to play politics or work

for politicians, they are typically unelected individuals. Administrators include advisors, bureaucrats, diplomats, directors, entrepreneurs, and other appointed business and governmental officials.

Optional Ability Adjustments: +1 Charisma, -1 Strength; except for the following.

- *Bureaucrat:* +1 Intelligence, -1 Strength
- *Financial Administrator:* +1 Intelligence, -1 Strength
- *Magistrate:* +1 Wisdom, -1 Strength
- *Systems Administrator:* +1 Intelligence, -1 Strength

Bonus Feats: Bonus feats for administrators vary by the position they hold in a business or government.

- *Advisor:* Contacts, Skill Focus (Gather Information)
- *Bureaucrat:* Contacts, Skill Focus (Gather Information)
- *Diplomat:* Benefit (diplomatic immunity), Skill Focus (Diplomacy)
- *Director:* Skill Focus (Diplomacy), Wealthy
- *Entrepreneur:* Master Plan, Skill Focus (Knowledge [business]), Wealthy
- *Financial Administrator:* Skill Focus (Knowledge [business]), Talented (bonus skills)
- *Magistrate:* Second Chance (Sense Motive), Skill Focus (Sense Motive)
- *Public Relations Officer:* Connected, Skill Focus (Diplomacy)
- *Systems Administrator:* Second Chance (Computers), Skill Focus (Computers)

Bonus Skills: Bonus skills for administrators vary by the position they hold in a business or government.

- *Advisor:* Gather Information, Knowledge (civics)
- *Bureaucrat:* Gather Information, Knowledge (business)
- *Diplomat:* Bluff, Diplomacy
- *Director:* Diplomacy, Knowledge (business)
- *Entrepreneur:* None
- *Financial Administrator:* Knowledge (business and physical sciences)
- *Magistrate:* Knowledge (civics), Sense Motive
- *Public Relations Officer:* Diplomacy, Knowledge (civics)
- *Systems Administrator:* Computers, Knowledge (technology)

Favored Feats: Favored feats for administrators vary by the position they hold in a business or government.

- *Advisor (choose two):* Fascinate, Master Plan, Suggestion, or Well-Informed
- *Bureaucrat (choose two):* Gifted Skill (bonus skill), Skill Mastery, or Well-Informed
- *Diplomat (choose two):* Conflict Sense, Fascinate, Suggestion, or Well-Informed
- *Director (choose two):* Fascinate, Master Plan, Suggestion, or Well-Informed
- *Entrepreneur:* Inspire, Master Plan
- *Financial Administrator (choose two):* Gifted Skill (bonus skill), Master Plan, or Skill Mastery
- *Magistrate (choose two):* Awareness, Intuition, Skill Mastery, or Well-Informed
- *Public Relations Officer (choose two):* Fascinate, Master Plan, Suggestion, or Well-Informed
- *Systems Administrator (choose two):* Gifted Skill (bonus skill), Master Plan, or Skill Mastery

ADVENTURER

Adventurers are people called to face danger for a variety of reasons. Adventurers include ace pilots, professional daredevils, big-game hunters, explorers, extreme sports enthusiasts, fortune hunters, race drivers, some rescue workers, sailors, survivalists, and other thrill-seekers.

Optional Ability Adjustments: None

Bonus Feats: Bonus feats for adventures vary by the occupation they use to seek out their thrills.

- *Ace Pilot:* Second Chance (Pilot), Vehicular Combat
- *Daredevil:* Skill Focus (bonus skill), Talented (bonus skills)
- *Explorer:* Talented (bonus skills), Trailblazer
- *Fortune Hunter:* Awareness, Talented (bonus skills)
- *Race Driver:* Second Chance (Drive), Vehicular Combat
- *Rescue Worker:* Skill Focus (bonus skill), Talented (bonus skills)
- *Sailor:* Skill Focus (bonus skill), Talented (bonus skills)
- *Survivalist:* Second Chance (Survival), Talented (bonus skills)
- *Trick Rider:* Second Chance (Ride), Vehicular Combat

Bonus Skills: Bonus skills for adventures vary by the occupation they use to seek out their thrills.

- *Ace Pilot:* Notice, Pilot
- *Daredevil:* Choose two of the following: Acrobatics, Climb, Escape Artist, Jump, or Swim.
- *Explorer:* Notice, Survival
- *Fortune Hunter:* Notice, Search
- *Race Driver:* Drive, Notice
- *Rescue Worker:* Choose two of the following: Climb, Jump, Medicine, Notice, or Swim.
- *Sailor:* Choose two of the following: Acrobatics, Climb, Escape Artist, Jump, Survival, or Swim.
- *Survivalist:* Notice, Survival
- *Trick Rider:* Notice, Pilot

Favored Feats: Favored feats for adventurers vary by the occupation they use to seek out their thrills.

- *Ace Pilot:* Master Plan, Skill Mastery
- *Daredevil:* Defensive Roll, Skill Mastery
- *Explorer:* Master Plan, Skill Mastery
- *Fortune Hunter:* Awareness, Skill Mastery
- *Race Driver:* Master Plan, Skill Mastery
- *Rescue Worker:* Master Plan, Skill Mastery
- *Sailor:* Jack-of-All-Trades, Skill Mastery
- *Survivalist:* Improvised Tools, Jack-of-All-Trades
- *Trick Rider:* Master Plan, Skill Mastery

ARISTOCRAT

Aristocrats are people who lead a privileged life because their families are of noble birth or wealthy. They are typically well-connected and endowed with wealth from family holdings or trust funds. Aristocrats have few direct responsibilities, allowing them to have a great deal of time for leisure. They may put this leisure time towards any number of passions. These passions might be a charity or philanthropic foundation, an ideal or cause worth fighting for, or a lust for living a fun and carefree existence. Aristocrats include courtiers, dilettantes, heirs, and other people born to influential families.

Optional Ability Adjustments: +1 Charisma, -1 Strength; except for the following.

- *Intelligentsia:* +1 Intelligence, -1 Strength
- *Heir:* None

Bonus Feats: Bonus feats for aristocrats vary depending upon their social situation and how they spend their leisure.



- *Courtier:* Challenge (Discretion), Contacts
- *Dilettante:* Connected, Jack-of-All-Trades, Wealthy
- *Heir:* Connected, High Born, Wealthy
- *Intelligentsia:* Reflective, Skill Focus (bonus skill)
- *Noble:* Benefit (status), Connected, High Born
- *Philanthropist:* Dedicated, Connected, Wealthy
- *World Traveler:* Connected, Wealthy

Bonus Skills: Bonus skills for aristocrats vary depending upon their social situation and how they spend their leisure.

- *Courtier:* Bluff, Gather Information
- *Dilettante:* None
- *Heir:* None
- *Intelligentsia:* Knowledge (any two) or Knowledge (any one) and Language
- *Noble:* None
- *Philanthropist:* None
- *World Traveler:* Diplomacy, Language

Favored Feats: Favored feats for aristocrats vary depending upon their social situation and how they spend their leisure.

- *Courtier:* Master Plan, Well-Informed
- *Dilettante:* Jack-of-All-Trades, Skill Mastery
- *Heir:* Inspire, Jack-of-All-Trades
- *Intelligentsia:* Skill Mastery, Well-Informed
- *Noble:* Master Plan, Well-Informed
- *World Traveler:* Jack-of-All-Trades, Well-Informed

CELEBRITY

A celebrity is anyone who, for whatever reason, has been thrust into the spotlight of the public eye. Popular entertainers of all types, such as famed craftsman, newscasters, radio and television personalities,

public speakers, prominent scholars, prolific writers, and more fall under this background.

Optional Ability Adjustments: +1 Charisma, –1 Strength; except for the following.

- *Famed Craftsman:* +1 Intelligence, –1 Strength
- *Household Name:* None
- *Prominent Scholar:* +1 Intelligence, –1 Strength

Bonus Feats: Bonus feats for celebrities vary depending upon the source of the character's celebrity.

- *Famed Craftsman:* Skill Focus (bonus Craft skill), Renown
- *Household Name:* Benefit (Status), Renown, Wealthy
- *Luminary:* Skill Focus (bonus skill), Renown
- *Newscaster:* Contacts, Renown
- *Popular Performer:* Renown, Wealthy
- *Popular Politician:* Renown, Wealthy
- *Prolific Writer:* Renown, Wealthy
- *Prominent Scholar:* Skill Focus (bonus skill), Renown
- *Public Speaker:* Skill Focus (Perform [oratory]), Renown
- *Self-Made Man:* Renown, Wealthy

Bonus Skills: Bonus skills for celebrities vary depending upon the source of the character's celebrity.

- *Famed Craftsman:* Craft (any) and Knowledge (any; must be associated with chosen Craft skill)
- *Household Name:* None.
- *Luminary:* Any two related Craft, Perform, or Knowledge skills.
- *Newscaster:* Knowledge (current events), Perform (oratory)
- *Popular Performer:* Perform (any) and Knowledge (any; must be associated with chosen Perform skill)
- *Popular Politician:* Diplomacy, Gather Information
- *Prolific Writer:* Craft (writing) and any Knowledge
- *Prominent Scholar:* Any two Knowledge skills
- *Public Speaker:* Diplomacy, Perform (oratory)
- *Self-Made Man:* Knowledge (civics or business) and one social interaction skill

Favored Feats: Favored feats for celebrities vary depending upon the source of the character's celebrity.

- *Famed Craftsman:* Craftsman's Eye, Skill Mastery
- *Household Name:* Inspire, Skill Mastery
- *Luminary:* Gifted Skill (bonus skill), Skill Mastery
- *Newscaster:* Fascinate, Well-Informed
- *Popular Performer:* Fascinate, Inspire
- *Popular Performer:* Inspire, Master Plan
- *Prolific Writer:* Master Plan, Skill Mastery
- *Prominent Scholar:* Master Plan, Skill Mastery
- *Public Speaker:* Fascinate, Suggestion
- *Self-Made Man:* Master Plan, Well-Informed

CREATIVE

The creative background covers artists of all types who fan their creative spark into a career. Illustrators, copywriters, cartoonists, graphic artists, novelists, magazine columnists, actors, sculptors, game designers, musicians, screenwriters, photographers, and web designers all fall under this occupation.

Optional Ability Adjustments: +1 Charisma, –1 Strength; except for the following.

- *Artist:* +1 Intelligence, –1 Strength
- *Computer Arts:* +1 Intelligence, –1 Strength
- *Dancer:* +1 Dexterity, –1 Strength
- *Magician:* +1 Dexterity, –1 Strength
- *Writer:* +1 Intelligence, –1 Strength

Bonus Feats: Bonus feats for celebrities vary depending upon the source of the character's celebrity.

- *Artist:* Skill Focus (Craft [visual arts]), Talented (bonus skills)
- *Character Actor:* Challenge (Quick Alias), Skill Focus (Perform [acting])
- *Comedian:* Inspire (Awe), Skill Focus (Perform [comedy])
- *Computer Arts:* Skill Focus (Computers), Talented (bonus skills)
- *Dancer:* Fascinate, Skill Focus (Perform [dance])
- *Magician:* Fascinate, Skill Focus (Sleight of Hand)
- *Musician:* Fascinate, Skill Focus (Perform [percussion, stringed, or wind instrument])
- *Orator:* Fascinate, Skill Focus (Perform [oratory])
- *Virtuoso:* Fascinate, Skill Focus (Perform [singing])
- *Writer:* Skill Focus (Craft [writing]), Talented (bonus skills)

Bonus Skills: Bonus skills for celebrities vary depending upon the source of the character's celebrity.

- *Artist:* Craft (visual arts), Knowledge (any)
- *Character Actor:* Bluff, Perform (acting)
- *Comedian:* Bluff, Perform (comedy)
- *Computer Arts:* Computers and one of the following: Craft (visual arts or writing) or Knowledge (any)
- *Dancer:* Acrobatics, Perform (dance)
- *Magician:* Bluff, Sleight of Hand
- *Musician:* Knowledge (popular culture), Perform (percussion, stringed, or wind instrument)
- *Orator:* Diplomacy, Perform (oratory)
- *Virtuoso:* Knowledge (popular culture), Perform (singing)
- *Writer:* Craft (writing) and Gather Information

Favored Feats: Favored feats for celebrities vary depending upon the source of the character's celebrity.

- *Artist:* Gifted Skill (Craft visual arts), Skill Mastery
- *Character Actor:* Master of Aliases, Skill Mastery
- *Comedian:* Inspire (Awe), Skill Mastery
- *Computer Arts:* Gifted Skill (Computers), Skill Mastery
- *Dancer:* Dancing Bluff, Skill Mastery
- *Magician:* Fascinate, Skill Mastery
- *Musician:* Fascinate, Skill Mastery
- *Orator:* Fascinate, Skill Mastery
- *Virtuoso:* Fascinate, Skill Mastery
- *Writer:* Gifted Skill (Craft Writing), Skill Mastery

CRIMINAL

Criminals have grown up on the wrong side of the law, whether it was their fault or not. This occupation includes con artists, burglars, thieves, crime family soldiers, gang members, bank robbers, and other types of career criminals.

Optional Ability Adjustments: None

Bonus Feats: Bonus feats for criminals vary according to their illicit occupation.

- *Burglar:* Second Chance (Stealth), Talented (bonus skills)
- *Con Artist:* Second Chance (Bluff), Talented (bonus skills)
- *Fixer:* Scrounger, Contacts
- *Hacker:* Skill Focus (Computers), Talented (bonus skills)
- *Hit Man:* Accurate Attack and Exotic Weapon, Firearms, or Weapon Training
- *House Breaker:* Second Chance (Disable Device), Talented (bonus skills)
- *Kingpin:* Connected, Contacts
- *Mugger:* Challenge (Power Intimidate), Talented (bonus skills)
- *Pick Pocket:* Second Chance (Sleight of Hand), Talented (bonus skills)
- *Thief-Acrobat:* Acrobatic Mobility, Improved Speed

Bonus Skills: Bonus skills for criminals vary according to their illicit occupation.

- *Burglar:* Disable Device, Stealth
- *Con Artist:* Bluff, Sleight of Hand
- *Fixer:* Gather Information, Knowledge (streetwise)
- *Hacker:* Computers, Knowledge (technology)
- *Hit Man:* None
- *House Breaker:* Disable Device, Search
- *Kingpin:* Intimidate, Gather Information
- *Mugger:* Bluff, Intimidate
- *Pick Pocket:* Sleight of Hand, Knowledge (streetwise)
- *Thief-Acrobat:* Acrobatics, Climb

Favored Feats: Favored feats for criminals vary according to their illicit occupation.

- *Burglar:* Master Plan, Skill Mastery
- *Con Artist:* Fascinate, Suggestion
- *Fixer:* Master Plan, Well-Informed
- *Hacker:* Gifted Skill (Computers), Master Plan
- *Hit Man (choose two):* Chokehold, Crippling Strike, Precise Strike, or Sneak Attack
- *House Breaker:* Master Plan, Skill Mastery
- *Kingpin:* Master Plan, Well-Informed
- *Mugger (choose two):* Chokehold, Sneak Attack, Stunning Attack, Tough
- *Pick Pocket:* Defensive Roll, Skill Mastery
- *Thief-Acrobat:* Acrobatic Bluff, Skill Mastery

GIFTED

Gifted heroes have some special talent that sets them apart from other people. Their abilities enhance or broaden the utility of their skills. These types of heroes include eidetic learners, geniuses, polymaths, prodigies, people persons, and other individuals with unique talents.

Optional Ability Adjustments: +1 Intelligence, -1 Strength; except for the following.

- *People Person:* +1 Charisma, -1 Strength

Bonus Feats: Bonus feats for gifted heroes depend upon the nature of their talents.

- *Eidetic:* Eidetic Memory, Fount of Knowledge
- *Financial Tycoon:* Skill Focus (Knowledge [business]), Talented (bonus skills)
- *Genius:* Skill Focus (bonus skill), Talented (bonus skills)
- *People Person:* Affable, Second Chance (Diplomacy)
- *Polymath:* Jack-of-All-Trades, Talented (bonus skills)
- *Prodigy:* Skill Focus (bonus skill) and Talented (bonus skill plus a related skill)

Bonus Skills: Bonus skills for gifted heroes depend upon the nature of their talents.

- *Eidetic:* Knowledge (any two)
- *Financial Tycoon:* Knowledge (business) and one social interaction skill
- *Genius:* Knowledge (any two)
- *People Person:* Diplomacy, Gather Information
- *Polymath:* Choose two related Craft, Perform, or Knowledge skills
- *Prodigy:* Chose one bonus known skill

Favored Feats: Favored feats for gifted heroes depend upon the nature of their talents.

- *Eidetic:* Jack-of-All-Trades, Master Plan
- *Financial Tycoon:* Gifted Skill (bonus skill), Master Plan
- *People Person:* Fascinate, Suggestion
- *Genius:* Master Plan, Skill Mastery
- *Polymath:* Jack-of-All-Trades, Skill Mastery
- *Prodigy:* Gifted Skill (bonus skill), Skill Mastery

INVESTIGATIVE

Investigative heroes use their deductive skills to solve whatever mystery is currently facing them. They are authorities on ascertaining the who, what, where, when, why, and how of any given situation. There are a number of jobs fitting into this occupation, including investigative reporters, photojournalists, private investigators, police detectives, criminologists, criminal profilers, espionage agents, and others who use their skills to gather evidence and analyze clues.

Optional Ability Adjustments: None

Bonus Feats: Bonus feats for investigative heroes depend upon their occupation.

- *CSI:* Reflective, Talented (bonus skills)
- *Detective:* Contacts and either Firearms or Weapon Training
- *Inquisitor:* Skill Focus (bonus skill), Talented (bonus skills)
- *Patrolman:* Contacts and either Firearms or Weapon Training
- *Private Investigator:* Contacts and either Firearms or Weapon Training
- *Profiler:* Skill Focus (Sense Motive), Talented (bonus skills)
- *Reporter:* Contacts, Well-Informed
- *Spy:* Benefit (security clearance) and Contacts.
- *Undercover Agent:* Contacts, Talented (bonus skills)

Bonus Skills: Bonus skills for investigative heroes depend upon their occupation.

- *CSI:* Knowledge (life sciences), Search
- *Detective:* Gather Information, Search
- *Inquisitor:* Intimidate, Sense Motive
- *Patrolman:* Knowledge (streetwise), Gather Information
- *Private Investigator:* Gather Information, Knowledge (streetwise)
- *Profiler:* Knowledge (behavioral sciences), Sense Motive
- *Reporter:* Gather Information, Sense Motive



- *Spy*: Bluff, Gather Information
- *Undercover Agent*: Bluff, Gather Information

Favored Feats: Favored feats for investigative heroes depend upon their occupation.

- *CSI*: Master Plan, Skill Mastery
- *Detective*: Skill Mastery, Well-Informed
- *Inquisitor*: Master Plan, Skill Mastery
- *Patrolman*: Stunning Attack, Weapon Bind
- *Private Investigator*: Jack-of-All-Trades, Well-Informed
- *Profiler*: Gifted Skill (Sense Motive), Master Plan
- *Reporter*: Awareness, Well-Informed
- *Spy*: Master of Aliases, Master Plan
- *Undercover Agent*: Master of Aliases, Master Plan

OUTCAST

Outcasts are lone pariahs, shunned members of a culture. They are also people who have chosen to live outside of the normal rules of society. Outcasts include beggars, frontiersmen, guerilla fighters, street urchins, scavengers, vagabonds, vigilantes, and anyone else who has been taught the tough lessons of life on the streets.

Optional Ability Adjustments: None

Bonus Feats: Bonus feats for outcasts vary depending upon how they have responded to their predicament.

- *Frontiersman*: Endurance, Track
- *Guerilla Fighter*: Trackless and either Firearms or Weapon Training
- *Nameless*: Jack-of-All-Trades, Low Profile
- *Scavenger*: Scrounger, Talented (bonus skills)
- *Street Urchin*: Skill Focus (Stealth), Scrounger
- *Vagabond*: Scrounger, Tireless
- *Vigilante*: Contacts and either Firearms or Weapon Training

Bonus Skills: Bonus skills for outcasts vary depending upon how they have responded to their predicament.

- *Frontiersman*: Notice, Survival
- *Guerilla Fighter*: Stealth, Survival
- *Nameless*: Disguise, Stealth
- *Scavenger*: Search, Survival
- *Street Urchin*: Knowledge (streetwise), Stealth

- *Vagabond*: Gather Information, Survival
- *Vigilante*: Gather Information, Intimidate

Favored Feats: Favored feats for outcasts vary depending upon how they have responded to their predicament.

- *Frontiersman*: Skill Mastery, Tough
- *Guerilla Fighter*: Sneak Attack, Tough
- *Nameless*: Jack-of-All-Trades, Skill Mastery
- *Scavenger*: Improvised Tools, Jack-of-All-Trades
- *Street Urchin*: Hide In Plain Sight, Skill Mastery
- *Vagabond*: Tough, Well-Informed
- *Vigilante*: Awareness, Well-Informed

POLITICAL

Political heroes are people who have held public office or worked toward social change within the political system. They have the ability to persuade others to their point of view and engender loyalty in their followers. Political heroes include demagogues, executive officials, legislators, revolutionaries, political schemers, statesmen, and other elected governmental officials.

Optional Ability Adjustments: +1 Charisma, -1 Strength

Bonus Feats: Bonus feats for political heroes are determined by their role (or lack of one) in the government.

- *Chairman*: Connected, Wealthy, Well-Informed
- *Demagogue*: Second Chance (Diplomacy), Silver-Tongued
- *Executive*: Connected, Inspire, Wealthy
- *Legislator*: Connected, Contacts
- *Revolutionary*: Dedicated, Second Chance (Diplomacy), Silver-Tongued
- *Schemer*: Contacts, Well-Informed
- *Statesmen*: Second Chance (Diplomacy), Silver-Tongued

Bonus Skills: Bonus skills for political heroes are determined by their role (or lack of one) in the government.

- *Chairman*: None
- *Demagogue*: Diplomacy, Gather Information
- *Executive*: None
- *Legislator*: Diplomacy, Gather Information
- *Revolutionary*: None
- *Schemer*: Bluff, Gather Information
- *Statesmen*: Diplomacy, Sense Motive

Favored Feats: Favored feats for political heroes are determined by their role (or lack of one) in the government.

- *Chairman*: Master Plan, Well-Informed
- *Demagogue*: Fascinate, Inspire
- *Executive*: Inspire, Master Plan
- *Legislator*: Master Plan, Well-Informed
- *Revolutionary*: Inspire, Master Plan
- *Schemer*: Master Plan, Well-Informed
- *Statesmen*: Master Plan, Well-Informed

PROFESSIONAL

The Professional background is similar to the Academic, but is much more “hands-on.” Instead of theorizing or seeking to improve the understanding of their fields, professionals use their know-how to put those theories and improvements into practice. Businessmen, engineers, medical professionals, and field scientists of all types fit within the scope of this background.

Optional Ability Adjustments: None

Bonus Feats: Bonus feats for professionals depend upon the field they are working in.



- *Businessman*: Master Plan, Talented (bonus skills)
- *Field Scientist*: Improvised Tools, Talented (bonus skills)
- *Inventor*: Artisan, Talented (bonus skills)
- *Physician*: Improvised Tools, Talented (bonus skills)
- *Psychologist*: Well-Informed, Talented (bonus skills)
- *Technician*: Improvised Tools, Talented (bonus skills)

Bonus Skills: Bonus skills for professionals depend upon the field they are working in.

- *Businessman*: Diplomacy, Knowledge (business)
- *Field Scientist*: Knowledge (any) and one of the following: Gather Information, Notice, Search, or Survival.
- *Inventor*: Craft and Knowledge (any; must be associated with chosen Craft skill)

- *Physician*: Knowledge (life sciences), Medicine
- *Psychologist*: Gather Information, Knowledge (behavioral sciences)
- *Technician*: Craft and Knowledge (any; must be associated with chosen Craft skill)

Favored Feats: Favored feats for professionals depend upon the field they are working in.

- *Businessman*: Inspire, Master Plan
- *Field Scientist*: Improvised Tools, Jack-of-All-Trades
- *Inventor*: Artisan, Master Plan
- *Physician*: Improvised Tools, Skill Mastery
- *Psychologist*: Inspire, Well-Informed
- *Technician*: Improvised Tools, Skill Mastery

ALTERNATE ROLES

The following section presents three alternate expert roles for use with the *True20* system. These roles were designed with the **Role Creation** rules from the *True20 Companion*. Each role is given a short description followed by its traits.

INTELLECTUAL

Intellectuals are highly educated people possessing very keen powers of observation and deduction. Their ability to pick up on subtle clues borders on the uncanny, giving them an almost superhuman problem-solving capability.

ABILITIES

Intellectuals focus on the mental abilities over physical abilities. They are particularly known for their high Wisdom and Intelligence scores, given their emphasis on willpower and scholarship. Intellectuals also choose a mental ability as the key ability of their powers. On the other hand, some intellectuals might focus on Charisma in order to better understand and affect social situations. Intellectuals expecting to work in the field typically have a good Constitution score.

THE INSIGHT (CORE ABILITY)

The intellectual can spend a Conviction point to make one use of an intellectual power they do not possess. This works much like spending a Conviction point to emulate a feat. An intellectual with the Insight can also spend a Conviction point to eliminate any accumulated modifiers to fatigue saving throws for using powers. If an intellectual ever gains all the intellectual powers allowed by a Narrator, then they choose one intellectual power to be their “specialized power.” When making

INTELLECTUAL POWERS LIST

Enhance Ability

Enhance Senses

Heart Reading

Heart Shaping

Nature Reading

Psychic Shield

Second Sight

Suggestion

True Vision*

Truth-Reading

*True Vision is from the *True20 Bestiary*

a specialized power check, roll two dice and use the better of the two rolls. If you spend Conviction to re-roll the check, roll only one die, and compare it to the better of your original two rolls.

INTELLECTUAL POWERS

An intellectual may choose an Intellectual Power instead of a feat, but she may only choose powers from the narrow list on the **Intellectual Powers List**. Rather than being true supernatural powers, these abilities represent the intellectual’s extraordinary talent for deduction, understanding human nature, and logic. The Narrator may allow her to include other powers on a case-by-case basis, provided they can be described as natural abilities rather than supernatural powers.

DESCRIBING INTELLECTUAL POWERS

The powers of the intellectual are not actually supernatural. Rather, they are observational abilities gained through deductive reasoning and keen insight. Players and Narrators can use the explanations below to describe an intellectual’s powers or invent their own.

- **Enhance Ability:** You have an innate understanding of the principles of applied force and leverage, which manifests itself as a temporary boost in Strength or Dexterity.
- **Enhance Senses, True Vision:** Your skill with deductive reasoning naturally augments your Notice skill and makes you difficult to Bluff.
- **Heart Reading, Truth-Reading:** You have the ability to detect the emotions of others through the interpretation of subtle body language and micro-expressions.
- **Heart Shaping, Suggestion:** Your detailed understanding of human nature enables you to subtly manipulate the emotions of others.
- **Nature Reading:** Your understanding of the natural world allows you to make educated guesses about your environment.
- **Psychic Shield:** Your logical mind makes it difficult for psychic power to affect you.
- **Second Sight:** You have a knack for making assumptions about the use of supernatural powers based on their lingering influences on the environment.



THE INTELLECTUAL

Level	Combat	Will Save	Normal Saves	Reputation
1st	+0	+2	+0	+1
2nd	+1	+3	+0	+1
3rd	+1	+3	+1	+1
4th	+2	+4	+1	+2
5th	+2	+4	+1	+2
6th	+3	+5	+2	+2
7th	+3	+5	+2	+2
8th	+4	+6	+2	+3
9th	+4	+6	+3	+3
10th	+5	+7	+3	+3
11th	+5	+7	+3	+3
12th	+6	+8	+4	+4
13th	+6	+8	+4	+4
14th	+7	+9	+4	+4
15th	+7	+9	+5	+4
16th	+8	+10	+5	+5
17th	+8	+10	+5	+5
18th	+9	+11	+6	+5
19th	+9	+11	+6	+5
20th	+10	+12	+6	+6

SKILLS

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

Intellectuals tend to focus on either scholarly (such as Craft, Knowledge, and Notice) or social (Bluff, Diplomacy, Perform, and Sense Motive) skills.

FEATS

Choose 4 starting feats from the Expert or General categories. An intellectual can also choose an extraordinary power in place of a feat.

SPECIALIST

Experts are the “skill users” of *True20*. However, their broad range of skills may not reflect the degree of specialization that can occur in technologically advanced societies. Specialists are experts with a narrower focus to their skills, able to achieve higher ranks in their “specialized skills” than other heroes of equivalent level. Specialists are nearly identical to experts except they pick two related skills from their starting skills to be their “specialized skills.”

Specialists have the following traits:

ABILITIES

The ability a specialist focuses on is determined by the specialized skills she chooses. If the specialist chooses Strength-based skills (Climb, Jump, or Swim), then she should concentrate on Strength. If she chooses two specialized skills with different key abilities (Bluff and Sense Motive), then she should improve those two abilities (Charisma and Wisdom). Intelligence can be useful for any specialist, as it allows her to pick up a few extra skills.

THE KNACK (CORE ABILITY)

When making a specialized skill check, roll two dice and use the better of the two rolls. If you spend Conviction to re-roll the check, roll only one die, and compare it to the better of your original two rolls.

THE SPECIALIST

Level	Combat	Good Save	Normal Saves	Reputation
1st	+0	+2	+0	+1
2nd	+1	+3	+0	+1
3rd	+2	+3	+1	+1
4th	+3	+4	+1	+2
5th	+3	+4	+1	+2
6th	+4	+5	+2	+2
7th	+5	+5	+2	+2
8th	+6	+6	+2	+3
9th	+6	+6	+3	+3
10th	+7	+7	+3	+3
11th	+8	+7	+3	+3
12th	+9	+8	+4	+4
13th	+9	+8	+4	+4
14th	+10	+9	+4	+4
15th	+11	+9	+5	+4
16th	+12	+10	+5	+5
17th	+12	+10	+5	+5
18th	+13	+11	+6	+5
19th	+14	+11	+6	+5
20th	+15	+12	+6	+6

SKILLS

Choose 6 + Intelligence score starting skills (minimum of 1). Specialists gain 6 + Int skill ranks per additional level (minimum of 1).

The specialist begins with 6 ranks in each of their starting “specialized skills,” and their maximum rank for these two skills is equal to their level + 5.

Virtually all skills are important to one sort of specialist or another. Some specialists prefer athletic or outdoor skills (Acrobatics, Climb, Jump, and Survival), others hone their interaction skills (Bluff, Diplomacy, Perform, and Sense Motive), while still more are known for their mental skills (such as Craft, Knowledge, and Notice).

FEATS

Choose 4 starting feats from the Expert or General categories.

SAVING THROWS

Specialists vary in their Fortitude, Reflex, and Will save bonuses.

Choose one of these three to be the specialist’s good save, with the other two as normal saves, consulting the appropriate column on the table.

SURVIVOR

Survivors have a knack for narrow escapes and a penchant for getting into and out of trouble. Whether its random chance, preordained fate, or good old fashioned know-how, no one knows for sure, but one thing is for certain, they have more lives than a cat. Some survivors know from childhood that they have this mysterious gift and become daredevils and thrill-seekers; others only find out when they are thrust into a danger they never went looking for.

Adventuring survivors can fill many positions within a party of heroes. Though they have fewer skills than experts, their increased access to feats allows them to flesh out their characters in unique ways not available to other heroes.

Survivors have the following traits:





THE SURVIVOR

Level	Combat	Medium Saves	Reputation	Bonus Feat
1st	+0	+1	+1	–
2nd	+1	+1	+1	–
3rd	+2	+2	+1	–
4th	+3	+2	+2	Bonus Feat
5th	+3	+3	+2	–
6th	+4	+3	+2	–
7th	+5	+3	+2	–
8th	+6	+4	+3	Bonus Feat
9th	+6	+4	+3	–
10th	+7	+5	+3	–
11th	+8	+5	+3	–
12th	+9	+6	+4	Bonus Feat
13th	+9	+6	+4	–
14th	+10	+6	+4	–
15th	+11	+7	+4	–
16th	+12	+7	+5	Bonus Feat
17th	+12	+8	+5	–
18th	+13	+8	+5	–
19th	+14	+8	+5	–
20th	+15	+9	+6	Bonus Feat

ABILITIES

Survivors place special emphasis on abilities associated with physical or social toughness. Physical survivors often place higher priority on the physical abilities (especially Dexterity and Constitution), while social survivors concentrate on Charisma and Wisdom. All survivors benefit from higher Intelligence, but this is not their primary focus.

DANGER SENSE (CORE ABILITY)

You have honed your senses to perceive even the slightest hints of danger in your surroundings. Whenever you are about to be surprised or trigger some kind of hazard, the Narrator must warn you that something is amiss, usually providing the general location of the danger. You may immediately make a Notice, Search, Sense Motive, or Survival check. If successful, you learn the location and source of the danger. If it is an ambush or surprise attack, you are not surprised and can take an action during the surprise round. If it is a hazard or trap, you avoid triggering it.

This core ability counts as the awareness feat for purposes of prerequisites for feats.

SKILLS

Choose 6 + Intelligence score starting skills (minimum of 1). Survivors gain 6 + Int skill ranks per additional level (minimum of 1).

Virtually all skills are important to one sort of survivor or another. Survivors tend to pick certain areas where they specialize. Physical survivors are more likely to concentrate on outdoor skills involving the tangible risk of failure (Acrobatics, Climb, Jump, and Survival, for example), while social survivors focus on interaction skills (Bluff, Diplomacy, Perform, and Sense Motive).

FEATS

Choose 4 starting feats from the Expert or General categories. Survivors gain a bonus feat every four levels from the Expert or General categories.

CHAPTER TWO: SKILLS



Experts rely on their raw abilities and vast array of skills to overcome the physical, mental, and social obstacles that stand in their way. They have a unique knack for finding new ways to use their skills, and this chapter provides a large number of new rules dealing with skills. It includes a

section on ability checks and challenges. It also lists a number of new uses and challenges for the skills presented in the *True20 Adventure Roleplaying* book.

ABILITY CHECKS AND CHALLENGES

Since ability score bonuses remain relatively static, it is difficult for players to find ways to improve them. Even if you limit yourself to a narrow range of Difficulty, the players may fail ability checks more often than they succeed at them, without many options to better their chances.

To solve this problem, each ability check type includes a new challenge. In return for a persistent drawback of some sort, you can gain a bonus to an ability check. For example, you can push your body to the point of injury when attempting a Strength check. In this case, you gain a bonus to your check in return for suffering hurts. The ability score checks all have similar options that allow you to weigh drawbacks against the benefits of a bonus.

STRENGTH CHECKS

Check: Strength checks allow you to accomplish any physical feat that lies beyond the boundaries of the Strength-based skills. Most of them involve situations where you must use physical force to move an object, batter down a door, and so forth. To determine if a Strength check applies to a situation where none of the skills seem to fit, picture a character attempting the action. If you see him straining his muscles to complete it, then a Strength check probably applies.

Strength Challenge: When attempting a Strength check, you can gain a +5 bonus, but you suffer a -5 penalty to subsequent Strength checks

and Strength-based abilities for one hour. In this case, you push your body beyond its normal limits to achieve a heroic act. You may opt to make a Strength challenge on any Strength check. It does not apply to untrained or Strength-based skill checks. You cannot use this option again until the ability penalty passes.

Action: Most Strength checks are standard actions. Difficult activities might require full-round actions.

Try Again: Yes. You can continue to push an object or otherwise manipulate it.

Special: You may take 10 or 20 on a Strength check. They reflect the concept of digging in and slowly working to complete a task.

DEXTERITY CHECKS

Check: Most Dexterity-related checks fall under existing skills such as Balance, Sleight of Hand, and so forth. Any test that relies on agility to avoid an effect uses a Reflex save, while a situation that relies on accuracy should use a character's attack bonus. Dexterity-related checks allow you to avoid being tripped, affect your initiative in combat, or determine whether or not you can react quickly enough to a particular circumstance. For instance, if you need to grab someone before they fall off a cliff, you would use Dexterity to dive towards them and snatch their hand. Of course, if you want to pull them up, you would need to make a Strength check.

Dexterity Challenge: In exchange for a +5 bonus to a Dexterity check, you suffer a -5 penalty to subsequent Dexterity checks, Dexterity-based skills, and Reflex saving throws for one hour. You cannot use this option again until the ability penalty passes. You have pushed your reflexes beyond their limits, causing a mild muscle strain or similar injury.

Action: Most Dexterity checks are standard actions.

Try Again: Usually not. If you fail a Dexterity check, you are unable to catch an object or move fast enough to complete an action.

Special: You may take 10 only in a calm situation. You may take 20 in calm situations, when there is no penalty associated with failure.

CONSTITUTION CHECKS

Check: Constitution checks are usually made to recover from damage and when you engage in strenuous work for long periods of time. In most cases, a Fortitude saving throw does a better job of reflecting a character's ability to withstand an effect. A Constitution check applies when you face environmental factors that have no active internal effect on you. For example, starvation and thirst require Constitution checks rather than Fortitude saves. In comparison, poisons and diseases attempt to break down or overcome your internal defenses.

Constitution Challenge: You can steel yourself against an effect and resist it for a short time through a combination of mental willpower and physical endurance. However, if the effect continues, you might succumb to it quickly after the initial rush. You can gain a +5 bonus to your Constitution check at the cost of a -5 penalty to all subsequent Constitution checks for one hour. You cannot use this option again until the penalty's duration expires.



Action: Constitution checks usually do not require an action. They take place in response to environmental conditions without any active effort from you.

Try Again: No. A Constitution check measures your durability; if you fail the check, the effect you tried to resist overcomes your defenses.

Special: You cannot take 10 or 20 on Constitution checks.

INTELLIGENCE CHECKS

Check: An Intelligence check usually covers basic mental functions, such as memory, solving a math problem, and similar tasks. In general, Intelligence checks apply to situations that the Knowledge skill does not cover or addresses intellectual actions where training or learning play little role.

INTELLIGENCE CHECKS	
Task	Difficulty
Basic question, recall important or basic fact	0
Simple question, recall an important detail or component	5
Complex question, recall a minor or passing detail	10
Intricate, multiple-part question, recall a tiny detail	15
Challenging philosophical question, recall an exact detail with perfect clarity	20
Deep question that has confounded experts, recall a complete scene in photographic detail	25

Intelligence Challenge: You can focus your mind on a problem to the exclusion of all else. The strain leaves you mentally tired and unable to summon the energy needed to deal with other issues. In return for a -5 penalty to all other Intelligence checks and Intelligence-based skills, you can gain a +5 bonus to an Intelligence check. The penalty lasts for one hour after you have made your Intelligence check.

Try Again: You either remember something or you fail to come up with the correct answer. You can try again after resting for eight hours, as you give your mind time to clear.

Special: You cannot take 10 or 20 on Intelligence checks.

WISDOM CHECKS

Check: Wisdom checks cover your sixth sense, your intuition, and your strength of mind. Will saving throws function against active effects

that try to wear you down from the outside, such as mind-affecting powers. A Wisdom check allows you to resist your own poor judgment or overcome your phobias. In general, Wisdom allows you to see the best course of action when dealing with situations that have no clear-cut right or wrong answer based on facts.

Keep in mind that any attempt to notice a detail or hear a noise is an untrained Notice check, not a Wisdom check.

Wisdom Challenge: You can dig down and exhaust your emotional reserves on a Wisdom check, leaving yourself vulnerable to future temptation in exchange for short-term success. You can choose to gain a +5 bonus to a Wisdom check in return for a -5 penalty to subsequent Wisdom and Wisdom-based skill checks for one hour. You cannot use this option again until this penalty disappears.

Action: Wisdom checks are free actions.

Try Again: Once you have failed a Wisdom check, you suffer the consequences, make a foolish action, or miss an important detail. You may not try again.

Special: You cannot take 10 or 20 on Wisdom checks.

CHARISMA CHECKS

Check: In most cases, a Charisma check is more appropriately an untrained Bluff, Diplomacy, or Intimidate check. A Charisma check might apply when you must deal with an utterly alien creature that only the raw power of your personality can influence. It also would apply in situations where you could not use your communication skills.

Charisma Challenge: You can attempt to present yourself in a specific manner, trading long-term relations for a short-term single impression. You might pander to someone's beliefs or prejudices or take a pratfall to win sympathy. In other cases, you simply burn your reservoir of social grace to exert your personality for a short time. You can gain a +5 bonus to a Charisma check in return for a -5 penalty to subsequent Charisma and Charisma-based skill checks for one hour. You cannot use this risky presentation again until the penalty's duration expires.

Action: A Charisma check usually requires a free action. Since this check does not draw on your skill at negotiations or communications, you simply try to make an impression with your stature and bearing.

Try Again: You only have one chance to make an impression. You might win someone over with additional actions, but you must overcome or build on the results of the Charisma check.

Special: You cannot take 10 or 20 on Charisma checks.

NEW USES AND CHALLENGES FOR SKILLS

From swinging on chandeliers to successfully navigating a long trek, this section includes an abundance of new uses and challenges for each of the skills. Player and Narrator characters will find a treasure trove of exciting and cinematic ways to use their skills. In addition, the Craft, Knowledge, and Perform skills have expanded uses based on their unique specialties. There are also a couple of skill subsystems presented in this section, such as investigating and solving crimes and mysteries via the Knowledge (life sciences), Medicine, and Search skills. Of course, these new uses and challenges are primarily meant to spark the imagination and provide a starting point for what can be done with the *True20* skills system. Both players and Narrators are encouraged to come up with their own new uses and challenges, or even change those presented here to fit their own campaign.

ACROBATICS

The Acrobatics skill can be used to perform remarkable feats of agility. The following in no way exhausts what can be done with the Acrobatics skill, but is intended to suggest some ideas of what players and Narrators can use this skill for. Narrators should compare the difficulty of the actions presented with those they create to determine the appropriate Difficulty.

Check: The following are new uses for the Acrobatics skill.

Acrobatic Mobility: You can make an Acrobatics check to move through difficult terrain without penalty. The Difficulty for this check is 15, but each 5-foot square of difficult terrain beyond the first increases

SLAMMING INTO OBJECTS

The basic rule for slamming into objects is simple: +2 damage per 10 feet of movement before you slammed into the object, to a maximum of +40 (at 200 feet).

If a character deliberately slams into an object instead of being thrown or diving into it, the damage is the same but with a +2 bonus on the Toughness save.

A Difficulty 15 Acrobatics or Jump check grants an additional +2 bonus.

Slamming into yielding surfaces (soft ground, mud) does 2 points less damage. This reduction is cumulative with Toughness save bonuses from deliberate slamming and skill checks. After being slammed into an object, you fall prone, unless you make a Difficulty 20 Acrobatics check as a reaction.

the Difficulty by 5. You make one Acrobatics check and compare the result to each square's Difficulty separately. If your result meets or beats the Difficulty, you move through the square as if it were normal terrain.

The Narrator makes this check in secret, so that you cannot simply judge the results and move through squares that you know you can navigate with ease.

For example, the Difficulty for the first square of difficult terrain is 15, the second 20, the third 25, and so forth. If your total Acrobatics result was 22, you would move through the first and second squares at full speed. When you tried to enter the third square, you would find that your total check was lower than its Difficulty. Thus, you would suffer the normal movement penalty for the third 5-foot square.

If you lack the movement to enter a square, your move action immediately ends.

Diving: You can dive through narrow openings such as windows or under tables. A successful check lets you move half your speed through a narrow opening as a move action. A failure indicates you are caught in the opening and must stop your movement in the middle of it. A failure by 5 or more indicates you completely missed the opening and slam into its surrounding structure.

The Difficulty is based on the size of the opening compared to your diving size. You are considered one size category smaller for the purposes of diving. You lose your dodge bonus to Defense if you are caught in an opening or miss your dive.

Jumping Out: You know how to roll out of moving vehicles without taking as much damage. You can make an Acrobatics check (Difficulty 5) to lessen the damage from jumping out of a moving vehicle. Subtract the amount your roll exceeds the Difficulty (in feet) from the distance of the fall before determining damage. You are considered to have fallen a number of feet equal to the vehicle's movement (maximum +40 damage). When you deliberately jump out of a vehicle, you automatically gain a +2 bonus to your Toughness save. A Difficulty 15 Acrobatics or Jump check to gain an additional +2 bonus.

Opening Size*	Difficulty
One or more sizes larger	5
Same size	10
One size smaller	15
Two size categories smaller	20
Angled, jagged, or uneven	+5
Elevated	+5

*Compared to your diving size.

Swinging: You can swing upon chandeliers, vines, wires and other rope-like items. A successful check lets you move up to half your speed (through the air) as a move action.

A failure indicates you miss your mark by five feet. Roll randomly to determine which space you land in. If it is occupied, then you immediately fall prone in the area next to it. A failure by 5 or more indicates you slip off the rope and fall according to the normal rules. This also happens if the area you would have fallen prone on has no flooring. The distance of the fall is determined from the starting point of your swing.

The Difficulty of swinging is determined by the rope-like item being used and the distance of the swing. You lose your dodge bonus to Defense while swinging.

Swing	Difficulty
Knotted rope	10
Unknotted rope	15
Unusual objects (banner, chandelier, vines, wires, etc.)	20
Slippery	+5

Challenges: You can take the following challenges with Acrobatics:

Accelerated Diving: You can try to move faster while diving. If you increase the Difficulty by 5, you can move your full speed as a move action. In addition, you may dive through multiple openings along your movement path. Each different opening you dive through requires a separate check at an additional +5 Difficulty per opening.

Accelerated Swinging: You can try to move faster while swinging. If you increase the Difficulty by 5, you can move your full speed as a move action. In addition, you may grab hold of different swings along your movement path. Each different swing requires a separate check at an additional +5 Difficulty per opening.

Carefully Balancing: In return for a -5 penalty, you only fall if you fail by 15 or more. On a 14 or less, you just keep your balance and do not move.

Diving Charge: In return for a -5 penalty, you can charge through an opening you dive through; this requires one skill check per multiple of your speed (or fraction thereof) that you charge. If you dive from higher ground, you gain an additional +1 to your attack roll and a +1 to damage for every 10 feet of height you dove before striking your target.

Perfect Swing: In return for increasing the Difficulty of your Acrobatics check by 5, you move with such grace and agility that you maintain your dodge bonus while swinging.

Swinging Charge: In return for a -5 penalty, you can charge while swinging; this requires one skill check per multiple of your speed (or fraction thereof) that you charge. If you swing in from higher ground, you gain an additional +1 to your attack roll and a +1 to damage for every 10 feet of height you swung down from before striking your target.

Action: You can try to reduce damage from a fall as a reaction once per fall. Diving while moving one-half your speed is a move action. Accelerated diving, allowing you to dive while moving your full speed, is also a move action.

BLUFF

The Bluff skill can be used to create aliases and cover stories.

Check: The following are new uses for the Bluff skill.

Create an Alias: The best way to escape the law is to send it in pursuit of the wrong (or a nonexistent) person. You develop aliases that allow you to move in society without revealing your true nature. You can create a number of aliases equal to 1 + your Charisma. When you create an alias, you must choose a specific identity, such as an influential merchant or unassuming guardsman with distinct mannerisms and appearance. In order to create an alias, you must spend one week working on it, developing habits and speech patterns, and gathering other corroborating evidence (purchasing fake IDs, weaving other people into your cover story, etc.). After the week has passed, you may make a Bluff check to establish your alias.

Your Bluff check determines the effectiveness of your alias. It is opposed by others' Sense Motive checks. Make one Bluff check even if several people make Sense Motive checks. The Narrator makes the Bluff check secretly, so you are not sure exactly how well your alias will hold up under scrutiny.

If you don't draw any attention to yourself, however, others don't get to make Sense Motive checks. If you come to the attention of people who are suspicious, they get to make a Sense Motive check. (The Narrator can assume suspicious observers take 10 on their Sense Motive checks.)

The effectiveness of your alias depends in part on how much you attempt to change your back story.

BACKGROUND

Changes	Modifier
Minor details only	+5
Moderate details	+0
Major details	-5
Completely different background	-10

Those who know you automatically get to make Sense Motive checks. Furthermore, they get a bonus on the check.

Familiarity	Bonus
Recognizes on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Usually, an individual makes a Sense Motive check to detect an alias after one minute of interaction with them and each hour thereafter. If you casually meet many different people, each for a short time, the Narrator checks once per day or hour using an average Notice modifier for the group (assuming they take 10).

If successful, the individual grows suspicious of you and further Bluff or Disguise checks suffer a -2 penalty against him in regards to protecting your true identity. At the Narrator's discretion, he may even have his attitude toward you worsen by one or more categories and make it his mission to uncover the truth about you. If his check fails, he believes you are who you say you are and does not make any further checks until he uncovers something about your alias that isn't quite right or is confronted with evidence of your true identity.

You may alter or drop an alias at any time. If you attempt to alter an alias, you must take 8 hours and make a Bluff check. Your new check determines the effectiveness of your alias.

You may replace an old alias with a new one; however, it takes one week to develop and requires a new Bluff check to create. If the check is successful, you replace one of your old aliases with a new one. If it fails, you lose your old alias, but do not gain one to replace it.

You may return to an old alias at a later time, but it requires eight hours to recreate and a new Bluff check.

Spinning a Yarn: You can spin a yarn, which improves the attitudes of others. The Narrator chooses the character's initial attitude based on circumstances. Most of the time, people the heroes meet are indifferent toward them, but a specific situation may call for a different initial attitude. The **Influence Table** shows the base Difficulty to change someone's attitude with the use of a Bluff check. This base Difficulty is increased by the target's ranks in Bluff or Sense Motive (whichever is higher) + the target's Wisdom. You don't declare a specific outcome; instead, make the check and compare the result to the total Difficulty to see what you've accomplished. You may not use this ability during combat.

INFLUENCE

Starting Attitude	New Attitude Result*				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	less than 20	20	25	35	50
Unfriendly	less than 5	5	15	25	40
Indifferent	—	less than 1	1	15	30
Friendly	—	—	less than 1	1	20

* Add the target's ranks in Bluff or Sense Motive (whichever is higher) + the target's Wisdom to the Difficulties. For example, an indifferent target with 5 ranks in Sense Motive and a +2 Wisdom is turned unfriendly with a result of 7 or less, remains indifferent with a result of 8 to 21, becomes friendly with a result of 22 to 36, and becomes helpful with a result of 37 or more.

Challenges: You can take the following challenges with Bluff:

Quick Alias: You can create an alias in three days by increasing the Difficulty by 5, or you can create it in eight hours if you increase it by 10.

Try Again: Yes, for creating aliases, as long as you do not fail by 5 or more.

Action: One week to create an alias and usually a minute or more to spin a yarn.

CLIMB

The Climb skill can be used to run up walls.

Check: The following is a new use for the Climb skill.

Running Up Walls: With each successful Climb check, you can run up a short wall (10 feet or less, with an adjacent kitty-corner wall or platform next to it), ladder, slope, or other steep incline at one-half your normal speed. The Difficulty of the check is 15 (+5 if slippery). If the climb is less than 10 feet, reduce the Difficulty by 5. If successful, you climb the surface without having to use your hands.

Challenges: You can take the following challenges with Climb:

Accelerated Run: You can try to move faster while running up a wall. If you increase the Difficulty by 5, you can move your full speed as a move action. In addition, you may run up multiple short walls along your movement path. Each different wall requires a separate check at a +5 Difficulty.

Careful Climbing: In return for a -5 penalty, you only fall if you fail by 15 or more. On a 14 or less you simply make no progress.

Upslope Charge: In return for a -5 penalty, you can charge with an accelerated run up a wall; this requires one skill check per multiple of your speed (or fraction thereof) that you charge.

COMPUTER HACKING

Breaking into a secure computer or network is often called hacking.

When a character hacks, he attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator—the person in charge of the site and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he does, it's a new session.

Several steps are required to hack into a site:

- **Covering Tracks:** This step is optional. A character can alter his identifying information to make discovering his identity much more difficult.
- **Access the Site:** There are two ways to do this: physically or over the Internet.
- **Physical Access:** A character gains physical access to the computer or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.
- **Internet Access:** Gaining access to a site over the net requires a Computers check to defeat computer security. Once a character has succeeded, he has accessed the site.
- **Find Files:** To find the data (or application, or remote device) the character wants, make a Computers check.
- **Defeat File Security:** Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.
- **Do Your Stuff:** Finally, the character can actually do what he came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of information—to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computers skill description.

COMPUTERS

The Computer skill can be used to cover your tracks, operate remote devices, and write masterwork programs.

Check: The following are new uses for the Computers skill.

Covering Tracks: By making a Computers check (Difficulty 20), you can alter your identifying information. This imposes a –5 penalty on any attempt made to identify you if your activity is detected.

Operate Remote Device: Many devices are computer-operated via remote links. If the character has physical or internet access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The Difficulty depends on the computer security plus the operation modifier. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his access to the system.

Type of Operation	Modifier	Time
Shut down passive remote (cameras, door locks, etc.)	+0	1 round per remote
Shut down active remote (motion detectors, alarms, etc.)	+5	1 round per remote
Change passcodes	+5	1 minute
Reset parameters	+10	1 minute per remote
Hide evidence of alteration	+10	1 minute

Challenges: You can take the following challenges with Computers:

Improved Cover: You can increase the Difficulty of your Computers check to cover your tracks by 5 or 10 in order to increase the penalty to identify you by 5 or 10.

False Tracks: By increasing the Difficulty of your Computers check to cover your tracks by 5, you can lead the administrator to a false identity. If the administrator fails by 4 or less, he does not discover your identity, but he is also wary of the false identity you have created to throw him off your trail. If the administrator fails by 5 or more, then he comes to believe your false identity and may act on the information by calling law enforcement, hacking into the false identity's system, or sending others to the address.

Write Masterwork Program: By increasing the Difficulty by 5, you can write a masterwork program to help with a specific task. Doing so grants a +4 bonus to a specific task; in this case, this is one type of operation (find file, defeat computer security, etc.) with one target (a website, a corporation's server, etc.). The time required for this is one hour.

CONCENTRATION

Through sheer force of will, you are able to ignore penalties and the effects of some conditions.

Check: The following are new uses for the Concentration skill.

Focused Determination: You can push pain and other distractions from your mind, allowing you to act while ignoring penalties that you may suffer from. As a standard action, make a Concentration check (Difficulty 20 + twice the value of the penalty you wish to ignore). Success allows you to ignore the penalty on your next action.

Lessen Daze: You can use the Concentration skill to lessen the effects of the dazed condition by making a Concentration check (Difficulty 20). If successful, you can take a standard or move action during the round, but not both.

Lessen Stunned: You can use the Concentration skill to lessen the effects of the stunned condition by making a Concentration check (Difficulty 25). If successful, you are dazed.

Remain Staggered: If you are staggered, you may resist falling unconscious after taking a strenuous action. The Difficulty of the check is $25 + 5$ for each strenuous action you have taken while staggered.

Remain Disabled: If you are disabled, you may resist entering the dying condition after taking a strenuous action. The Difficulty of the check is $30 + 5$ for each strenuous action you have taken while disabled.

Challenges: You can take the following challenges with Concentration:

Ignore Daze: By increasing the Difficulty to Lessen Daze by 5, you can use the Concentration skill to ignore the effects of the dazed condition. If successful, you can take a standard and move action as normal.

Ignore Stunned: By increasing the Difficulty to Lessen Stunned by 5, you can use the Concentration skill to ignore the effects of the stunned condition. If successful, you can take a standard and move action as normal.

Prolonged Determination: In return for a -5 penalty on your check, you can ignore the penalty through focused determination for an additional round. You can apply another -5 penalty to extend this to two rounds.

CRAFT

You can use the Craft skill to appraise and jury-rig items. In addition, you can use it to find weak points in objects you can create.

Check: The following are new uses for the Craft skill.

Appraise: You can appraise common or well-known objects belonging to one of your Craft specialties with a Craft check (Difficulty 10). Failure by 4 or less means that you estimate the value of the item at one more or less than its normal purchase difficulty. Failure by 5 or more means you estimate the value at two more or less than its normal purchase difficulty.

Appraising a rare or exotic item belonging to one of your Craft specialties requires a successful check against Difficulty 15, 20, or higher. If the check succeeds, you estimate the purchase difficulty correctly; failure means you can't estimate the item's value.

Find Weak Point: You can make a Craft check as a standard action to spot a weakness in an item belonging to one of your Craft specialties. You must be within 5 feet of an item to spot a weakness. Make a Craft check (Difficulty equal to the Craft Difficulty to create the item + 10). If you succeed, you spot a weakness that you can exploit in the design of a particular item. The benefits of this knowledge depend upon the item. Weapons with a weak point suffer a -1 penalty to attack rolls against you. Armor and shields suffer a -1 penalty to their Toughness bonus against attacks made by you. Items with a weak point are easier to disable via the Disable Device skill. You gain a $+2$ bonus to Disable Device checks against these items. In addition to the above benefits, you gain a $+2$ bonus to Sunder and Strength checks to break these items.

Your allies gain the above benefits if you use a standard action to describe the exact nature of the defect and how best to exploit it.



Jury-Rigged Items: You can use this skill to create temporary or crude items. Make a Craft check as normal, but do not make a Wealth check. In addition, it only takes a full-round action to create a Simple item and one minute to create Moderate items. The final item has no sale value, and there is a 10% chance (a roll of 19 or higher on d20) per hour of use that it breaks. You can't jury-rig an item with a purchase difficulty of more than 14. You must provide appropriate raw materials and tools as normal.

Challenges: You can take the following challenges with Craft:

Advanced Rig: By increasing the Difficulty by 10, you can create an Advanced jury-rigged item. It only takes 12 hours or more (at the Narrator's discretion) to create Advanced items. The final item has no sale value, and there is a 30% chance (a roll of 15 or higher on d20) per hour of use that it breaks. There is no limit to the purchase difficulty, though you still need to have the appropriate raw materials and tools as normal.

Careful Crafting: In return for a -5 penalty on your check, your raw materials are only wasted if you fail the check by 10 or more. If you fail your check by 9 or less, you keep the raw materials and do not need to make a new Wealth check.

Complex Rig: By increasing the Difficulty by 5, you can create a Complex jury-rigged item. It only takes one hour to create Complex items. The final item has no sale value, and there is a 20% chance (a roll of 17 or higher on d20) per hour of use that it breaks. You can't jury-rig an item with a purchase difficulty of more than 19.

Durable Rig: By increasing the Difficulty to create a jury-rigged item by 5, you can lower the break chance per hour by 5%.

Durable Item: In return for a -5 penalty to create an item, the item you build gains a $+1$ bonus to its toughness. You may increase the penalty by another 5 to increase the toughness by 2.

Far Spot: In return for a -5 penalty on your check to find a weak point, you can spot weak points at a distance of up to 30 feet away from the target object.

Try Again: You can't appraise the same object again, regardless of success. You may try again with regards to finding a weak point or jury-rigging items.

Action: Appraising an item takes one minute. Finding weak points is a standard action. Jury-rigging Simple items takes a full-round action, while Moderate items take one minute.

Special: A magnifying glass gives you a +2 circumstance bonus on Craft checks to appraise any small or highly detailed item, such as a gem. A merchant's scale gives you a +2 circumstance bonus on Craft checks to appraise items valued by weight, including anything made of precious metals. These bonuses stack.

SPECIFIC CRAFT SKILLS

The following section includes a number of Craft skills for use in most campaigns. From crafting poisons to writing masterpieces of literature, these new skills help players and Narrators create unique and useful items for their adventures.

CRAFT (CHEMICAL)

This skill allows you to mix chemicals to create acids, bases, explosives, and poisonous substances. A Narrator should decide whether characters have the ability to build explosives from scratch in his campaign and may also put limits on other uses of the Craft (chemical) skill.

Acids and Bases: Acids are corrosive substances, and bases are caustic substances. Bases neutralize acids and vice versa, as long as they are of the same complexity. If they are lesser or greater in complexity, subtract the damage and duration of the lesser acid or base from that of the greater acid or base for its total effect. For example, a moderate acid mixed with a simple base has a damage of +1 and a duration of one round. Creating a vial of acid or base works exactly like creating any other item. If you want to create a vat of acid or base, increase the Difficulty, Wealth, and Purchase Difficulty cost by 5 and double the time to create. The restriction modifier indicates how much the purchase difficulty is increased if you have to buy it on the black market.

You can also use this skill to create acid-like items, such as alchemist's fire and frost.

ACIDS AND BASES

Type of Acid	Damage*	Duration	Cost	Restriction
Simple	+2	2 rounds	8	+0
Moderate	+3	3 rounds	13	+1
Complex	+4	4 rounds	18	+2
Advanced	+5	5 rounds	23	+3

* Multiply the damage rating by five if a character is immersed in this type of acid or base.

Alchemical Items: Alchemical items are useful items that can be made with the knowledge of how certain chemicals and materials interact

PRICING EXOTIC POISONS

This sidebar provides rules for pricing exotic poisons.

MIXED-ABILITY POISONS

When you create a poison that affects two different abilities with the initial and secondary damage, determine the purchase difficulty in the following manner. First, determine the purchase difficulty of both types of poison. Multiply the initial poison cost by twice its damage. Multiply the secondary poison cost by its damage. Add the two totals together and divide by twice the initial damage + the secondary damage. Round up the purchase difficulty to the nearest whole number. For example, if you want to purchase a poison that deals an initial damage of -1 Wisdom and a secondary damage of -2 Strength with a Difficulty 15 Fortitude save, then you would determine the purchase difficulty in the following manner. A Wisdom-affecting poison of this type would cost 12, while a Strength-affecting poison would cost 15. Multiply the Wisdom cost by 2 for a total of 24. Multiply the Strength cost by 2 for a total of 30. Add these two totals (24 + 30) together for a total of 54 and divide by 4 (twice the initial damage + the secondary damage) for a total of 13.5. Round up to a purchase difficulty of 14 for this type of poison.

MIXED ABILITY-AFFECTING AND INCAPACITATING POISONS

When you create a poison that mixes the ability-affecting and incapacitating poison types, determine the purchase difficulty in the following manner. First, determine the purchase difficulty of both types of poison. Multiply the initial poison cost by twice its damage or half its duration. Multiply the secondary poison cost by its damage or one-quarter its duration. Add the two totals together and divide by twice the initial damage or half its duration + the secondary damage or one-quarter the duration. Round up the purchase difficulty to the nearest whole number. For example, if you want to purchase a poison that deals an initial damage of -1 Wisdom and a secondary damage of 8 minutes of paralysis with a Difficulty 15 Fortitude save, then you would determine the purchase difficulty in the following manner. A Wisdom-affecting poison of this type would cost of 12, while an incapacitating poison would cost 15. Multiply the Wisdom cost by 2 for a total of 24. Multiply the paralysis cost by 2 (8/4) for a total of 30. Add these two totals (24 + 30) together for a total of 54 and divide by 4 (twice the initial damage + one-quarter the duration) for a total of 13.5. Round up to a purchase difficulty of 14 for this type of poison.

RESTRICTION

Narrators should determine a restriction rating for each type of poison, ranging from +0 to +4. Remember to apply this modifier to the purchase Difficulty when making a Wealth check to acquire the poison on the black market. The +0 rating means that the poison can be created with over-the-counter or easily accessed chemicals. The +1 rating means you must have a license to handle the necessary chemicals. As long as you have a license, you do not need to go to the black market to purchase the materials (and do not increase the cost). The +2 rating is for restricted chemicals only available to select organizations, such as guilds, corporations, or governments. If you are a member of one of these organizations, you might not need to go to the black market to purchase the materials; instead, you may attempt to steal it or seek permission to use it. The +3 rating is for military grade chemicals. If you are a member of the military, you might be able to steal or requisition the use of the materials and thereby avoid the need to go to the black market. The +4 rating is for illegal or rare chemicals, which have been banned completely from use in a particular region or are very difficult to come by. You almost always have to find such poisons via the black market.

with each other. When creating an alchemical item from scratch, you describe the kind of item you want to produce; then, the Narrator decides if the item is simple, moderate, complex, or advanced in scope and effect, indicating the appropriate Craft Difficulty, Wealth Difficulty, and time.

ALCHEMICAL ITEMS

Complexity	Examples
Simple	Matches, sunrod
Moderate	Flare paste, flash pellet, smokestick, thunderstone, traitor's dust
Complex	Dura-glue, flash pellet, powdered tears, sickening smoke, super solvent, tanglefoot bag
Advanced	Chortle orb, fire-proof gel, shock freeze, slip oil

Explosives (optional): Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Craft (demolitions) check.

EXPLOSIVES

Type	Radius	Reflex	Damage*	Cost
Simple	5 ft.	12	+3	8
Moderate	10 ft.	14	+5	13
Complex	15 ft.	15	+8	18
Advanced	25 ft.	20	+10	23

*Scratch built explosives deal bludgeoning damage.

Poisons: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream, possibly through a wound from a melee weapon coated in the poison. Gaseous poisons must be inhaled to be effective. If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a canister. When released, the gas is sufficient to fill a 10-foot radius area and takes one round to fill the area. The **Poisons Table** summarizes the characteristics of various poisons and their cost. The Difficulty of the Fortitude save to negate the effects of the poison is indicated by the Save column. The damage a character takes immediately upon failing his Fortitude save is under the Initial column. The damage a character takes if he fails a second saving throw after one minute of exposure to the poison is listed under the Secondary column. Finally, the Difficulty for the Wealth check necessary to purchase one bottle of solid or liquid poison or one canister of gaseous poison is listed under the Cost column.

Challenges: You can take the following challenges with Craft (chemical):

Carefully-crafted Explosives: In return for a -5 penalty, you have chosen a method of creation that makes it more difficult for your explosives to detonate while you are preparing them. They only explode if you fail your Craft check by 15 or more.

Exotic Poisons: By increasing the Difficulty by 5, you can create exotic poisons. These poisons have a mix of ability-affecting and incapacitating effects. See the **Pricing Exotic Poisons** sidebar for more details.

POISONS

Poison	Save	Initial	Secondary	Cost*
Ability-Affecting (damage)**				
Simple	12	-1	-1	6
Moderate	15	-1	-1	11
Moderate	15	-1	-2	12
Moderate	15	-1	-3	13
Complex	18	-1	-1	16
Complex	18	-1	-2	17
Complex	18	-1	-3	18
Complex	18	-2	-1	18
Advanced	21	-1	-1	21
Advanced	21	-1	-2	22
Advanced	21	-1	-3	23
Advanced	21	-2	-1	23
Advanced	21	-2	-2	24
Incapacitating (rounds)***				
Simple	12	4	4	6
Moderate	15	4	4	11
Moderate	15	4	8	12
Moderate	15	4	12	13
Complex	18	4	4	16
Complex	18	4	8	17
Complex	18	4	12	18
Complex	18	8	4	18
Advanced	21	4	4	21
Advanced	21	4	8	22
Advanced	21	4	12	23
Advanced	21	8	4	23
Advanced	21	8	8	24

* The purchase difficulties given are for injury poisons. Ingested poisons decrease the cost by 3, while inhaled poisons increase the cost by 3.

** The purchase difficulty assumes poisons that affect Charisma, Intelligence, or Wisdom. Strength and Dexterity-affecting poisons increase the cost by 3, while Constitution-affecting poisons increase the cost by 6. To make the damage permanent, increase the cost by 10.

*** Incapacitating poisons cause their victims to become helpless (paralyzed or unconscious). If you want these poisons to affect a person for minutes instead of rounds, then increase the cost by 3. If you want its duration to be in hours, increase the cost by 6.

Permanent Poisons: In return for a -10 penalty, the poison you create does permanent ability drain.

Special: A character without a chemical toolkit takes a -4 penalty on Craft (chemical) checks.

CRAFT (DEMOLITIONS)

With this skill, you can set detonators and place or disarm explosives. This skill is only available in campaigns that have access to explosive devices.

Check: Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Craft (demolitions) check (Difficulty 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.



You can make an explosive difficult to disarm. To do so, you choose the disarm Difficulty before making your check to set the detonator (it must be higher than 10). The character's Difficulty to set the detonator is equal to the disarm Difficulty.

Place Explosive Device: Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt, by exploiting vulnerabilities in the structure's construction.

The Narrator makes the check (so that you don't know exactly how well you have done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

Disarm Explosive Device: Disarming an explosive that has been set to go off requires a Craft (demolitions) check. The Difficulty is usually 10, unless the person who set the detonator chose a higher disarm Difficulty. If you fail the check, you do not disarm the explosive. If you fail by more than 5, the explosive goes off.

Challenges: You can take the following challenges with Craft (demolitions):

Anti-personnel Explosion: In return for taking a -10 penalty and cutting the radius of the explosion in half (round down to nearest 5 ft radius), you can place explosives to be more effective against creatures and vehicles. The Narrator makes the check (so that you don't know exactly how well you have done). On a result of 15 or higher, the explosive deals double damage against creatures and vehicles. On a result of 25 or higher, it deals triple damage to creatures and vehicles.

Careful Disarm: In return for a -5 penalty, you have chosen a method of disarming that makes it more difficult for explosives to detonate while you are disarming them. They only explode if you fail your Craft check by 15 or more.

Action: Setting a detonator is usually a full-round action. Placing an explosive device takes one minute or more, depending on the scope of the job.

Special: You can take 10 when using the Craft (demolitions) skill, but you can't take 20. Without a demolitions toolkit, you take a -4 penalty on Craft (demolitions) checks.

Making an explosive requires the Craft (chemical) skill.

CRAFT (ELECTRONICS)

This skill allows you to rework wiring and build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, and radios and communication devices.

Build Electronics: When building an electronic device from scratch, you describe the kind of device you want to construct. Then, the Narrator decides whether the device is simple, moderate, complex, or advanced compared to current technology and gives the appropriate Craft Difficulty, Wealth Difficulty, and time to build it.

Rewire: You can use your Craft (electronics) skill in place of a Disable Device check to disable or sabotage electronic devices. You can also use this skill to modify the nature of an electronic device in some way. For example, you can make a cell phone emit a deafening high pitch tone when it is turned on or broadcast its owner's phone calls on a particular frequency.

Challenges: You can take the following challenges with Craft (electronics):

Harden Electronics: By increasing the Difficulty by 5, you can harden the electronics you create against electromagnetic pulses and other methods of interfering with these devices.

Special: Without an electrical toolkit you take a -4 penalty on Craft (electronic) checks.

CRAFT (FORGERY)

Craft (forgery) requires materials appropriate to the document being forged, as well as some time. To forge a document, you need to have seen a similar document before. The complexity of the document, your degree of familiarity with it, and whether you need to reproduce the signature or handwriting of a specific individual provides the modifiers to the Craft (forgery) check.

FORGERY

Factor	Modifier
Document Type	
Simple (typed letter, business card, letterhead, business form)	+0
Moderate (stock certificate, driver's license)	-5
Complex (passport)	-10
Advanced (military/law enforcement ID)	-15
Document includes specific signature	-5
Familiarity	
Unfamiliar (seen once for less than a minute)	-5
Fairly familiar (seen for several minutes)	+0
Quite familiar (on hand, or studied at leisure)	+5
Forger has produced other documents of same type	+5

The Narrator makes your check secretly, so that you are not sure how good your forgery is.

Craft (forgery) or an appropriate Knowledge skill (usually civics) is used to detect someone else’s forgery. The result of the original Craft (forgery) check that created the document is opposed by a Craft (forgery) or Knowledge check by the person who examines the document to check its authenticity. If the examiner’s check result is equal to or higher than the original Craft (forgery) check, the document is determined to be fraudulent. The examiner gains bonuses or penalties on his check as given in the following table.

Condition	Examiner’s Check Modifier
Type of document unknown to examiner	-5
Type of document somewhat known to examiner	-2
Type of document well known to examiner	+0
Document is put through additional tests*	+5
Examiner only casually reviews the document*	-2

* Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.

A document that contradicts procedure, orders, or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information, can increase the examiner’s suspicion and thus create favorable circumstances for the examiner’s opposed Craft (forgery) or Knowledge check.

Try Again: No, since the forger isn’t sure of the quality of the original forgery.

Special: To forge documents and detect forgeries, you must be able to read and write the language in question. You can take 10 when making a Craft (forgery) check, but you can’t take 20.

A character without a forgery kit takes a -4 penalty on Craft (forgery) checks.

CRAFT (MECHANICS)

This skill allows you to build mechanical devices from scratch, including engines and engine parts, guns, and other gadgets. When building a mechanical device from scratch, you describe the kind of device you want to construct. Then, the Narrator decides if the device is simple, moderate, complex, or advanced compared to current technology and provides the appropriate Craft Difficulty, Wealth Difficulty, and time.

Special: Without a mechanical toolkit, you take a -4 penalty on Craft (mechanics) checks.

CRAFT (PHARMACEUTICAL)

This skill allows you to compound medicinal drugs to aid in recovery from treatable poisons and illnesses. A medicinal drug or antitoxin gives a +2 bonus on Fortitude saves made to resist the effects of a disease or poison.

The Craft (pharmaceutical) check is based on the severity of the disease or poison to be countered, as measured by the Difficulty of the Fortitude save needed to resist it.

MEDICINAL DRUGS	
Difficulty	Cost
14 or lower	8
15–17	13
18–20	18
21 or higher	23

Challenges: You can take the following challenges with Craft (pharmaceutical):

Improved Medicinal Drugs: By increasing the Difficulty and cost by +5, you can increase the bonus on Fortitude saves made to resist the effects of a disease or poison to +4. You may increase the Difficulty by an additional +5 for a +6 bonus on Fortitude saves.

Special: Without a pharmacist toolkit, you take a -4 penalty on Craft (pharmaceutical) checks.

CRAFT (TRAPMAKING)

This skill allows you to build traps of all types and sizes.

Building a mechanical trap requires a Craft (trapmaking) check (Difficulty 20 + the trap’s level). In order to determine a trap’s level, see the **Elements of a Trap** section in **Chapter 6**. Under normal circumstances, traps have a maximum level of 10. Complex mechanical traps require materials with a cost equal to 10 + the trap’s level.

CRAFT (STRUCTURAL)

This skill allows you to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handyman skills as plumbing, house painting, hanging drywall, laying cement, and building cabinets.

Building Structures: When building a structure from scratch, you describe the kind of structure you want to construct. Then, the Narrator decides if the structure is simple, moderate, complex, or advanced in scope and difficulty. The raw materials (Wealth check) and time needed to build a given structure from scratch depends upon the size of the structure.

CONSTRUCTION		
Size	Wealth Modifier	Time
Small	+0	12 hrs.
Medium	+0	24 hrs.
Large	+0	60 hrs.
Huge	+5	120 hrs.
Gargantuan	+10	240 hrs.
Colossal	+15	600 hrs.

Find Weak Point: You can make a Craft check as a standard action to spot a weakness in a structure. You must be within 5 feet of a structure to spot a weakness. Make a Craft check (Difficulty equal to the Craft Difficulty to create the item + 10). If you succeed, you spot a weakness in the design of a particular structure, which you can exploit. Your melee attacks deal double damage to the structure. In addition, you gain a +2 bonus to Sunder and Strength checks to break items.

Your allies gain the above benefits if you use a standard action to describe the exact nature of the defect and how best to exploit it.

Special: Without a mechanical toolkit, you take a -4 penalty on Craft (structural) checks.

CRAFT (VISUAL ART)

This skill allows you to create paintings or drawings, take photographs, use a video camera, or in some other way create a work of visual art.

When attempting to create a work of visual art, you simply make a Craft (visual art) check, the result of which determines the quality of the work. Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase difficulty of 5.

AUDIENCE REACTION

Result	Reaction
9 or less	Total flop. Audience is disappointed or even angry at your piece.
10	Amateur piece. Audience appreciates your piece, but isn't impressed.
15	Routine piece. Audience enjoys your piece, but it isn't exceptional.
20	Great piece. Audience impressed.
25	Memorable piece. Audience enthusiastic.
30	Masterful piece. Audience awed.

Special: Not all viewers are alike. Narrators should feel free to lower or raise the viewer's reaction by one or more categories depending upon a particular individual's preferences. For example, a businessman might like charts and graphs at work (improve by one category) or watch mysteries at home (improve by two categories). On the other hand, he may dislike anime (worsen by one category) and be completely turned off by sex or gore (worsen by two categories for each one present).

CRAFT (WRITING)

This skill allows you to create short stories, novels, scripts and screenplays, newspaper articles and columns, and similar works of writing.

When creating a work of writing, the player simply makes a Craft (writing) check, the result of which determines the quality of the work.

No Wealth check is necessary to use this Craft skill.

READER REACTION

Result	Reaction
9 or less	Total flop. Reader is disappointed or even angry at your piece.
10	Amateur piece. Reader appreciates your piece, but isn't impressed.
15	Routine piece. Reader enjoys your piece, but it isn't exceptional.
20	Great piece. Reader impressed.
25	Memorable piece. Reader enthusiastic.
30	Masterful piece. Reader awed.

Special: Not all readers are alike. Narrators should feel free to lower or raise the reader reaction by one or more categories depending upon a particular individual's preferences. For example, a warlord might like to read historical fiction (improve by one category), specifically the lives of conquerors (improve by two categories). On the other hand, he may dislike poetry (worsen by one category) and despise romance (worsen by three categories).

DIPLOMACY

This skill allows you to introduce people, compliment another, mediate disputes, and even bribe officials.

Check: The following are new uses for the Diplomacy skill.

Acquaint Person: You can use your Diplomacy skill to introduce others and help them make a good impression. Instead of making a Diplomacy check to improve someone's attitude in regards to yourself, you can do so on behalf of another. The target must have a starting attitude towards the other person that is equal to or less than their attitude towards you. Instead of using the target's starting attitude

towards you, you use his attitude towards the other. For each level of influence you have with the target above the other, you gain a +5 bonus to your Diplomacy check. For example, if you are friends with the king and want to acquaint him with a certain knight to whom he is indifferent, then you would make a Diplomacy check to influence the king's attitude towards the knight using the indifferent starting attitude, but with a +5 bonus (for being one influence higher).

Compliment: With a successful Diplomacy check, you can temporarily improve a Narrator character's attitude toward you by two categories rather than one. If you choose this option, the Narrator character's attitude jumps up two categories for one minute as you speak glowingly about him, his plans, or some other thing that is important to him. After that time, he returns to the state he held before you made your Diplomacy check, unless something has happened in the intervening time to improve or worsen his attitude towards you. If you use a normal Diplomacy check while a character feels complimented, you still use his original attitude, not his modified attitude. Compliments can only buy you time, never make you permanent friends. In addition, you can only compliment a person so much before they start to figure out what is going on. The Difficulty of making a compliment increases by one for each previous compliment paid to the character by you during this encounter.

COMPLIMENT

Attitude	Difficulty
Hostile	20
Unfriendly	20
Indifferent	25
Friendly	15

Mediate: Mediating a dispute can be a lengthy, but worthwhile endeavor. Both sides must have an indifferent attitude or better towards you. Typically, it is also a good idea to acquaint the two sides with each other until they are at least indifferent towards each other. However, you can try to broker a deal between them at any time. Make a Diplomacy check opposed by the Diplomacy checks of the leaders of both sides. Your Diplomacy check is modified by their attitude towards each other and you. If successful against both leaders, you have brokered a deal that is currently acceptable to both sides. If you succeed against one, but not the other, one side agreed to the deal, and the other disagreed. If you fail by 4 or less, the deal is not quite acceptable to that side, but you may attempt to broker the same or a similar deal at the next session. If you fail by 5 or more, then their attitude towards the other side worsens one category. If you fail by 10 or more, their attitude towards you also worsens by one category.

You may continue to mediate as long as both sides have not become hostile towards each other or you. If this happens, you loss all credibility from both sides, and their attitudes toward you worsen by one category.

MEDIATION

Attitude	Modifier
Hostile	-20
Unfriendly	-5
Indifferent	+0
Friendly	+5
Helpful	+20

Challenges: You can take the following challenges with Diplomacy:

Acquaint Group: By increasing the Difficulty by 5, you can introduce a group of individuals to a particular character. Alternatively, you can attempt to introduce two groups to each other by taking a -10 penalty

to your Diplomacy check. Narrators may increase these penalties depending upon the size of the groups being introduced.

Endearing Compliment: In return for a -5 penalty, you can have your compliment last for an additional minute. If you increase the penalty to -10, you can have your compliment last for 5 minutes.

Midnight Hour Mediation: By increasing the Difficulty by 10, you can attempt to mediate a dispute in one hour.

Action: Acquainting others usually takes a minute or more. Complimenting others usually takes a full-round or longer. Mediating takes eight hours per session.

Special: Offering money or another form of favor can, in the right situation, improve your chances with a Diplomacy skill check. Bribery allows you to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering.

An illegal act, bribery requires two willing participants, one to offer a bribe and the other to accept it. When a character requires a bribe to render services, then your Diplomacy check automatically fails if a bribe isn't attached to it. If a bribe isn't required, you can add a bribe to get a bonus on your skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse), and others will report you to the proper authorities.

To bribe a character, make a Wealth check. Typical Difficulties for especially corrupt characters are shown on the **Bribery Table**, but the Narrator may modify the Difficulty as he sees fit. If you succeed on the Wealth check, you gain a +2 bonus on the Diplomacy check. If you want a higher bonus to your Diplomacy check, then for every point by which you increase the Wealth Difficulty, you increase the possible bonus by +1 (to a total maximum bonus of +10).

BRIBERY

Bribe Target	Difficulty*
Bouncer	5
Bureaucrat	10
Courtier	5
Dictator	20
Employee	5
Informant	5
Officer	10
Politician	15

* This Difficulty assumes that these figures are completely corrupt, utterly disgruntled, financially desperate, or otherwise more than willing to betray their duties for monetary reward. For characters who are less corrupt, increase the Difficulty by 5 or more.

DISABLE DEVICE

The Disable Device skill can be used to disable security devices and rig devices to work normally for a while and then fail.

Check: The following are new uses for the Disable Device skill.

Disable Security Device: You can disable a security device, such as an electric fence, motion sensor, or security camera. You must be able to reach the actual device. If the device is monitored, the fact that you attempted to disable it will probably be noticed.

Device Type (Example)	Difficulty
Simple (home door alarm)	20
Moderate (store security camera)	25
Complex (museum motion detector, bank vault alarm)	30
Advanced (ultra-high security system at a government facility)	40

Challenges: You can take the following challenges with Disable Device:

Rig Complicated Device: In return for taking a -5 penalty, you can rig moderate devices to work normally for a while and then fail at a later time. For an additional -5 penalty, you can do the same to complex devices. If you take a -20 penalty to your check, you can rig advanced devices.

Unnoticed Tampering: When disabling a monitored device, you can prevent your tampering from being noticed, by increasing the Difficulty of the check by +10. Unnoticed tampering also takes longer than normal, requiring 10 minutes.

Special: Disabling a security device requires either a mechanical toolkit or an electronic toolkit, depending on the nature of the device. If the character does not have the appropriate tools, he takes a -4 penalty on his check.

DISGUISE

The Disguise skill can be used to blend in with crowds and disguise items.

Check: The following are new uses for the Disguise skill.

Blend In: You know the value of blending into the crowd to escape notice. While in a large group, you can make a Disguise check as a full-round action to hide from sight. Those who are actively looking for you must make a Notice check to spot you and then an additional one to see through your disguise. You can only use the Disguise skill in this way if you share the same basic dress or ethnicity with the crowd and it is not hostile towards you or actively searching for you. You are considered to have the same basic dress or ethnicity if you have created an appropriate disguise beforehand via the face in the crowd challenge.

Disguise Item: You can disguise items, such as weapons, so that they appear to be something else. The effectiveness of the disguise depends in part on how much you attempt to change the item's appearance.

Disguise	Modifier
Minor details only	+5
Integrated into an appropriate item	+2
Disguised as different type of item	-2
Disguised as different size of item	-2

If you are trying to imitate a particular item, those who know the item automatically get to make Notice checks. Furthermore, they get a bonus on the check.

Familiarity	Bonus
Recognizes on sight	+4
Occasionally used	+6
Frequently used	+8
Owned and used frequently	+10

It takes 10 minutes of preparation to disguise an item.

Challenges: You can take the following challenges with Disguise:

Blend into Mob: In return for a -5 penalty, you can attempt to blend in with a crowd that is hostile towards you or actively searching for you, by quickly changing your appearance. You can only do this if you create a diversion (via the Bluff skill) or otherwise confuse the mob for a moment.

Change Minor Details: You can take a -5 penalty to your Disguise check, in order to change minor details in your appearance (or disguise) with only a minute's worth of work.

DRIVE

This skill allows you to bluff your opponents, improve your cover while driving, make long jumps in your vehicle, ram opponents' vehicles, redirect vehicles, actively dodge attacks, shake off opponents, and even drive in reverse.

Check: The following are new uses for the Drive skill.

Driving Bluff: You can use a Drive check to feint in ground and maritime combat just like you would use a Bluff check to feint in regular combat. With a successful check, you mislead another vehicle so it can't dodge your attack effectively. This check is opposed by the target driver's Sense Motive or Drive check. If you succeed, the next attack your vehicle makes against the target ignores its driver's Dexterity bonus to Defense (if it has one), thus lowering the target's Defense score.

Feinting in ground or maritime combat is a standard action.

Improved Cover: You can use your vehicle as improved cover. Most vehicles provide the driver with cover from attacks, but by making a Drive check (Difficulty 15), you can gain improved cover (+8 to Defense and +4 to Reflex saving throws). You can't attack while using your vehicle as improved cover. If you fail your Drive check, you don't get the cover benefit.

Jump: You use the Drive skill to make jumps with your vehicles. Typically, you can only long jump with a vehicle. Long jumps are horizontal jumps. At the midpoint of the jump, you attain a vertical height equal to one-quarter the horizontal distance. The Difficulty of a long jump is 5 plus the distance in feet. You gain a +4 bonus to your Drive check for every 10 feet over 30 feet you moved prior to the jump.



If you have a vehicle that can high jump, the Difficulty of a high jump is 10 plus twice the distance in feet. If you have a vehicle that can hop up, then you can jump up onto an object of half your vehicle's height or less with a Difficulty 10 Drive check. Doing so counts as 10 feet of movement.

Lessen Collision: You may make a Drive check (Difficulty 20) to halve the damage to your vehicle from a collision.

Ram: You can attempt a ram as a standard action made after a move action or charge. When you ram, you attempt to strike an opponent or a vehicle.

First, move your vehicle adjacent to your target and make an attack roll. You hit against an opponent on foot or an opponent in a vehicle who doesn't have the Vehicular Combat feat. An opponent in a vehicle who has the Vehicular Combat feat may attempt to avoid the attack with a Drive check.

If you successfully hit your opponent or his vehicle, you deal damage. The damage rating of your attack is equal to one-tenth your vehicle's Strength multiplied by the collision speed modifier (see **Collision Speed Table**), rounded down. Your vehicle also suffers damage from the ram equal to one-tenth the target's Strength multiplied by the collision speed modifier.

You can side-swipe a target that is next to you with the same procedure as above, but your collision speed modifier to damage is x1/4.

After being rammed, both you and your opponent must make a Drive check (Difficulty equal to the Toughness save of the ram), or lose control of your vehicles.

COLLISION SPEED

Relative Speed*	Modifier to Damage
10 MPH or less	x1/4
11–20 MPH or less	x1/2
21–40 MPH	x1
41–60 MPH	x2
61–80 MPH	x4
81–100 MPH	x6
101–120 MPH	x8
121 MPH or more	x10

* Determined by comparing the relative speeds of both vehicles (or vehicle and target). For example, during a chase scene, a truck going 60 MPH rams a car going 40 MPH from the rear. The relative speed of the ram is 20 MPH. If the ram took place from the side, the relative speed would be 60 MPH. On the other hand, if it had been a head on collision, then the relative speed would be 100 MPH.

Redirect: You can attempt a redirect as a standard action made after a move action or charge. When you redirect, you attempt to push opponent's vehicle in a particular direction instead of damaging them.

First, move your vehicle adjacent to your target. You and the target make opposed Drive checks modified by the vehicle's Strength.

If you win the opposed Drive check, you push the opponent 5 feet in a direction of your choice for every 5 points your result exceeds your opponent's. You can't, however, exceed your vehicle's normal movement speed, so any additional distance is ignored.

If you fail, your movement ends.

Challenges: You can take the following challenges with Drive:

Actively Dodging: In return for a -5 penalty to your Drive check, you gain a +2 bonus to your vehicle's Defense. You can increase the penalty by 5 for a +4 bonus to your vehicle's Defense.

Drive in Reverse: In return for a -5 penalty, you can perform Drive maneuvers and challenges while driving backward.

Minimize Collision: If you take a -5 penalty to your Drive check to lessen a collision, you only suffer one-quarter the damage.

Shake Off: By taking a -5 penalty to your Drive check, you can drive in such a way that it shakes off anyone who isn't secured. Anyone on your vehicle must make an Acrobatics or Dexterity check (Difficulty equal to the maneuver you are attempting) to stay on. You may increase the penalty to -10 in order to increase the Difficulty to stay on by 5.

ESCAPE ARTIST

The Escape Artist skill is not only useful for knowing how to escape bonds, but also how to bind others.

Check: The following are new uses for the Escape Artist skill.

Binding Another, Helpless: If your opponent is helpless, then make an Escape Artist check (Difficulty 20). You gain a +10 bonus on this check, because it is much easier to bind someone who is helpless. If successful, you bind your opponent. If your check failed, then when you test the knots, they do not hold.

Binding Another, Resistant: When you are trying to bind an opponent and they are not helpless, you make an Escape Artist check opposed by your opponent's Escape Artist check + 10 or Difficulty 20, whichever is greater. If successful, you bind your opponent. If you fail, they remain unbound.

Use Rope: Most tasks with a rope are relatively simple. The Difficulties for various tasks utilizing this skill are summarized on the table below.

USE ROPE	
Task	Difficulty
Tie a firm knot	10
Tie a special knot, such as one that slips, slides slowly, or loosens with a tug	15
Tie a rope around yourself one-handed	15
Splice two ropes together	15
Bind another, helpless	20
Bind another, resistant	10 + your opponent's Escape Artist check (minimum 20)

Challenges: You can take the following challenges with Escape Artist:

Dexterous Grapple: By taking a -5 penalty to your check, you can use the Escape Artist skill to grapple others. Your grapple check attack bonus is equal to your Escape Artist skill + your Dexterity + your size modifier.

Improved Bind: In return for taking a -5 penalty to your Escape Artist check to bind another, you increase the Difficulty of the Escape Artist check needed to escape it by 5. Alternatively, you may take a -10 penalty to the Difficulty of your Escape Artist check in order to increase the Difficulty to escape by 10.

Reverse the Bind: In return for taking a -10 penalty to your Escape Artist check, you can not only resist binding, but attempt to bind an opponent who is binding you. If you fail, you are bound. If you are successful, you are not bound and may make an immediate bind attempt on your opponent. If you succeed, he is bound. You can only use this skill usage once per round.

Reverse the Pin: If you are pinned, you may take a -10 penalty to your Escape Artist check, in order to attempt to reverse it. If you fail, you are still pinned. If you are successful, you may immediately attempt to pin your opponent via a normal grapple check.

Action: Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action. Splicing two ropes together takes 5 minutes. Binding a character takes one minute.

Special: A silk rope gives you a +2 circumstance bonus on Escape Artist checks to bind others with it.

GATHER INFORMATION

This skill can not only be used to gather information via interviewing, but also to spread it around. It can also be used to track down missing and wanted persons.

Check: The following are new uses for the Gather Information skill.

Interviewing: You can improve your familiarity with a target by interviewing him. The effectiveness of your interview is determined by the result of your Gather Information check.

Familiarity	Result
Wrong Impression	9 or less
Stranger	20
Known in passing	15
Known on sight	20
Known as a friend or associate	25
Known as a close friend or associate	30
Intimate	40+

The Difficulty of the interview is also modified by the attitude of the target towards you.

Attitude	Modifier
Hostile	+10
Unfriendly	+5
Indifferent	+0
Friendly	-5
Helpful	-10

If successful, you improve your familiarity with the target, depending on the result of your Gather Information check. If unsuccessful, you have not gained enough knowledge to improve your familiarity, and with a result of 9 or less, you come to believe something about the target that is untrue. This wrong impression can be decided by the target if they are actively trying to mislead you, or it could be your own misreading of him.

Send Message: You can send a message to a particular individual through a Gather Information check. The Difficulty of the check is determined by the size of the community minus the target's reputation score.

Community Size	Difficulty
Village or smaller	5
Small town	10
Large town	15
Small city	20
Large city	25
Metropolis	30

If you succeed, you can use one of your interaction skills with regards to the target. Choose Bluff, Craft (writing), Diplomacy, or Intimidate and make the check as normal.

Urban Tracking: If you have the Urban Tracking feat, you can use the Gather Information skill to track down missing or wanted persons. You may use this ability even without the feat, if the Difficulty to follow the party is 10 or less.

Challenges: You can take the following challenges with Gather Information:

Far-off Information: In return for a –5 penalty to your check, you can Gather Information about a region outside of the local area, but adjacent to it. For an additional –5 penalty, you can Gather Information about regions even farther away. Narrators may increase the penalty if they deem the information you seek to be extremely rare. Alternatively, they might have the check automatically fail. Sometimes particular locales just don't have anyone in them that knows a particular piece of information.

Plant Rumors: You spread stories throughout town, helping to sow false rumors or send your rivals on a wild goose chase. Make a Gather Information check with a –10 modifier. Those who attempt to use Gather Information in this area and fail to beat a Difficulty equal to the result of your check learn the information you planted in place of the news they seek. If the Gather Information check succeeds, your opponents learn that you spread the story.

Secondhand Interview: In return for a –5 penalty, you can increase your familiarity with someone else via secondhand interviews with his friends, family, and associates. You can only achieve a familiarity one lower than that of the witness you have interviewed. For example, if you interview a target's wife, you can only attempt to know her husband as if he was a close friend, not as an intimate one.

HANDLE ANIMAL

The Handle Animal skill can be used to rear supernatural beasts, retrain animals, herd them, and teach them to only obey your voice.

Check: The following are new uses for the Handle Animal skill.

Rear a Supernatural Beast: To rear a supernatural beast means to raise it from infancy so that it becomes domesticated. The Difficulty of the Handle Animal check is equal to 20 + the supernatural animal's level (once it is fully grown).

A successfully domesticated supernatural beast can be taught tricks at the same time it's being raised, or it can be taught as a domesticated supernatural beast later.

Supernatural beasts with an Intelligence of –3 can learn nine tricks and be trained for two general purposes. Supernatural beasts with an Intelligence of –2 or better have no limit on their tricks or training.

Challenges: You can take the following challenges with Handle Animal:

Herding: In return for a –5 penalty, you can use the Handle Animal skill to handle, push, rear, teach, or train up to five animals at the same time. Each additional –5 penalty increases the number of animals by 5. When herding animals that have a natural tendency to flock together, increase the number you can herd by 5 for each –5 penalty you take.

Obey Master Only: You can teach an animal to obey only you. Teaching an animal to only obey you counts as a trick (in terms of how many tricks the animal can learn). It does not require a check; however, it increases the Difficulty of all tricks you teach the animal by +5. Any person other than you who attempts to make the animal perform a trick takes a –5 penalty on his Handle Animal check. If the animal already knows any tricks, you must retrain it (with the +5 Difficulty) in

order to gain this benefit. If you increase the Difficulty of the tricks you teach an animal by 10, you increase the penalty others take on their Handle Animal checks to –10.

Retrain Animal: In return for a –5 on your Handle Animal check, you can attempt to retrain an animal, replacing an old trick or general purpose with a new one. Retraining an animal takes the same amount of time as normal training.

INTIMIDATE

The Intimidate skill can be used to fluster, provoke, and torture your opponents.

Check: The following are new uses for the Intimidate skill.

Fluster: You can use your Intimidate check to verbally taunt a target in such a way as to distract them from what they are doing. As a standard action, make an Intimidate check opposed by your opponent's Concentration check. If you are successful, you cause your opponent to lose his concentration.

Provoke: You can use the Intimidate skill to provoke an opponent to attack you. Make an Intimidate check as a full-round action. If successful, the opponent moves toward, charges, or attacks you for a number of rounds equal to your ranks in Intimidate, as long as he is not attacked by someone else. You must make a new check each time your opponent is attacked by someone else.

Torture: When interrogating an opponent, you can use torture to get the information you want. You suffer a penalty to your Intimidate check, depending upon the nature of the information you are trying to obtain.

TORTURING

Type of Information	Penalty
Unrestricted	+0
Specific	–5
Restricted	–10
Dangerous	–20

Unrestricted information concerns an opponent's name, rank, serial number, and other pieces of general information you might already know or that he believes won't hurt those he cares about. Specific information usually relates to a particular question about the opponent's background, current position, or other pieces of information that he feels he can divulge without too much damage to his side. Restricted information is information your opponent knows, but has been told to keep secret or he feels would be damaging to his friends, family, or companions. Dangerous information is even harder to obtain and usually involves some danger to the opponent, his family, or his loved ones if he gives it up.

During each torture session, you gain a bonus to your Intimidate check equal to the number of bruises, hurts, or wounds you have inflicted + the number of hours the session has lasted. You also gain a +2 bonus if your opponent is shaken. A session ends once you stop torturing an opponent for one minute or he falls unconscious. Your opponent may also make a Concentration check (Difficulty equal to your Intimidate check) every hour to send his mind elsewhere and effectively end the session. While in this state, you cannot effectively torture your opponent and must wait an hour before attempting to do so again.

If you succeed, you gain the information you sought. If you fail, he does not tell you what you want. If your Intimidate check fails by 5 or more, the target may actually lie to you, either in hopes of stopping the torture or leading you astray.

Challenges: You can take the following challenges with Intimidate:

Targeted Provocation: In return for a -5 penalty, you can provoke an opponent to attack a target he is unfriendly with. For an additional -5 penalty, you can force him to attack a target he is indifferent towards. If successful, the opponent moves toward, charges, or attacks the target for a number of rounds equal to your ranks in Intimidate, as long as he is not attacked by someone else. You must make a new check each time your opponent is attacked by someone else.

Swift Torture: You may take a -5 or -10 penalty to your Intimidate checks. This increase allows you to get information from your opponent faster than usual, reducing the time to half or one-quarter normal, respectively.

Action: Flustering or provoking an opponent takes a standard action. Torturing an opponent takes ten minutes of work.

JUMP

The Jump skill can be used to flip over opponents, time leaps onto moving targets, and use your jumping ability to gain an advantage in combat.

Check: The following are new uses for the Jump skill.

Flip Over: You can flip over an opponent with a Jump check (Difficulty 15 + twice the height of your opponent). If you are successful, you land in the space directly on the other side of your opponent. Your next attack against him ignores his dodge or parry bonus to Defense. You gain a +1 bonus to your attack for striking from above, if you attack in the same round you flipped over your opponent. In addition, your opponent suffers a -1 penalty to his attack roll against you for one round. If you fail by 4 or less, you fall prone in the space directly on the other side of your opponent. If you fail by 5 or more, you fall prone in the same space you started out in.

Timed Leap: You can jump upon moving targets. The Difficulty is determined by the relative speed of you and the target, as well as the size of the target you are jumping on.

TIMED JUMPS

Speed*	Modifier
29 ft. or less	+0
30–59 ft.	+5
60–89 ft.	+10
+30 ft.	+5
Size	Modifier
Fine	+20
Diminutive	+15
Tiny	+10
Small	+5
Medium	+0
Large	-5
Huge	-10
Gargantuan	-15
Colossal	-20

*Determined by comparing the relative speeds of jumper and target. For example, during a scene within a colossal clock, a character jumps 10 feet onto a sprocket that moves 60 feet per round (in a circle). If the character jumped in the same direction the sprocket is turning, the relative speed is 50 feet. If he jumped perpendicular to it, the relative speed is 60 feet. If he jumped against its movement, then the relative speed is 70 feet.

If you are successful, you land on the target. If you fail the Jump check by 4 or less, you land on the target, but are prone. If you fail by 5 or more, you miss the target completely and fall. If the target is smaller than you, you must make an Acrobatics check (Difficulty equal to the Jump check without the speed penalty) to stay on it. If you succeed, your predicament remains the same. If you fail by 4 or less, it worsens by one category (standing to prone, prone to falling). If you fail by 5 or more, you fall off the target, no matter how you did on the Jump check.

Vertical Strike: You can use a wall or other terrain feature to assist a jump you make as part of an attack. By taking to the air, you force an opponent to guard against an attack from an unexpected direction. As a full round action, you can make a Jump check (Difficulty 10 + twice the height of your opponent). If you succeed, your opponent loses his dodge or parry bonus against your next attack. You also gain a +1 bonus to your attack roll for attacking from above. If you fail, you suffer a -2 penalty to your attack.

Challenges: You can take the following challenges with Jump:

Carefully Timed Leap: In return for a -5 penalty, you only miss the target completely if you fail by 15 or more. On a 14 or less, you fall prone.

Leaping Charge: In return for a -5 penalty, you can charge while jumping; this requires one skill check per multiple of your speed (or fraction thereof) that you charge. If you swing in from higher ground, you gain an additional +1 to your attack roll and a +1 to damage for every 10 feet of height you jumped before striking your target.

Series of Timed Leaps: You can try to make a series of timed jumps during the same move action. Each different Jump requires a separate check at a +5 Difficulty.

KNOWLEDGE

This skill can be used to apply your knowledge to practical situations, appraise objects, or identify creatures associated with your area of expertise.

Check: The following are new uses for the Knowledge skill.

Appraise: You can appraise common or well-known objects associated with one of your Knowledge specialties with a Knowledge check (Difficulty 10). Failure by 4 or less means that you estimate the value of the item at one more or less than its normal purchase difficulty. Failure by 5 or more means you estimate the value at two more or less than its normal purchase difficulty.

Appraising a rare or exotic item associated with one of your Knowledge specialties requires a successful check against Difficulty 15, 20, or higher. If the check succeeds, you estimate the purchase difficulty correctly; failure means you can't estimate the item's value.

Applied Knowledge: You can use your Knowledge skill to gain a bonus to a particular skill check related to one of your Knowledge specialties. As a full-round action, make a Knowledge check (Difficulty 10). You can take 20 on this check, but it requires access to a library and at least an hour of research time, longer if the Narrator decides the knowledge you need to apply is particularly obscure.

Success grants you a +2 bonus to the associated skill check. For every 10 full points your check exceeds the Difficulty, increase the bonus by +1, so a result of 20–29 grants a +3 bonus, 30–39 a +4, and so forth.

The Narrator ultimately decides whether a particular skill check is associated with your Knowledge specialty, although the **Applied Knowledge Table** on the next page provides some possibilities.

APPLIED KNOWLEDGE

Knowledge	Examples
Art	Perform
Behavioral Sciences	Sense Motive
Business	Interaction skills relating to business transactions.
Civics	Interaction skills relating to bureaucracy and negotiations.
Current Events	Gather Information
Earth Sciences	Survival
History	Craft and Knowledge checks involving items or information that is more than 100 years old.
Linguistics	Interaction skills relating to characters you do not share a language with.
Life Sciences	Handle Animal, Medicine, or Search
Physical Sciences	Craft
Popular Culture	Interaction skills relating to characters fascinated by popular culture.
Streetwise	Interaction skills relating to urban or underworld characters.
Supernatural	Concentration checks to use powers.
Tactics	Interaction skills relating to command.
Technology	Computers
Theology and Philosophy	Interaction skills relating to characters interested in theology or religion.

CREATURE LORE

Knowledge	Creature
Art	Creatures with prominent appearances in art history.
Behavioral Sciences	Creatures known for unique psychological, sociological, and criminal behaviors.
Business	Creatures known for their business acumen.
Civics	Creatures known for their political power or intrigues.
Current Events	Creatures that have been in the public spotlight recently.
Earth Sciences	Aquatic creatures or creatures with fossil records.
History	Individuals and races of creatures that have played important roles in history.
Life Sciences	Animals, humanoids, plants, and vermin.
Linguistics	All sentient creatures, but only in regard to what languages they typically speak or how they communicate.
Physical Sciences	Creatures associated with astronomy or space, including aliens.
Popular Culture	Creatures appearing in popular culture, urban legends, and the like.
Streetwise	Creatures known to dwell in cities or have underworld ties.
Supernatural	Aberrations, constructs, elementals, fey, monstrous humanoids, oozes, outsiders, supernatural beasts, and undead.
Tactics	Creatures known for their military prowess.
Technology	Technology-based creatures, such as mecha, and the like.
Theology and Philosophy	Outsiders associated with religion

Creature Lore: You can use certain Knowledge skills to identify creatures and their special powers or vulnerabilities. In general, the Difficulty of such a check equals 10 + the creature's level. A successful check allows you to remember a bit of useful information about that creature.

For every 5 points by which your check result exceeds the Difficulty, you recall another piece of useful information.

The type of creatures you can identify depends upon your Knowledge skill. Reference the **Creature Lore** table for more information.

Challenges: You can take the following challenges with Knowledge:

Uncover Weakness: When using Knowledge to recall information about a creature, you can choose to accept a +5 Difficulty modifier. In return, a successful check grants you knowledge that provides a +1 bonus to attacks against that creature for the rest of the encounter. If you increase the Difficulty by +10, you gain a +2 bonus to attacks for the rest of the encounter. If you fail your check, you cannot retry.

Action: Applied knowledge requires a full-round action, while appraising an item takes one minute. Identifying a creature is a reaction.

Special: A magnifying glass gives you a +2 circumstance bonus on Knowledge checks to appraise any small or highly detailed item, such as a gem. A merchant's scale gives you a +2 circumstance bonus on Knowledge checks to appraise items valued by weight, including anything made of precious metals. These bonuses stack.

SPECIFIC KNOWLEDGE SKILLS

The following section introduces a new Knowledge skill dealing with linguistics. It also includes a new use for the Knowledge (life sciences) skill for use in crime and mystery-based campaigns.

KNOWLEDGE (LINGUISTICS)

The Knowledge (linguistics) skill allows you to decipher conversations and scripts and even encode messages.



Check: The following are uses for the Knowledge (linguistics) skill.

Decipher Script: You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. Make a check with Difficulty 20 for the simplest messages, Difficulty 25 for standard texts, and Difficulty 30 or higher for intricate, exotic, or very old writing.

If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If you fail the check, you do not understand the text. If you failed by 5 or more, you draw an incorrect conclusion about the text.

The Knowledge (linguistics) check is made secretly by the Narrator, so you can't tell whether your conclusions are true or false.

Encoding a Message: You can create a simple cipher to hide a message's true meaning. Anyone reading the message must make a Knowledge (linguistics) attempt to understand it. Anyone who knows the cipher can read it automatically, even without the Knowledge (linguistics) skill.

Challenges: You can take the following challenges with Knowledge (linguistics):

Decipher Conversation: In return for a -5 penalty to your check, you can attempt to decipher the contents of a conversation in a foreign language. Make a check with Difficulty 20 for the simplest messages, Difficulty 25 for standard ones, and Difficulty 30 or higher for intricate or exotic conversations.

Action: Deciphering the equivalent of one minute of conversation or a single page of script takes one minute (10 consecutive full-round actions).

Try Again: You may attempt a Knowledge (linguistics) check on a page of text once per day. If the check fails, you must wait a day to try again.

Special: You may take 10 on Knowledge (linguistics) checks, but you cannot take 20, because a failed check carries a penalty (you cannot make another check to read the document for 24 hours).

KNOWLEDGE (LIFE SCIENCES)

This skill can be used to collect and analyze evidence.

Check: You generally use Search to discover clues, and Knowledge (life sciences) to analyze them.

Analyze Clue: You can make a Knowledge (life sciences) check to apply forensic science to a clue. This function of the Knowledge (life sciences) skill does not give you clues where none existed before. It simply allows you to extract extra information from a clue you have found.

The base Difficulty to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, whether or not the scene was disturbed, and how important the clue is to the investigation. If successful, you discover what role this clue played in the scene, but do not necessarily solve the case. If you fail, you cannot draw any conclusions about the clue until another clue from the same scene is successfully analyzed. If you fail by 5 or more, you draw a false conclusion. The Knowledge (life sciences) check is made secretly by the Narrator, so you can't tell whether your conclusions are true or false.

For each clue you have successfully analyzed from the same scene, you gain a +1 bonus to Knowledge (life sciences) checks with the other clues.

CONDITIONS	
Circumstances	Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed or weathered	+2
Scene moderately disturbed or weathered	+4
Scene extremely disturbed or weathered	+6
Clue	
Minor*	+0
Moderate**	+2
Major*** +5	

* You need other clues to solve the case, but these help provide a context for the more important clues.

** You need at least two moderate clues to solve a case; these clues corroborate each other in such a way as to lead to a correct conclusion.

*** You only need one major clue to solve a case; these kinds of clues provide incontrovertible conclusions.

Collect Clues: Once you have found evidence (via the Search skill), you can collect and prepare it for analysis.

To collect a piece of evidence, make a Knowledge (life sciences) check (Difficulty 15). If you succeed, the evidence can be analyzed without penalty. If you fail, an analysis can be done, but anyone doing the analysis takes a -5 penalty on any necessary check. If you fail by 5 or more, an analysis simply cannot be done. On the other hand, if you succeed by 10 or more, anyone doing an analysis gains a +2 bonus on checks to analyze the material.

This function of the Knowledge (life sciences) skill does not provide you with evidentiary items. It simply allows the character to collect items you have found in a manner that best aids in their analysis later.

Action: Analyzing a clue is a full-round action. Collecting evidence generally takes one minute per object.

Try Again: Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.

Special: You can take 10 when making a Knowledge (life sciences) check, but you cannot take 20.

Analyzing clues requires a crime lab. If you do not have access to a crime lab, you take a -4 penalty on your check.

Collecting clues requires an evidence toolkit. If you do not have the appropriate toolkit, you take a -4 penalty on your check.

MEDICINE

The Medicine skill can be used for autopsies, concealing homicides, resuscitating patients, and providing temporary care.

Check: The following are new uses for the Medicine skill.

Autopsy: You can use the Medicine skill to study a corpse in order to find out the cause of its death. After studying a corpse for two hours, you can make a Medicine check. The difficulty of the check is determined by the freshness of the corpse and the complexity of the death.

AUTOPSY	
Corpse	Difficulty
Fresh corpse	15
Rotting corpse	20
Skeletal corpse	30
Complexity	
Natural	+0
Wounded +1 for each wound	
Concealed Homicide	Murder's Wisdom or Medicine check - 15

If successful, you can determine what it was that caused the death of the creature. While the cause of death usually corresponds to an obvious wound, this use of the Medicine skill is also able to detect less obvious causes of death (poison, disease, etc.) and reveals which wounds upon a corpse were sustained after death (if any). In order to perform an autopsy in this way, at least half of the corpse to be studied must be on hand.

Conceal Homicide: You can attempt to conceal a homicide with a Wisdom or Medicine check. Make a Wisdom or Medicine check, and subtract 15 from the result. This is the complexity modifier for any autopsies done to the corpse or finding and analyzing clues from the corpse. Concealing a homicide takes at least one minute of work.

Resuscitate: You can attempt to use the Medicine skill to resuscitate a dead person. After using emergency procedures on a patient for one minute, you may make a Medicine check (Difficulty 25 + 1 for each minute the patient has been dead in the past hour). If successful, the patient may make a Constitution check (Difficulty 20) with a bonus equal to your ranks in the Medicine skill. On a successful check, the character comes back to life, but is dying and must make stabilization checks each round. If the check succeeds by 10 or more (Difficulty 30), the character's condition becomes disabled and unconscious. On a failed check, the character remains dead. A character that has been dead for more than an hour cannot be resuscitated. If the patient died of drowning or hypothermia (due to exposure to cold) you gain a +5 bonus to your resuscitation attempts.

Temporary Care: You provide your patient with treatments that dull his pain, but his injuries remain. As a standard action, make a Medicine check (Difficulty 20). If successful, you immediately erase all bruised, dazed, and hurt conditions. However, there is a 10% chance (a roll of 19 or higher on d20) per hour that the patient suffers from the conditions you temporarily healed (maximum 24 hours). Patients who have received temporary care do not make recovery checks as normal against these suppressed conditions.

For example, if you give temporary care to a character with two bruises, two hurts, and a daze condition, he would suffer these same conditions once the temporary care wore off. A patient can receive the benefits of this use of Medicine only once per day.

Challenges: You can take the following challenges with Medicine:

Quick Autopsy: In return for a -5 penalty, you can finish an autopsy in one hour. If you increase the penalty to -10, you can finish in 30 minutes.

Partial Autopsy: You can perform an autopsy with only one-quarter of the corpse on hand by taking a -5 penalty. You may only learn the cause of death if you have a piece of the corpse that has the appropriate evidence.

Temporary Bindings: By taking a –5 penalty to your check, you can temporarily bind a patient's wounds with temporary care. If successful, you immediately erase all bruised, dazed, hurt, and wounded conditions. However, there is a 20% chance (a roll of 17 or higher on d20) per hour that the patient suffers from the conditions you temporarily healed (maximum 24 hours).

Action: Autopsies take two hours, while concealing a homicide takes one minute or more. Resuscitating a patient takes one minute, and temporary care is a standard action.

Special: You can take 20 on Medicine checks to do autopsies, but this requires 40 hours of work without anyone else interfering with your work. You can also take 20 when concealing a homicide, but doing so requires one hour of uninterrupted work.

NOTICE

This skill can be used to read lips and recall memories associated with one of your senses.

Check: The following are new uses for the Notice skill.

Read Lips: You can use the Notice skill to read others' lips and piece together their conversations. To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him speak, and understand the speaker's language. (This use of the skill is language-dependent.) Make a Notice check. The base Difficulty is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Notice check succeeds, you can understand the general content of a minute's worth of speech, but you usually still miss certain details. If you fail by 4 or less, you can't read the speaker's lips. If you fail by 5 points or more, you draw some incorrect conclusion about the speech. The Narrator rolls the check to read lips secretly, so that you don't know whether your character succeeded or not.

Imprint Sense Memory: If there is a specific sense memory you want to remember, you may attempt to imprint it at the time it is experienced. As a move action, make a Notice check (Difficulty 20 + the intensity of the sensory experience).

Intensity	Modifier
Faint	+10
Weak	+5
Moderate	+0
Obtrusive	–5
Powerful	–10

If you are successful, you gain a +5 bonus to recall the sense memory. If you fail, you do not gain the bonus.

Recall Sense Memory: You can use the Notice skill to help recall certain memories associated with your senses. Any time you have the same sensory experience, you may attempt to recall an earlier memory involving the same experience by making a Notice check (Difficulty 20). The Difficulty of the check is modified by the frequency and intensity of the experience. If you succeed, you get a sense of déjà vu and gain a +5 bonus on your Intelligence check (see **Ability Checks and Challenges**) to recall the information. If you fail, you get a sense of déjà vu and may make an Intelligence check, but you gain no bonus to your check.

The Narrator rolls the check for sense memory secretly, so that you don't know whether your character succeeded or not.

For example, a noble woman you met in passing earlier today was wearing a powerful perfume. When you come into your guest room, you smell something and make a Notice check (Difficulty 15).

SENSE MEMORY

Frequency	Modifier
More than once in the past day	–5
Once in the past day	+0
Once in the past week	+5
Once in the past month	+10
Once in the past year	+20
Once in your life	+30

Challenges: You can take the following challenges with Notice:

Focused Reading: You can gain a +5 bonus to your Notice check to read lips, by taking a –5 penalty to all other Notice checks while you are reading.

Far Seeing: You can gain a +5 bonus to your Notice (spot) checks for distances of 50 feet and greater, by taking a –5 penalty to all Notice (spot) checks within 50 feet.

PERFORM

This skill can be used to counter sound-based attacks and abilities, dazzle opponents with dancing moves, provoke them with taunts, and sway the masses to your side.

Check: The following are new uses for the Perform skill.

Countersong: You can use your musical abilities to disrupt and drown out extraordinary and supernatural attacks or abilities that rely on sound. You must have a Perform area that involves music (but not dancing) and, if necessary, an instrument. Any creature within 30 feet of you (including yourself) that is affected by a sonic or language-dependent attack (such as the cloaker's moan or the wendigo's howl) or ability (such as Fascinate, Suggestion, etc.) may use your Perform check result in place of a saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. Creatures within range of the countersong who are already under the effect of a non-instantaneous sonic or language-dependent magical attack or ability gain another saving throw against the effect each round they hear the countersong, but they must use your Perform check result for the save. Countersong offers no benefit against effects that don't allow saves. You may start a countersong as a standard action and keep it up for a number of rounds equal to your ranks in Perform.

Dazzling Dance: You can use the Perform (dance) skill to dazzle your opponents. As a move action, make a Perform (dance) check against all opponents within 30 feet of you. This check is opposed by your opponents' Notice checks or Will saving throws (whichever has the higher bonus). If successful, your opponent is distracted by your dancing for one round and takes a –1 penalty to attack rolls against you. You may start a dazzling dance as a move action and keep it up for a number of rounds equal to your ranks in Perform.

Provoke: You can use the Perform (acting, comedy, or oratory) skill to provoke an opponent to attack you. As a full-round action, make a Perform check (Difficulty d20 + opponent's total level + opponent's Wisdom score + opponent's modifiers on saves against mind-affecting effects). If successful, the opponent moves toward, charges, or attacks you for a number of rounds equal to your ranks in Perform, as long as he is not attacked by someone else. You must make a new check each time your opponent is attack by someone else.

Sway the Masses: You can use your Perform skill to sway the attitudes of the masses in your favor, by appealing to their passions. The Narrator chooses the audience's initial attitude based on circumstances. Most of the time, an audience starts out as indifferent toward you,

but a specific situation may call for a different initial attitude. The Difficulties given on the **Audience Influence Table** show what it takes to change an audience's attitude with a use of Perform. You don't declare a specific outcome; instead, make the check and compare the result to the table to see what you've accomplished. This use of the Perform skill only affects audience members of half your level or lower (minimum 1st-level). Higher-level members of the audience are not affected by this use of the Perform skill, though the Narrator may decide that their attitudes are changed for better or worse by your attempt to appeal to the masses. You may not use this ability during combat. The new attitude lasts for as long as you perform + a number of minutes equal to your ranks in Perform.

AUDIENCE INFLUENCE

New Attitude Result*

Starting Attitude	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	less than 20	20	25	35	50
Unfriendly	less than 5	5	15	25	40
Indifferent	—	less than 1	1	15	30
Friendly	—	—	less than 1	1	20

Challenges: You can take the following challenges with Perform:

Targeted Countersong: In return for a -5 penalty, you can use your knowledge of music to cancel out only a particular sound-based effect instead of all of them.



Entangling Dance: If you take a -5 penalty to your Perform (dance) check, you can attempt to entangle an opponent with your dance moves. As a standard action, make a Perform (dance) check. This check is opposed by your opponent's Notice check or Will saving throw (whichever has the higher bonus). If you succeed, your opponent is entangled for one round.

Targeted Provocation: In return for a -5 penalty, you can provoke an opponent to attack a target he is unfriendly with. For an additional -5 penalty, you can force him to attack a target he is indifferent towards. If successful, the opponent moves toward, charges, or attacks the target for a number of rounds equal to your ranks in Perform, as long as he is not attacked by someone else. You must make a new check each time your opponent is attack by someone else.

Targeted Performance: You can target your performance toward a particular individual or group. Make a Perform check against your target. You gain a +5 bonus to your Perform check in regards to your target, but suffer a -5 penalty to the check in regards to everyone else who witnesses the performance. Such targeted performances may also cause the attitudes of others to be affected for better or worse.

PILOT

The Pilot skill can be used to eject, feint in aerial and space combat, ram other vehicles, lessen collision damage, actively dodge attacks, and shake off unwanted guests.

Check: The following are new uses for the Pilot skill.

Eject: If the aerial or space vehicle you are in allows for ejection, you can do so as a reaction with a Pilot check (Difficulty 20).

Lessen Collision: You may make a Pilot check (Difficulty 20) to halve the damage to your vehicle from a collision.

Piloting Bluff: You can use a Pilot check to feint in aerial and space combat just like you would use a Bluff check to feint in regular combat. With a successful check, you mislead another vehicle so it can't dodge your attack effectively. This check is opposed by the target pilot's Sense Motive or Pilot check. If you succeed, the next attack your vehicle makes against the target ignores its pilot's Dexterity bonus to Defense (if it has one), thus lowering the target's Defense score.

Feinting in aerial or space combat is a standard action.

Ram: You can attempt a ram as a standard action made after a move action or charge. When you ram, you attempt to strike an opponent or a vehicle.

First, move your vehicle adjacent to your target and make an attack roll. You hit against an opponent on foot or an opponent in a vehicle who doesn't have the Vehicular Combat feat. An opponent in a vehicle who has the Vehicular Combat feat may attempt to avoid the attack with a Pilot check.

If you successfully hit your opponent or his vehicle, you deal damage. The damage rating of your attack is equal to one-tenth your vehicle's Strength multiplied by the collision speed modifier (see **Collision Speed Table**), round down. Your vehicle also suffers damage from the ram equal to one-tenth the target's Strength multiplied by the collision speed modifier.

You can sideswipe a target that is next to you with the same procedure as above, but your collision speed modifier to damage is $\times 1/4$.

After being rammed, both you and your opponent must make a Pilot check (Difficulty equal to the Toughness save of the ram), or lose control of your vehicles.

COLLISION SPEED MODIFIER

Speed*	Modifier
10 MPH or less	x1/4
11–20 MPH or less	x1/2
21–40 MPH	x1
41–60 MPH	x2
61–80 MPH	x4
81–100 MPH	x6
101–120 MPH	x8
121 MPH or more	x10

*Determined by comparing the relative speeds of both vehicles. Note that most aerial and space-based combats involve speeds that will almost always result in the x10 modifier.

Challenges: You can take the following challenges with Pilot:

Actively Dodging: In return for a –5 penalty to your Pilot checks, you gain a +2 bonus to your vehicle’s Defense. You can increase the penalty by 5 for a +4 bonus to your vehicle’s Defense.

Minimize Collision: If you take a –5 penalty to your Pilot check to lessen a collision, you only suffer one-quarter the damage.

Shake Off: By taking a –5 penalty to your Pilot check, you can fly in such a way that it shakes off anyone who isn’t secured. Anyone on your aerial or space vehicle must make an Acrobatics or Dexterity check (Difficulty equal to the maneuver you are attempting) to stay on. You may increase the penalty to –10 to increase the Difficulty to stay on by 5.

RIDE

This skill can be used to assist your mount’s skill checks, feint and snatch others, stand upon a mount (or two), and swing yourself and others onto your mount.

Check: The following are new uses for the Ride skill.

Assist Skill Check: If your mount must make a Strength or Dexterity-based skill check, you can use your Ride skill to aid it. This applies only to skill checks in which a rider could logically aid his mount. If for some reason you ride a creature that has a skill such as Sleight of Hand, your Ride check could not help it.

Gain Control: If you are on a mount with another rider who is in control of the mount, you may attempt to gain control of the mount. As a standard action, make a Ride check opposed by the other rider. If you succeed, you gain control of the mount. If you fail by 4 or less, you do not gain control. If you fail by 5 or more, you also fall off the mount. You may also attempt to gain control of a mount by pushing the other rider off the mount. As a standard action, make an opposed Strength check. This check is modified by size, and the rider who is currently in control gains a +4 bonus to his check. If you succeed, you push the rider off the mount. If you fail, you are pushed off the mount instead.

Riding Bluff: You can use your Ride skill to feint and trick in mounted combat. Your opponent opposes the attempt with their Sense Motive or Ride skill, whichever is better.

Snatch into the Saddle: You can attempt to snatch a target onto your mount. First, you must attempt to grapple your target (using your size modifier). If you successfully grapple your target, then you must make a Ride check (Difficulty 25) to pin him to your saddle. If you fail this check or your target escapes, he falls from your mount and must make a Ride check (Difficulty 15) to avoid damage from the fall.

Stand: You may stand on your mount with a Ride check (Difficulty 25).

Swing into the Saddle: You may use the Ride skill to swing into the saddle of an adjacent mount. You must be adjacent to a mount or have prepared a readied action to use this ability and make a Ride check when a mount moves next to you. If the mount has no rider, the Difficulty is 20, but if it has a rider, you must beat their Ride check. You can also swing a willing target onto your mount as part of a move action, by making a Ride check (Difficulty 20) to swing him onto your saddle.

Challenges: You can take the following challenges with Ride:

Fistful of Reins: You can take a –5 penalty, in order to guide up to five mounts at the same time (including the one you are riding). You must have the reins of all the mounts or have each mount attached to each other in some manner.

Stand on Two Mounts: In return for a –5 penalty, you can stand on and guide two mounts at once.

Action: Assisting a mount is a standard action, as is gaining control of a mount, feinting with a mount, and snatching a target into the saddle. Standing or swinging into the saddle is a move action.

SEARCH

This skill can be used to discover or conceal clues, items, search attempts, or traps.

Check: The following are new uses for the Search skill.

Conceal Clue/Item/trap: You can use Search to conceal clues, items, or traps within a particular area, making your check result the Difficulty of a Search check to find the object. Your Search check is modified by the size and condition of the area you are attempting to conceal the item in and the object’s size modifier.

CONCEAL ITEM

Area Size	Modifier
Fine	–8
Diminutive	–6
Tiny	–4
Small	–2
Medium	+0
Large	+2
Huge	+4
Gargantuan	+6
Colossal	+8
Condition	
Barren*	–
Simple or clean	–2
Moderately complex, cluttered, or overgrown	+0
Perplexingly complex, cluttered, or overgrown	+2
Exceedingly complex, cluttered, or overgrown	+4
Item Size**	Modifier
Fine	+8
Diminutive	+6
Tiny	+4
Small	+2
Medium	+0
Large	–2
Huge	–4
Gargantuan	–6
Colossal	–8

* You cannot conceal an item in a barren room.

** You cannot conceal an item in an area smaller than the item.

You can also use this ability to conceal your own search attempts, though there are no modifiers for area or object size.

Discover Clue: You can make a Search check to find a clue. This skill does not give you clues where none existed before. It simply allows you to find clues that are already there.

The base Difficulty to find a clue is 10. It is modified by whether or not the scene was disturbed and how large the clue is. If someone tried to conceal a clue, the Difficulty is equal to the Search check to conceal a clue. If successful, you discover the clue. If you fail, you overlook the clue. You make one check for all clues within a 5-foot by 5-foot area or a volume of goods 5 feet on a side.

DISCOVER CLUE	
Circumstances	Modifier
Scene slightly disturbed or weathered	+2
Scene moderately disturbed or weathered	+4
Scene extremely disturbed or weathered	+6
Item Size	Modifier
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium	+0
Large	-4
Huge	-8
Gargantuan	-12
Colossal	-16

Challenges: You can take the following challenges with Search:

Sharp Eyes: If you take a -5 penalty to your Search checks, you can search areas up to 20 feet away from you. If you increase the penalty to -10, you can search areas up to 30 feet away.

Widen Search: In return for a -10 penalty, you can search a 10-foot by 10-foot area or a volume of goods 10 feet on a side as a full round action.

SENSE MOTIVE

The Sense Motive skill can be used to gain an edge in combat, predict the behavior of others, profile them, or uncover their aliases.

Check: The following are new uses for the Sense Motive skill.

Combat Sense: As a full-round action, you study a single opponent to understand his fighting style, current disposition, and combat plans. This target must be within 30 feet of you. Make a Sense Motive check opposed by your target's base attack check. If you succeed, you gain a +1 bonus to attacks and a +1 bonus to defense against that target.

If you fail your check by 5 points or more, you read your foe incorrectly. For the rest of the encounter, you suffer a -1 penalty to attacks and defense against him.

Predict Behavior: You can use this skill to predict the behavior of a particular target. As a full-round action, you can attempt to predict the action of a target within 30 feet of you. Make a Sense Motive check (Difficulty 10 + your target's Bluff or Sense Motive check). This Sense Motive check is modified by your familiarity with the target (see **Profiling Table**).

If you are successful, you can predict a general action (attack, flee, use a power, etc.) your target will take with his next action. If you fail, you cannot draw any conclusions about what your target will do. If you fail by 5 or more, you draw a false conclusion. The Sense Motive check is made secretly by the Narrator, so you can't tell whether your conclusions are true or false. If something happens during the encounter that would alter your target's next action from what was predicted, you immediately know the new action.

Profile Target: You can use your knowledge of a target's body language, motivations, and past actions to attempt to predict what he will do in the near future. In order to profile someone, you must interact with them in some manner, either face to face or via clues, for one week. After this time has passed, you can make a Sense Motive check (Difficulty 10 + your target's Bluff or Sense Motive check). This Sense Motive check is modified by your familiarity with the target.

PROFILING	
Familiarity	Modifier
Only known through clues or other impersonal contact	-5
Known as a complete stranger	+0
Known in passing or via minor clues	+2
Known on sight or via a moderate clue	+4
Known as a friend or associate or via multiple moderate clues	+6
Known as a close friend or via major clue	+8
Intimate or known via multiple major clues	+10

If you are successful, you can predict a general action (murder a courtier, flee the local area, rob a gas station, etc.) your target will take in the next week. If you fail, you cannot draw any conclusions about what your target will do. If you fail by 5 or more, you draw a false conclusion. The Sense Motive check is made secretly by the Narrator, so you can't tell whether your conclusions are true or false. You can improve your familiarity with a target by interviewing him or his close relations via the Gather Information skill.

Read a Person: You can analyze a person's demeanor, dress, and attitude to learn about his background in a manner similar to a skilled detective. Make a Sense Motive check opposed by the target's Bluff or Disguise check.

A person in disguise uses the result of his Disguise check to oppose your attempt. If you succeed, you learn a single fact about the target's background, history, or personality, as described following. If you fail by 4 or less, you do not learn anything. If you fail by 5 or more, you draw information based on the target's false identity.

Anyone not actually in disguise, who attempts to mask his true nature, opposes your Sense Motive attempt with a Bluff attempt. If you succeed, you learn a single fact about the target's background, history, or personality. If you fail by 4 or less, you do not learn anything. If you fail by 5 or more, you draw information based on the target's alias.

Your Narrator judges what you could learn based on the situation and the person in question. You might learn that the captain of the guard was once a thief because of his missing finger, but you might never realize that he is having an affair with the king's daughter. Such a deep secret would rarely, if ever, be immediately obvious, unless the captain of the guard had made some gaffe in covering his tracks.

In general, Sense Motive shows you information that is open rather than secret.

Challenges: You can take the following challenges with Sense Motive:

Combat Clarity: In return for a –5 penalty to your skill check, you increase the bonuses provided by the combat sense use of Sense Motive by +1. You can increase the penalty to –10 to increase the bonuses by +2. The penalties you suffer for a check that fails by 5 points or more do not increase.

Limited Interaction: In return for a –5 penalty, you can make a Sense Motive check against a target you have had limited interaction with. Normally you need to be able to see and hear a target to make a Sense Motive check, but with this challenge, you need only see or hear the target, or otherwise interact with them, such as communicating with them via written messages or discovering clues about them.

Precise Prediction: You can take a –10 penalty to your Sense Motive check while predicting behavior or profiling in order to make a specific prediction about the actions of your target (attack a specific ally, flee in a particular direction, use a particular power, eat dinner at a particular type of restaurant, commit murder in a particular neighborhood, etc.).

SLEIGHT OF HAND

The Sleight of Hand skill can be used to juggle and snatch objects, distract others with your movements, disarm them, and steal, plant, and conceal larger than normal items.

Check: The following are new uses for the Sleight of Hand skill.

Juggling: You can use this skill to juggle objects. As a full-round action, you can draw a bundle of items you want to juggle and make a Sleight of Hand check (Difficulty 10). If successful, you can juggle up to two light objects plus one additional light object for every 5 points of success above 10. You may juggle one-handed or two-handed objects, but they count as multiple light objects. A one-handed object counts as two light objects, and a two-handed object counts as four light objects. All of the items being juggled are considered wielded by the juggler (you do not have to draw them later).

You can maintain a juggle as a move action.

If you take any damage while juggling, you must make another Sleight of Hand check (equal to your previous check) to avoid dropping items. If you succeed, you do not drop any items, but if you fail, you drop one item plus one for every 5 points you failed the check by. Items dropped in this manner normally land in your space or an adjacent one.

Misdirection: You can use exaggerated movement to misdirect the attention of an opponent away from someone or something else. As a full-round action, make a Sleight of Hand check opposed by your target’s Notice check. You gain a +5 bonus to this check if your target wants to believe you. If you succeed, you gain a bonus to your next Sleight of Hand check (next round only) equal to the amount by which you beat the target’s Notice check. A successful check also creates enough of a diversion to allow others to attempt Stealth checks in regards to your target. When your target turns his attention to you, other characters can make Stealth checks if they can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within one foot for every rank you have in Stealth.) This check, however, is at a –5 penalty because they have to move fast.

Your target must be able to see you in order to use this skill to distract them.

Snatch Object: You can attempt to snatch thrown objects out of the air as a readied action. If the items are thrown as part of a juggling act, you make a Sleight of Hand check (Difficulty 10). If successful, you can snatch up to two light objects + an additional light object for every 5 points of success above 10. If a light object is thrown by a hostile opponent, you may make a Sleight of Hand check (Difficulty equal to your opponent’s attack roll) to snatch the item out of the

air. You suffer a –5 penalty to snatch one-handed items, and a –10 penalty to snatch two-handed items. If successful, you snatch the item and may throw it back at the original attacker (even though it isn’t your turn) or keep it for later use.

Challenges: You can take the following challenges with Sleight of Hand:

Juggling Flash: You can gain a +10 bonus to your Sleight of Hand check if you only want to perform a single round of juggling. This is still a full-round action, but any Sleight of hand check to continue juggling during the next round is at a –20 penalty.

Juggling Stunt: You may make an action or attack with one of the items you are juggling. Make a Sleight of Hand check with a –5 penalty. If you are successful, you can use one of the items you are juggling. If you use the item to attack, you also suffer a –4 penalty to your attack if you are using an improvised weapon.

Larger Legerdemain: If you take a –5 penalty, you can attempt to steal, plant, or conceal medium-sized items. By increasing the penalty by another 5, you can attempt to conceal large-sized items. If you are concealing larger than normal items, you or your target must be wearing something that could conceivably cover the item. For example, a large trenchcoat could be used to conceal a shotgun.

Mass Misdirection: In return for a –5 penalty, you can misdirect everyone within 30 feet. If you increase the penalty to –10, you can misdirect everyone within 100 feet.

One Handed Juggling: In return for a –5 penalty, you can juggle while using only one hand.

Prestidigitatory Disarm: In return for a –5 penalty, you may attempt to steal an item out of an opponent’s hand. If you have a hand free, you can make a Sleight of Hand check opposed by your opponent’s Notice or combat bonus check. If you succeed, your opponent is disarmed, and you now have his item. If you fail, your opponent retains his weapon. Any bonuses or penalties you have to disarm add to your Sleight of Hand check, and any bonuses or penalties your opponent has against disarming him apply to his check to resist you.

STEALTH

This skill can be used to evade extraordinary senses, snipe, ambush, blend into the background, and hide others.

Check: The following are new uses for the Stealth skill.

Evade Extraordinary Senses and Devices: Some creatures or devices can sense vibrations in the ground. Others have a keen sense of smell or a supernatural ability to detect their enemies. You can use Stealth to evade such abilities with a penalty to your check. The penalty you suffer depends on the sense used to detect you.

EVADE SENSES	
Sense or Device	Penalty
Simple motion sensor	–5
Scent	–5
Moderate motion sensor	–10
Pressure sensor	–10
Tremorsense	–10
Blindsense	–15
Complex motion sensor	–15
Advanced motion sensor	–20

Sniping and Ambushing: If you have already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a –20 penalty on your Stealth check to conceal yourself after the shot. You can try a similar tactic with

a melee attack, but you suffer a -30 penalty to your Stealth check. Using Stealth in this manner is a move action.

Challenges: You can take the following challenges with Stealth:

Blend into the Background: With a -5 penalty to your check result, you can stand virtually motionless against a particular piece of scenery. Only people who are specifically looking at you may make Notice checks. Guards and other passive observers take no special notice of you unless you draw attention to yourself or interact directly with them.

Hide Another: In return for a -5 penalty, you can use your Stealth check to hide a willing target that is next to you.

Snatch and Grab: If you successfully pin an opponent, you may immediately hide them from view as long as you immediately move to cover. Typically, you need to muffle the target (-4 to grapple checks) to keep your opponent from making a noise. Your Stealth check to hide your opponent suffers a -10 penalty.

SURVIVAL

The Survival skill can be used to create, find, and read trail signs and navigate your way over long distances.

Check: The following are new uses for the Survival skill.

Create Trail Signs: You can use Survival to create trail signs. You can create a basic message with rock or stick arrangements, chalk or ground drawings, and other methods. Anyone who follows you can read your trail signs as long as they find them. The Difficulty for a basic message is 10. Complex messages have Difficulties of 15 or 20. Creating a trail sign can take anywhere from a full-round action for basic and manageably sized trail signs to a minute or more for complex or large trail signs. If you are successful, you create a trail sign. If you fail, you create a trail sign that is meaningless.

Find Trail Signs: If you have line of sight to a trail sign, you may make a Survival or Notice check. Alternatively, if you are actively searching an area, you can use a Search check if you are within 10 feet. The Difficulty of the check is determined by how large the trail sign is.

TRAIL SIGNS

Size	Difficulty
Colossal	0
Gargantuan	4
Huge	8
Large	12
Medium	16
Small	20
Tiny	24
Diminutive	26
Fine	30

Several modifiers may apply to the Survival check, as given on the condition table.

Condition	Modifier
Every 24 hours since the trail sign was made	+1
Every hour of rain since the trail sign was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility (apply the largest modifier)	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail signs	+5/+10

Reading Trail Signs: If you find a trail sign, make a Survival check against the same Difficulty used to create the sign. If you are successful, you understand the message or recognize it as a failed trail sign. If you fail by 4 or less, you do not understand the trail sign. If you fail by 5 or more, you misinterpret the message in some fashion. The Narrator rolls the check to read trail signs secretly, so that you don't know whether your character draws a false conclusion or not.

Navigate: You can use this skill to find your way to a distant location without directions or other specific guidance. Generally, you do not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, you might make a check to wend your way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Survival check. The Difficulty depends on the length of the trip and the intervening infrastructure, terrain, and the weather. If you succeed, you move via the best reasonable course toward your goal. If you fail by 4 or less, you still reach your goal, but it takes you twice as long (you lose time backtracking and correcting your path). If you fail by 5 or more, you travel the expected time, but stop at the most difficult point along the path to your destination, becoming lost. You may make a second Survival check (Difficulty 15 + the current infrastructure, terrain, and weather modifiers) to regain your path. If you succeed, you continue on to your destination; the total time for the trip is twice the normal time. If you fail, you lose half a day before you can try again. You may keep trying until you succeed, losing half a day for each failure.

NAVIGATING

Length of Trip	Difficulty
Short (less than 10 miles)	15
Moderate (11-50 miles)	20
Long (51-200 miles)	25
Extreme (more than 200 miles)	30
Conditions*	
Infrastructure	
Roads	-10
Trails	-5
None	+0
Terrain	
Simple (calm water, hewn underground)	+0
Moderate (hills, light forests, natural underground, rough water)	+5
Complex (dense forest, desert, mountains, labyrinthine, steep slopes, stormy water)	+10
Weather	
Clear (clear skies, no to moderate wind)	+0
Poor (light rain, strong wind)	+5
Bad (heavy rain, poor visibility, mud, light snow)	+10
Very Bad (deep snow, severe weather, ice)	+15

* Choose the highest applicable modifier for infrastructure, terrain, and weather.

When faced with multiple choices, such as at a branch in a tunnel, you can make a Survival check (Difficulty 20) to intuit the choice that takes you toward a known destination. If you fail, you choose the wrong path, but at the next juncture, with a successful check, you realize your mistake.



You cannot use this function of Survival to find a path to a site if you have no idea where the site is located. The Narrator may choose to make the Survival check for you in secret, so you don't know from the result whether you are following the right or wrong path.

You can use Survival to determine your position on earth without the use of any high-tech equipment, by checking the constellations or other natural landmarks. You must have a clear view of the night sky to make this check. The Difficulty is 15.

Trailblazing: You can use this skill to cut a trail through the toughest terrain and allow you and your allies to increase your overland movement. When you travel over terrain that hampers your movement, you may make a Survival check (Difficulty 15). If you succeed, you increase your movement by 1/4. For every 10 points you succeed the check by, you increase your movement speed by an additional 1/4. If you fail, you suffer the normal movement penalty. You cannot go faster than your normal unhampered speed. For example, if you are traveling through thick undergrowth, over a steep slope, in poor visibility, you could make a Survival check. If the result of your check was 25, you would increase your overland movement by 1/2 (1/4 + 1/4) and only suffer a 1/4 penalty to your movement.

You can blaze a trail for up to five people (including yourself) without a penalty.

You cannot use the trailblazing ability in combat.

Challenges: You can take the following challenges with Survival:

Ciphered Signs: If you increase the Difficulty to create a trail sign by 5, you can increase the Difficulty to read it by 5. Alternatively, you can increase the Difficulty to create by 10 to increase the Difficulty to read by 10.

Combat Trailblazing: You can take a -5 penalty to use the trailblazing ability in combat. However, the movement increase, if any, only applies to you. For an additional -5 penalty, you can combat trailblaze for up to five people (including yourself).

Hidden Signs: By increasing the Difficulty to create a trail sign by 5, you can increase the Difficulty to find it by 5. If you increase the Difficulty to create by 10, the Difficulty to find the trail sign increases by 10.

Mass Trailblazing: In return for a -5 penalty, you can blaze a trail for five additional individuals.

Action: The time required to create a trail sign can range from a full-round action to one minute or more. You can find trail signs as a reaction (Spot or Survival) or as a full-round action (Search). A Survival check to navigate a specific choice is a full-round action, while navigating long distances can take anywhere from a few hours to a week or more.

Try Again: No, except when using the Search skill to find trail signs or the Survival skill to regain your path.

Special: You can take 10 when making a Survival check. You can take 20 only when determining your location, not when traveling or creating or reading trail signs.

SWIM

You can use the Swim skill to control your body and breath, perform underwater maneuvers, and orient yourself underwater.

Check: The following are new uses for the Swim skill.

Body Control: You can use your Swim skill to ignore damage from fast moving water, with careful body movements that keep the brunt of the water from slamming into you. Make a Swim check (Difficulty 20) to ignore damage from fast moving water. If you succeed, you do not suffer damage for that round. If you fail, you suffer +0 non-lethal damage. If you did not get at least a Swim result of 15, then you must also make another check that round to avoid going under.

Breath Control: You can use your Swim skill to lessen the damage from water pressure. After being in very deep water for a minute, make a Swim check (Difficulty 20) to lessen the water pressure damage. If successful, you lower the water pressure damage by one plus one for every 10 points by which you beat the Difficulty. If you fail, you suffer the normal water pressure damage. Narrators may decide that this ability can be used to overcome other types of pressure damage or environmental hazards as this is meant to represent your knowledge of how to control your breath in a foreign environment.

Underwater Acrobatics: You can use the Swim skill to dive into and through water and move through a space occupied by an opponent or obstacle (moving over, under, or around). These acts of underwater acrobatics are limited to one-quarter your speed as a move action or half your speed as a full-round action. You can increase this speed by taking the accelerated swim challenge.

Underwater Performance: If using Swim to do aquatic tricks to impress an audience, you can treat it as a Perform specialty.

Orient: While navigating through very deep and pitch black waters, you can use your Swim skill to sense which way is up (an extremely important skill in such situations). As a full-round action, make a Swim check (Difficulty 20). This check is modified by the condition of the water, as shown on the **Orient Table**.

ORIENT

Condition	Modifier
Calm water	+0
Rough water	+5
Turbulent water	+10

If successful, you know which direction is up. If you fail by 4 or less, you are uncertain about which direction is up. If you fail by 5 or more, you become disoriented and believe another direction is up. The Swim check is made secretly by the Narrator, so you can't tell whether your conclusion is true or false.

Stealthy Swimming: You can use either your Swim or Stealth skill to move through water with stealth. If you are completely submerged, you gain a +10 bonus on your checks. You can even use this ability to quickly breach the water and either attack or use a skill. If you are still in the water after this attack or skill use, you may immediately make a Swim or Stealth check to hide. If you attacked from range or used a skill that could draw attention to you, you take a -20 penalty on your check. If you used a melee attack, you suffer a -30 penalty. Using Swim in this manner is a move action.

Challenges: You can take the following challenges with Swim:

Deep Breath: In return for a -5 penalty, you can hold your breath for an extra 4 rounds. You can increase the penalty to -10 to hold your breath for an extra 8 rounds. This use of the Swim skill can be used both inside and outside the water.

Underwater Action: By taking a +5 Difficulty increase to your Swim check, you can perform a standard action in the same round as your Swim check with no penalty. Typically, underwater actions (attack rolls, and ability and skill checks) suffer a -2 penalty when performed underwater. Creatures with natural swim speeds do not suffer this penalty.



CHAPTER THREE: FEATS



Experts and skillful characters are capable of extraordinary feats in both combat and non-combat situations. The following feats barely scratch the surface of what can be done by characters that focus on their skills or fight their enemies with panache. They can bring kings

and kingdoms under their sway. They can leave a swath of confusion in their wake. They can strike at their foes with deadly effect. The possibilities are endless.

NEW FEATS

Each description lists the feat's name and its type, followed by any prerequisites. The description goes on to specify the feat's effects.

ACROBATIC MOBILITY (EXPERT)

PREREQUISITES: IMPROVED SPEED (+10 FT), ACROBATICS RANK 4

You are adept at using your speed and acrobatic techniques to elude the attacks of your enemies. As a move action, you can make an Acrobatics check opposed by a particular subject's Sense Motive or Attack check (d20 + the subject's base attack bonus). If successful, you gain a dodge bonus against the subject equal to half of the 5-foot squares you moved through this round (round down). This bonus lasts until the start of your next action.

Note that your Acrobatic Mobility bonus equals half the number of squares you actually move through, not the amount of movement you spent. In addition, you gain the bonus only for unique 5-foot squares that you enter; you may not "retrace" your steps for a greater bonus.

For example, if you move across 6 5-foot squares, two of which were of thick undergrowth, you would spend 40 feet of movement and gain a +3 bonus to your Defense.

You can't use this feat if you are wearing heavy armor or carrying enough equipment to reduce your speed.

ACROBATIC OVERRUN (EXPERT)

PREREQUISITES: IMPROVED MOBILE DEFENSE, ACROBATICS RANK 20

Your intricate maneuvering can cause your opponents to lose their balance. You can overrun a subject as part of a move action. Make an Acrobatics check opposed by the subject's Sense Motive or Attack check (d20 + the subject's base attack bonus). If successful, then the subject may not choose to avoid you. If you fail, the overrun is resolved as normal.

A successfully tripped opponent suffers damage equal to the number of 5-foot squares you moved through before you overran him.

The number of squares you are considered to move through is determined in the same manner as Acrobatic Mobility.

You can't use this feat if you are wearing heavy armor or carrying enough equipment to reduce your speed.

ACROBATIC TRAMPLE (EXPERT)

PREREQUISITES: ACROBATIC OVERRUN

You can use your acrobatic abilities to tumble past and trip multiple enemies. As a full-round action, you can make an Acrobatics check (Difficulty 30) to move up to your speed and literally run over any

General Feats	Prerequisites	Summary
Affable		+5 bonus to Diplomacy vs. characters with indifferent or better attitudes.
Faithful Friend		+1 morale bonus to attacks, checks, and saves until your friend is safe from harm.
Fount of Knowledge	Eidetic Memory	Make Knowledge skill checks as if you had ranks in them equal to your Int.
High Born	1st level only	+2 bonus to Bluff and Diplomacy checks when dealing with other celebrities, nobility, and officials, as well as another benefit.
Improved Assessment	Assessment	Use the assessment ability as a free action, once per round.
Improved Feint	Challenge (Fast Feint), Bluff rank 4	+4 bonus on Bluff checks made to feint.
Dazzling Feint	Improved Feint	Dazzle opponents with a feint.
Beguiling Feint	Dazzling Feint	Bonus to your attack or penalty to your opponent's attack after a feint.
Diversionary Feint	Beguiling Feint, Challenge (Fast Diversion), Bluff rank 8	Gain total concealment against your opponent after two or more successful feints.
Entangling Feint	Diversionary Feint, Bluff Rank 11	Entangle your opponents with a feint.
Unbalancing Feint	Entangling Feint, Bluff Rank 14	Your feints can cause opponents to fall prone.
Swift Feint	Unbalancing Feint, Bluff Rank 17	You can feint as a free action.
Confusing Feint	Swift Feint, Bluff Rank 20	Confuse enemies with a feint.
Transfixing Feint	Confusing Feint	Your feint causes an opponent to become helpless.
Improved Taunt	Taunt	+4 bonus on Bluff checks made to taunt.
Legacy		You can gain an item with a Wealth cost of 35 or less.
Manipulative	Challenge (Durable Lie), Bluff rank 4	Your bluffs to create a diversion or cause a target to take a particular action have a prolonged effect.
Beguiling Flattery	Manipulative, Second Chance (Bluff)	You can use Bluff to distract others with praise.
Beguiling Story	Beguiling Flattery, Skill Focus (Bluff), Bluff rank 8	Use Bluff to create dupes.
Beguiling Web	Beguiling Story, Bluff rank 11	Gain bonus to Bluff vs characters who trust your dupes.
Beguiling Beliefs	Beguiling Web, Bluff rank 14	Change the beliefs and goals of dupes with Bluff.
Beguiling Personality	Beguiling Beliefs, Bluff rank 17	You can use Bluff to compel others to act as you will.
Control Stoooge	Beguiling Personality, Bluff rank 20	You may direct the actions of a stoooge.
Group of Stoooges	Control Stoooge	You can control multiple stoooges.
Master Hagglers		+5 bonus to haggle the purchase price of an item.

General Feats	Prerequisites	Summary
Menacing Demeanor	Charisma +1, Challenge (Fast Demoralizing), Intimidate rank 4	Add your Cha to parry, as a move action.
Menacing Presence	Menacing Demeanor, Skill Focus (Intimidate)	Add your Cha to parry, as a free action.
Demoralizing Presence	Charisma +2, Challenge (Extend Demoralizing), Menacing Presence, Intimidate rank 8	You can shake opponents with your mere presence.
Halting Presence	Demoralizing Presence, Intimidate rank 11	Daze your opponents with your mere presence.
Startling Presence	Halting Presence, Intimidate rank 14	You can stun opponents with your mere presence.
Terrifying Presence	Startling Presence, Intimidate rank 17	Your mere presence panics your opponents.
Compelling Presence	Terrifying Presence, Intimidate rank 20	Force others to take a particular non-life-threatening action.
Paralyzing Presence	Compelling Presence	Paralyze opponents with your mere presence.
Merchant's Eye		+2 bonus to appraise objects and haggle their price.
Nondescript		Make a Stealth check to hide, even without a distraction.
Peacemaker		+5 bonus to Diplomacy vs characters with indifferent or worse attitudes.
Plant Empathy		Use Survival in place of Diplomacy with vermin.
Reflective		You can try again at Knowledge and Sense Motive checks, after eight hours of rest, with a +2 bonus.
Scrounger		+2 bonus to Survival checks in an urban environment, and you can use Survival to track down individuals.
Silver-Tongued	Second Chance (Diplomacy), Diplomacy rank 4	You gain influence over an individual.
Campaigner	Silver-Tongued, Skill Focus (Diplomacy)	Use Diplomacy to influence an entire organization or city.
Persuade Group	Campaigner, Challenge (Fast Diplomacy), Diplomacy rank 8	You can influence a group of individuals.
Inspire Fellowship	Persuade Group, Diplomacy rank 11	You can create a fellowship.
Expedient Alliance	Inspire Fellowship, Diplomacy rank 14	You can more easily persuade a group to your will.
Bonds of Fellowship	Expedient Alliance, Diplomacy rank 17	+4 bonus to Diplomacy checks with regards to your fellowship, and you can spend a Conviction point to treat a Diplomacy roll result as a 20.
Inspire Change	Bonds of Fellowship, Diplomacy rank 20	You can cause a fellowship to develop an attitude that violates their normal beliefs and goals.
Control Cadre	Inspire Change	You may direct the actions of a cadre.
Influence Crowd	Challenge (Fast Diplomacy), Silver-Tongued	You can influence a crowd of individuals.
Gather Partisans	Influence Crowd, Skill Focus (Diplomacy), Diplomacy rank 8	You attract minions to your cause.
Dedicated Partisans	Gather Partisans, Diplomacy rank 14	Your partisans are resistant to outside influence, and you can spend Conviction to aid them.
Control Mob	Dedicated Partisans, Diplomacy rank 17	You can compel a mob to act as you wish.
Partisan Conviction	Control Mob, Diplomacy rank 20	Gain a pool of Conviction that you can only use to affect the actions of your partisans.
Devoted Mob	Partisan Conviction	Your mob is resistant to outside influence, and you can spend Conviction to aid them.
Incite Crowd	Gather Partisans, Diplomacy rank 14	You can incite a crowd with despair, hope, or rage.
Inspire Devotion	Silver-Tongued, Skill Focus (Diplomacy)	You can create devotees.
Expedient Relationship	Challenge (Fast Diplomacy), Inspire Devotion, Diplomacy rank 8	You can more easily persuade an individual to your will.
Solidify Devotion	Expedient Relationship, Diplomacy rank 11	+4 bonus to Diplomacy checks involving devotees, and you can spend Conviction to treat a roll as a 20.
Inspire Adherence	Solidify Devotion, Diplomacy rank 14	You can cause a devotee to develop an attitude that violates his normal beliefs and goals.
Force of Personality	Inspire Adherence, Diplomacy rank 17	Dictate your opponent's actions, as long as they do not put him in direct, clear danger.
Control Adherent	Force of Personality, Diplomacy rank 20	You may direct the actions of an adherent.
Circle of Adherents	Control Adherent	You can gain virtually complete control over a select group of adherents.
Superior Disarm	Accurate Attack, Improved Disarm, 6th level	+2 bonus to disarm, and you gain a melee attack if successful.
Flippant Disarm	Superior Disarm	Decide where your opponent's weapon goes after you disarm them.
Two-Weapon Disarm	Superior Disarm, Two-Weapon Fighting	Gain two-weapon attack against a disarmed opponent, or make a disarm attempt after a successful two-weapon attack.
Superior Sunder	All-Out Attack, Improved Sunder, 6th level	If you sunder an opponent's weapon, shield, or other device, you gain a melee attack.
Precise Sunder	Accurate Attack, Superior Sunder	Treat objects as one category smaller, for the purposes of sunder.
Terrible Sunder	Precise Sunder	Double your Str vs. objects.
Effortless Sunder	Terrible Sunder	Add your weapon's critical modifier to the damage vs objects.
Sunder Armor	Superior Sunder	-1 penalty to armor's Toughness for each wound.
Two-Weapon Sunder	Superior Sunder, Two-Weapon Fighting	Gain two-weapon attack against an opponent after a successful sunder, or make a sunder attempt after a successful two-weapon attack.
Superior Trip	Accurate Attack, Improved Trip, 6th level	+2 bonus to trip, and you gain a melee attack if successful.
Two-Weapon Trip	Superior Trip, Two-Weapon Fighting	Gain two-weapon attack against a tripped opponent, or make a trip attempt after a successful two-weapon attack.
Urban Tracking		Track down individuals within communities.
Vermin Empathy		Use Handle Animal in place of Diplomacy, with vermin.

Expert Feats	Prerequisites	Summary
Acrobatic Mobility	Improved Speed, Acrobatics rank 4	You gain a dodge bonus for movement.
Mobile Assault	Acrobatic Mobility, Move-by Action	Use Acrobatics to gain attack bonus for movement.
Mobile Defense	Dodge, Mobile Assault, Acrobatics rank 8	Use Acrobatics to gain Defense bonus for movement.
Improved Acrobatic Mobility	Mobile Defense, Acrobatics rank 11	Dodge bonus from movement affects all opponents within 10 feet of your movement path.
Improved Mobile Assault	Improved Acrobatic Mobility, Acrobatics rank 14	Gain bonus to damage for movement.
Improved Mobile Defense	Improved Mobile Assault, Acrobatics rank 17	Gain bonus to Toughness for movement.
Acrobatic Overrun	Improved Mobile Defense, Acrobatics rank 20	Use Acrobatics to overrun opponents.
Acrobatic Trample	Acrobatic Overrun	Use Acrobatics to trample opponents
Artisan		Spend a Conviction point to treat a roll for your chosen Craft skill as a 20, and reduce creation time when taking 10.
Awareness		You can sense when something is amiss in your surroundings.
Ambush Sense	Awareness, Notice rank 4	Dodge bonus against surprise attacks.
Quick Reaction	Ambush Sense, Improved Initiative	During a surprise round, spend a Conviction point to act before initiative checks.
Uncanny Action	Lightning Reflexes, Quick Reaction, Notice rank 8	You gain a full-round action before the surprise round's initiative.
Conflict Sense	Awareness, Sense Motive rank 4	You gain a bonus to interaction skills to avoid hostilities and an initiative bonus if hostilities do break out.
Calm Down	Conflict Sense, Fascinate	Use Sense Motive to calm character.
React First	Calm Down, Improved Initiative, Sense Motive rank 8	Gain a free readied action at the start of hostilities against creatures with -3 or more Int.
Intuition	Awareness, Skill Mastery (Notice, Search, Spot, and Survival)	+2 bonus when using the Awareness feat.
Nature Sense	Awareness, (Animal, Plant, or Vermin) Empathy, Survival rank 4	Bonus on Reflex saves vs natural hazards, and bonus to dodge against animals, plants, and/or vermin.
Assess Tracks	Natures Sense, Track	You can discern certain details about creatures through their tracks.
Know Tendencies	Assess Tracks, Master Plan, Survival rank 8	Use Survival in place of an Int check to create a Master Plan against a creature you are tracking.
Trap Sense	Awareness, Search rank 4	Bonus to Reflex saves, and dodge vs traps.
Bypass Trap	Evasion, Trap Sense	Use Search to bypass instead of disable trap.
Trap Evasion	Bypass Trap, Improved Evasion, Search rank 8	Use Search to attempt to avoid a triggered trap.
Bewitching	Fascinate	Use the Fascinate feat to change a target's attitude.
Craftsman's Eye		Craft skill+2 bonus to appraise and haggle over items associated with your chosen Craft skill.
Dancing Bluff		Use Perform (dancing) in place of Bluff, to feint and trick.
Distracting Strike	Challenge (fast create distraction), Sneak Attack (+2)	Sacrifice sneak attack damage to cause an opponent to lose track of you.
Fascinate (Handle Animal)	(Animal, Plant, or Vermin) Empathy	You can fascinate animals, plants, and vermin.
Calm Nature	Fascinate (Handle Animal), Nature Sense	Use Handle Animal to calm animals, plants, and vermin.
Natural Reaction	Improved Initiative, Calm Nature, Handle Animal rank 8	Gain a free readied action at the start of hostilities involving creatures with animal intelligence.
Suggestion (Handle Animal)	Fascinate (Handle Animal)	You can make suggestions to animals, plants, and vermin.
Mass Suggestion (Handle Animal)	Suggestion (Handle Animal)	You can make mass suggestions to animals, plants, and vermin.
Gifted Skill	1st level only, Skill Focus, Talented, Skill rank 4	Gain 2 ranks in your chosen skill, and challenges with that skill are easier.
Hindering Strike	Assessment, Crippling Strike	Use Sense Motive to cause an opponent to suffer a penalty to attacks and Defense.
Improved Hindering Strike	Hindering Strike, Improved Assessment, Sense Motive rank 8	Increases attack and Defense penalties.
Hamstring	Improved Hindering Strike, Sense Motive rank 11	Use Sense Motive to hamper the movement of an opponent via a sneak attack.
Debilitating Strike	Hamstring, Sense Motive rank 14	Use Sense Motive to inflict Str, Dex, or Con damage.
Immobilize Opponent	Debilitating Strike, Sense Motive rank 17	Use Sense Motive to immobilize an opponent with a sneak attack.
Paralyze Opponent	Immobilize Opponent, Sense Motive rank 20	Use Sense Motive to paralyze an opponent with a sneak attack.
Maiming Strike	Paralyze Opponent	Use Sense Motive to do a point of Str, Dex, or Con drain with a sneak attack.
Improved Deflect Arrows	Deflect Arrows	You can use the Deflect Missiles feat a number of times per round equal to 1 + your Dex score.
Armed Deflection	Improved Deflect Arrows, Lightning Reflexes, 3rd level	You can deflect physical ranged attacks with weapons or shields.
Redirect Arrows	Improved Deflect Arrows, Snatch Arrows, 6th level	You can redirect arrows toward opponents.

Expert Feats	Prerequisites	Summary
Armed Redirection	Armed Deflection, Redirect Arrows, 9th level	You can redirect ranged attacks against you with a weapon or shield.
Supernatural Deflection	Armed Deflection, 12th level	You can deflect supernatural attacks.
Supernatural Redirection	Supernatural Deflection or Unarmed Supernatural Deflection, 15th level	You can redirect supernatural attacks.
Improved Supernatural Deflection	Supernatural Deflection, 18th level	You may deflect supernatural attacks.
Improved Supernatural Redirection	Supernatural Redirection, 20th level	You may redirect supernatural attacks.
Unarmed Deflection	Improved Deflect Arrows, Lightning Reflexes, 3rd level	Use Deflect Arrows feat to deflect extraordinary physical ranged attacks.
Unarmed Redirection	Unarmed Deflection, Redirect Arrows, 9th level	Use Deflect Arrows feat to redirect extraordinary physical ranged attacks.
Unarmed Supernatural Deflection	Unarmed Deflection, Supernatural Strike, 12th level	Use Deflect Arrows feat to deflect supernatural attacks.
Inspire		New effect for the Inspire feat.
Master of Aliases	Challenge (Accelerated Alias), Bluff and Disguise rank 4	+5 bonus to create your aliases, and +2 to maintain them.
Materials Expert		You inflict greater damage to inanimate objects.
Precise Strike	Assessment, Skill Focus (Sense Motive), Sneak Attack +2, Sense Motive rank 4	Use Sense Motive to reduce opponent's Toughness bonus vs a sneak attack.
Improved Precise Strike	Precise Strike, Improved Assessment, Sense Motive rank 8	Free action to use Precise Strike, and improved effectiveness.
Bleeding Wound	Improved Precise Strike, Sense Motive rank 11	Use Sense Motive to cause secondary damage from a sneak attack.
Deadly Strike	Bleeding Wound, Sense Motive rank 14	Use Sense Motive to increase sneak attack damage.
Hemorrhaging Wound	Deadly Strike, Sense motive rank 17	Use Sense Motive to cause secondary damage from a sneak attack.
Deadly Wound	Hemorrhaging Wound, Sense Motive rank 20	Sneak attacks are more deadly.
Deathstroke	Deadly Wound	Use Sense Motive to force an opponent to make a Fortitude save after a sneak attack or die.

opponents your size or smaller. If your check is successful, you merely move over the opponents in your path. If it fails, your movement ends in the square adjacent to the first opponent along your chosen path.

Your trample attack deals bludgeoning damage equal to the number of 5-foot squares you moved through before you trampled your opponent plus 1.5 times your Strength.

Trampled opponents can attempt Reflex saves to take half damage. The save Difficulty against your trample attack is 10 + ½ your level + your Strength. You can only deal trampling damage to each target once per round, no matter how many times your movement takes you over a target creature.

The number of squares you are considered to move through is determined in the same manner as Acrobatic Mobility.

AFFABLE (GENERAL)

You have the ability to create fast friends, even among those whom you have just met. You gain a +5 bonus to Diplomacy checks to improve the attitude of Narrator characters whose starting attitude is indifferent or better.

AMBUSH SENSE (EXPERT)

PREREQUISITES: AWARENESS, NOTICE RANK 4

Your instincts keep you alive when attacked from ambush. You gain a +1 dodge bonus to Defense against attacks performed during the surprise round and other forms of surprise attacks. Increase your bonuses from Ambush Sense by +1 for every three expert levels you have (+2 at levels 3–5, +3 at levels 6–8, etc.).

ARMED DEFLECTION (EXPERT)

PREREQUISITES: IMPROVED DEFLECT ARROWS, LIGHTNING REFLEXES, 3RD LEVEL

You can deflect physical ranged attacks with weapons or shields. You must be wielding a weapon or shield to use this feat. You may use the Deflect Arrows feat to deflect extraordinary physical ranged attacks, such as bullets, and hurled objects, such as boulders, when using weapons or shields. You may only deflect extraordinary attacks with damage equal to or less than half your expert level.

ARMED REDIRECTION (EXPERT)

PREREQUISITES: ARMED DEFLECTION, REDIRECT ARROWS, 9TH LEVEL

You can redirect ranged attacks against you with a weapon or shield. When using the Deflect Arrows feat, you may redirect the attack towards one opponent within the first range increment of the ranged attack. If it is an extraordinary ranged attack based on a trait the expert does not have (such as rock throwing) or weapon he can't use, then he may only redirect the attack towards an adjacent opponent. The attacker makes an attack roll against the new target with a –2 penalty. If there are no other targets in range, you can't redirect the attack; it simply misses.

ARTISAN (EXPERT)

Choose a Craft skill. Whenever you spend a Conviction point to re-roll a die roll directly concerning your chosen Craft skill, the roll is treated as a 20 (but not a natural 20).

In addition, your long apprenticeship and many hours at work have taught you efficiency. When you take 10 on a skill check, you reduce the time needed to complete the Craft check by 25 percent.

ASSESS TRACKS (EXPERT)

PREREQUISITES: NATURE SENSE, TRACK

You can discern certain details about creatures through their tracks. Make a Survival check against the creature's Track Difficulty or Survival check, if they are actively covering their tracks. If successful, you learn the creature's base speed plus one additional detail for every 5 points by which your check exceeds the Difficulty. The information you gain includes whether a creature has a climb or swim speed, its movement based feats or traits, and possibly other information such as the creature's diet, size, and obvious supernatural traits (a fire creature, for instance, may scorch the ground when it walks), at the Narrator's discretion.

If you fail the Survival check, you may retry after an hour of further observation.

AWARENESS (EXPERT)

You can sense when something is amiss in your surroundings.

The Narrator makes Notice, Search, Sense Motive, and Survival checks for you in secret whenever such a check would reveal a falsehood or a hidden hazard, object, or creature. If the check succeeds, you learn that something is amiss. You must make another normal check yourself to determine the exact nature of the deception; the first check gives you only its general location or nature.

For example, if there is a secret door in a library, you might notice that something is amiss about one of the bookshelves.

BEGUILING BELIEFS (GENERAL)

PREREQUISITES: BEGUILING WEB, BLUFF RANK 14

You can exercise greater control on a dupe over whom you have gained a powerful hold. After one week of successfully bluffing an adherent via the Beguiling Story feat, you may make a Bluff check opposed by your dupe's Sense Motive check or Will saving throw. A success causes your target to develop a single belief or goal that he did not have before. This belief or goal may change his attitude towards others. For example, you could convince a king that one of his trusted advisors has lied to him, thus ruining their relationship.

This belief or goal lasts one week, though its consequences could linger far longer. It may last longer if you make an additional Bluff check against the target's Sense Motive or Will saving throw for each additional week you want him to hold the belief or goal. You must be present with the target to extend the duration, and can do so only within two days of the end of this effect's duration.

If you manage this for four weeks in a row, the belief or goal you implanted becomes permanent, and you can try to introduce another. In addition, the dupe is now considered your stooge. You can't have more than one stooge at any given time.

Once per week, others can attempt to break your control with an opposed Diplomacy check.

BEGUILING FEINT (GENERAL)

PREREQUISITES: DAZZLING FEINT

Your feints cause your opponents to open themselves to attack or put them at a disadvantage when attacking you. Upon making a successful feint, you gain a bonus to attacks against your opponent or impose a penalty to his attacks against you equal to one plus one for every five points your feint succeeded by.

These benefits apply only to attacks from or against your chosen target. They last until the start of your next turn, and you can choose a mixture of bonuses and penalties.

BEGUILING FLATTERY (GENERAL)

PREREQUISITES: MANIPULATIVE, SECOND CHANCE (BLUFF)

You can distract others by heaping great praise upon their skill, wealth, talent, and looks. You can manipulate others with ease in this manner, distracting them while allies ready an attack or slip away unnoticed.

You can use this ability only outside of combat, against a single creature of your choice. The target must be able to hear and understand you. When you begin talking, the target makes a Sense Motive check or Will saving throw (Difficulty equal to your Bluff check), whichever is higher. The target suffers a special size penalty to its check or save: For each category of size difference between you, the target's save suffers a -2 penalty. Smaller creatures feel mighty if large ones grovel before them, while huge ones expect tiny opponents to beg for mercy.

If you are successful, the target allows you to continue talking for a number of minutes equal to one plus your Charisma (minimum one minute). During this time, you must continue talking to the target. He takes no actions other than interacting with you and suffers a -2 penalty to all Sense Motive and Notice checks during this time. In addition to laying on the flattery, you can converse normally with the target. You gain a bonus to any Diplomacy checks you make against the creature equal to the number of minutes you spend flattering the creature. This bonus lasts for one hour or until you attack the creature, whichever comes first.

Any potential threat, such as an ally sneaking up on a beguiled target, grants a new Sense Motive check or Will saving throw. Any obvious threat, such as someone drawing a weapon, automatically breaks the beguilement.

BEGUILING PERSONALITY (GENERAL)

PREREQUISITES: BEGUILING BELIEFS, BLUFF RANK 17

You have the ability to compel others to act as you wish, through deception and flattery. As a full-round action, make a Bluff check against a target's Sense Motive check or Will saving throw.

If your check is successful, you can dictate the target's actions as long as they do not put him in direct, clear danger. This includes any action that would prove harmful to his allies and friends. Otherwise, you exercise almost perfect control over him. This benefit remains in effect until you stop talking.

At that point, the control stays in place for a number of rounds equal to one plus your Charisma. You can't give the target new orders at this point, but he carries out the ones you originally gave him. The target does not see your orders as threatening—you've simply talked him into obeying. Later, he simply believes that it seemed like a good idea at the time.

BEGUILING STORY (GENERAL)

PREREQUISITES: BEGUILING FLATTERY, SKILL FOCUS (BLUFF), BLUFF RANK 8

You can plant lies and cover stories in a target's mind, to the advantage of you and your allies. You create a seemingly trusting relationship built on lies and deception. Whenever you succeed at a Bluff check against a particular target, you gain a +1 bonus that you or an ally can spend on a future Bluff check. You can save up a total bonus equal to your level.

When you, or an ally, attempt a Bluff check against the target, you can spend part or all of the saved bonus.

When you first use this ability, you must designate a maximum number of allies equal to one plus your Charisma who can take advantage of it—these allies are the ones you work into your lies, giving them an easy cover story to draw upon.

A target you have beguiled in this way is considered a dupe. You may have a number of dupes equal to one plus your Charisma. If you ever drop a dupe for any reason, you lose your saved bonus with him, even if you come back to him later.

BEGUILING WEB (GENERAL)

PREREQUISITES: BEGUILING STORY, BLUFF RANK 11

You weave your dupes into your cover story, and they reaffirm and verify it, convincing others of the truth of your tales. You gain a +4 bonus to Bluff checks involving people who know and trust your dupes (including other dupes). If an individual knows and trusts more than one of your dupes, then increase the bonus by +2 for each dupe he knows.

BEWITCHING (EXPERT)

PREREQUISITES: FASCINATE (FOR THE SAME SKILL)

You have an extraordinary ability to manipulate the attitudes of others. You can use an interaction skill to change the attitude of a subject you have fascinated (using the Fascinate feat). This works like a use of the Heart Shaping (friendship) power, except you must interact with the target. The Difficulty of the target's Will save is 10 + half your expert level + your Charisma.

During this time, the subject will act in accord with his new attitude, but will not perform any actions that go against his personality in some way. Afterward, the subject's attitude returns to the state it held before you bewitched him, unless something was done in his presence that would change his attitude towards you for the better or worse.

As long as you did nothing to cause a decrease in a subject's attitude, you gain a +2 bonus to your next social interaction skill check (Bluff, Diplomacy, Intimidate, or Perform) regarding a subject you have already bewitched. This bonus is lost after one day (24 hours).

BLEEDING WOUND (EXPERT)

PREREQUISITES: IMPROVED PRECISE STRIKE, SENSE MOTIVE RANK 11

The wounds you leave continue to damage your opponent. As a free action, choose a subject and make a Sense Motive check opposed by the subject's Bluff check or Attack check (d20 + the subject's attack bonus).

If the check is successful, then if your next sneak attack deals lethal damage against the subject, it causes the subject to make another Toughness save against the weapon's base damage (no other modifiers) on your next turn.

BONDS OF FELLOWSHIP (GENERAL)

PREREQUISITES: EXPEDIENT ALLIANCE, DIPLOMACY RANK 17

Your influence over your fellowships is nearly impossible to overcome. You gain a +4 bonus to your Diplomacy checks regarding your fellowships. Whenever you spend a Conviction point to re-roll a die roll directly concerning the attitude of a fellowship, the roll is treated as a 20 (but not a natural 20).

BYPASS TRAP (EXPERT)

PREREQUISITES: EVASION, TRAP SENSE

You have the ability to bypass traps by noticing flaws in their design or ways around them. If you are aware of a trap, you can use your Search skill in place of your Disable Device skill in order to bypass, but not disable, a trap. If successful, you discover a method of bypassing the trap as determined by the Narrator (scale along walls with pitons with the Climb skill, only step on white stones with the Acrobatics skill, leap over a particular set of stairs with the Jump skill, etc.). Anyone who successfully uses this method can bypass the trap, but if their action fails (i.e. failing a Climb, Acrobatics, or Jump check) they trigger it.



Narrators may decide that certain traps can't be bypassed, though in this case, you know that the trap can't be bypassed and needs to be disabled first.

CALM DOWN (EXPERT)

PREREQUISITES: CONFLICT SENSE, FASCINATE

You can talk your way out of trouble. Either prior to the start of hostilities or during combat, you can calm down a single opponent within 15 feet of your position or otherwise able to hear your voice. You must make a Sense Motive check (Difficulty 20 or opponent's Bluff check, whichever is higher) and spend a full-round action talking to your opponent. The opponent makes a Will saving throw (Difficulty 10 + your expert level + your Charisma). If the save fails, the opponent immediately stops fighting and reverts to an indifferent attitude regarding you and the situation in general. Any hostile action directed at the opponent by you or your allies reverts his attitude to what it was before and allows the opponent to act as normal. If the save succeeds, the opponent continues as normal.

The opponent must be able to understand you in order to use this feat.

You may calm down an opponent as a standard action, by increasing the Sense Motive Difficulty by 5.

CALM NATURE (EXPERT)

PREREQUISITES: FASCINATE (HANDLE ANIMAL), NATURE SENSE

You can calm down certain types of natural creatures (animal, plants, or vermin). Either prior to the start of hostilities or during combat, you can calm down a single natural creature that you have the appropriate Empathy feat with. This creature must be within 15 feet of your position or otherwise able to hear or see you. You must make a Handle Animal check (Difficulty 20) and spend a full-round action interacting with it. The creature makes a Will saving throw (Difficulty 10 + your expert level + your Charisma). If the save fails, the creature immediately stops fighting

and reverts to an indifferent attitude regarding you and the situation in general. Any hostile action directed at the creature by you or your allies reverts its attitude to what it was before and allows the creature to act as normal. If the save succeeds, the creature continues as normal.

You may calm nature as a standard action by increasing the Handle Animal Difficulty by 5.

CAMPAIGNER (GENERAL)

PREREQUISITES: SILVER-TONGUED, SKILL FOCUS (DIPLOMACY)

You can influence entire organizations and cities with your rhetorical skills. You can designate an entire organization or city as the target of the Silver-Tongued feat. In this case, you work to create a broad range of contacts in the organization (members, leaders, etc.) or city (among common folk, merchants, etc.). Each day, you may attempt a Diplomacy check after spending four hours of work.

The Difficulty derives from the organization or city's size. Reduce the Difficulty by 5 if you target only one segment of an organization or one district in a town. See the following table for Diplomacy Difficulty by city size:

Size	Organization Type (membership)	City Type (population)	Difficulty
Tiny	Company (less than 40)	Village (less than 400)	15
Small	Cohort (40–640)	Town (400–6,400)	20
Medium	Legion (1,281–5,800)	City (6,401–50,800)	25
Large	Army (5,0801+)	Metropolis (50,801+)	30

If you are successful, then while you remain in daily contact with the organization or within the city (or district), you can change an indifferent person from the organization or city to helpful. This benefit can be activated once per day and lasts for one hour, conveying the idea that the subject is someone you met at a bar, a co-member you talked to, an old friend from your childhood, or someone else that you interacted with and won over while wooing the organization or canvassing the city.

Anyone in the organization or city with a level that exceeds half your level proves immune to this effect.

CIRCLE OF ADHERENTS (GENERAL)

PREREQUISITES: CONTROL ADHERENT

You can gain virtually complete control over a select group of individuals.

You may have a number of adherents equal to one plus your Charisma. In addition, you only have to change a devotee's beliefs three weeks in a row to change him into an adherent, and you need only spend an hour with each adherent to use the Control Adherent feat.

COMPELLING PRESENCE (GENERAL)

PREREQUISITES: TERRIFYING PRESENCE, INTIMIDATE RANK 20

Your mere presence can cause others to obey your commands. Instead of using your Demoralizing Presence ability to frighten others, you can use it to force them to take a particular non-life-threatening action. Those who fail their Will saving throw must undertake a particular course of action for a number of rounds equal to twice your Charisma modifier. You can't give them new orders at this point, but they carry out the ones you originally gave them. The target does not see your orders as threatening—you've simply talked them into obeying. Later, they simply believe that it seemed like a good idea at the time. If unable to undertake the action, your opponents are dazed instead.

CONFLICT SENSE (EXPERT)

PREREQUISITES: AWARENESS, SENSE MOTIVE RANK 4

You have a knack for sensing and avoiding conflict. You gain a +1 bonus to interaction skills you use to avoid hostilities with creatures that have an intelligence of –3 or higher, and you gain a +1 Initiative bonus if hostilities do break out with them. Increase your bonuses from Conflict Sense by +1 for every three expert levels you have (+2 at levels 4–6, +3 at levels 7–9, etc.).

This feat does not work on non-intelligent creatures.

CONFUSING FEINT (GENERAL)

PREREQUISITES: SWIFT FEINT, BLUFF RANK 20

Your feints can cause your opponents to become confused. If you successfully feint an opponent and want to confuse him, they must make a Will save (Difficulty 10 + half your level + your Wisdom + the number of successful feints you have made against the opponent during this encounter) or become confused for one round.

A confused opponent performs one of the following actions on his turn, as indicated by the **Confusing Feint** table.

CONFUSING FEINT	
D20	Behavior
1–7	Attack
8–14	Move
15–20	Stunned

Attack: Your opponent attacks a random adjacent area. If no one is in the space he attacked, then he falls prone.

Move: Your opponent moves 5 feet in a random direction, as a full-round action. If someone is in the space he tries to move into, then he falls prone.

Stunned: Your opponent is stunned for one round. He loses any dodge or parry bonus to Defense, takes a –2 modifier to Defense, and can't take actions other than reactions.

CONTROL ADHERENT (GENERAL)

PREREQUISITES: FORCE OF PERSONALITY, DIPLOMACY RANK 20

You can exercise greater control over your adherent. After one week of successfully influencing an adherent via the Inspire Devotion feat, you may direct the actions of a target who has become your adherent. You must spend at least two hours per day with the adherent. There are no limits to the control you exercise; it is near complete, including making the adherent cause himself harm. However, your adherent may attempt a Will saving throw once per week, opposed by your Diplomacy check – 5. If this save succeeds, the target regains his own mind but remains an adherent. In addition, he does not become suspicious or angry toward you unless you give him an obvious reason to do so. Your attempts at control are not enough to rouse his ire.

Others can attempt to break your control once per week with an opposed Bluff or Diplomacy check.

CONTROL CADRE (GENERAL)

PREREQUISITES: INSPIRE CHANGE

You can exercise greater control over your cadre. After one hour of successfully influencing a cadre via the Inspire Fellowship feat, you may direct the actions of a group that has become your cadre. You must spend at least 10 minutes per day interacting with the cadre (via messages, personal appeals, etc.). There are no limits to the control you exercise—it is near complete. However, your cadre may attempt a Will

saving throw once per week, opposed by your Diplomacy check – 5. If this save succeeds, the target group regains their own mind but remains a cadre. In addition, they do not become suspicious or angry toward you, unless you give them an obvious reason to do so. Your attempts at control are not enough to rouse their ire.

Others can attempt to break your control once per week with an opposed Bluff or Diplomacy check.

CONTROL MOB (GENERAL)

PREREQUISITES: DEDICATED PARTISANS, DIPLOMACY RANK 17

You can control large groups of people with the power of persuasion. You have the ability to compel a crowd to act as you wish, through flattery and promises. As Influence Crowd, except the Difficulty of this check equals the number of people in the crowd divided by 2.

If your check is successful, the group becomes a mob under your control. They obey most of your orders immediately and without question. You can't ask a mob to kill themselves or place themselves into suicidal situations. However, you can order a mob to undertake a highly dangerous course of action (such as cross a treacherously high river crossing or attack a vampire's castle en masse). The mob continues to follow your orders until you are no longer seen or heard by them.

At that point, the control stays in place for number of rounds equal to one plus your Charisma. You can't give the target group new orders at this point, but they carry out the ones you originally gave them. The group does not see your orders as threatening—you've simply talked them into obeying. Later, they simply believe that it seemed like a good idea at the time.

Mobs can be turned into combat units via the Combat Unit template. Whether the mob is made up of a majority of ordinaries, minions, or regular characters should be determined by the Narrator.

You can only control one mob at a time.

Anyone in the target group with a level that exceeds one-third of your level is immune to this effect.

CONTROL STOOGES (GENERAL)

PREREQUISITES: BEGUILING PERSONALITY, BLUFF RANK 20

Through deception and flattery, you exercise increasing control over your stooge. If you have built up a +10 bonus through the Beguiling Story feat, you may direct the actions of your stooge. You must spend at least two hours per day with your stooge. There are no limits to the control you exercise; it is near complete. However, your stooge may attempt a Sense Motive check or Will saving throw once per week, opposed by your Bluff check – 5. If this save succeeds, your stooge regains his own mind but remains a stooge. In addition, he does not become suspicious or angry toward you unless you give him an obvious reason to do so. Your attempts at control are not enough to rouse his ire.

Others can attempt to break your control once per week with an opposed Bluff or Diplomacy check.

CRAFTSMAN'S EYE (EXPERT)

PREREQUISITES: CRAFT SKILL

You know enough about your trade to find bargains and interested buyers with equal efficiency.

Choose a Craft skill. You gain a +2 bonus to Craft and Knowledge checks to appraise objects that you can make with your chosen Craft skill. In addition, you gain a +2 bonus to Bluff and Sense Motive checks to haggle the purchase difficulty of raw materials and goods associated with your chosen Craft skill.

You can take this feat multiple times. Each time you do, it applies to a different Craft skill.

DANCING BLUFF (EXPERT)

You can use your Perform (dance) skill in place of your Bluff skill. to feint and trick in combat. Your opponent opposes the attempt with Sense Motive or Perform (dance), whichever is better.

DAZZLING FEINT (GENERAL)

PREREQUISITES: IMPROVED FEINT

You dazzle your opponents with the flash of your blades and intricate feints. If you successfully feint an opponent, he suffers a –1 penalty to his attack rolls and Notice and Search checks for one round.

DEADLY STRIKE (EXPERT)

PREREQUISITES: BLEEDING WOUND, SENSE MOTIVE RANK 14

You can deliver a blow far deadlier than normal when you strike with a sneak attack. As a free action, choose a subject and make a Sense Motive check opposed by the subject's Bluff or Attack check (d20 + the subject's attack bonus).

If the check is successful, then if your next sneak attack deals lethal damage against the subject, increase your sneak attack damage by one point plus one additional point for every five points of success. You can't exceed your normal sneak attack damage value. For instance, if you have a normal sneak attack damage of +3, then you can only gain a +3 bonus from this feat.

DEADLY WOUND (EXPERT)

PREREQUISITES: HEMORRHAGING WOUND, SENSE MOTIVE RANK 20

You can study your opponent in order to deliver a deadly blow.

As Hemorrhaging Wound, except if your initial sneak attack or the Hemorrhaging Wound secondary effect cause the subject to suffer a dying result, he dies immediately. In addition, if the subject is disabled, he dies immediately upon taking a standard action, unless he recovers from the disabled condition first. In either case, the subject can spend a Conviction point to escape death by automatically stabilizing.

DEATHSTROKE (EXPERT)

PREREQUISITES: DEADLY WOUND

You can slash across a foe's neck, plant your weapon through an eye socket, or otherwise deliver a single deadly strike that kills an enemy with a single attack. As a free action, choose a subject and make a Sense Motive check opposed by the subject's Bluff or Attack check (d20 + the subject's attack bonus).

If the check is successful, then if your next sneak attack deals lethal damage against the subject, it causes him to make a Fortitude save (Difficulty 10 + half your expert level + your Wisdom + your sneak attack damage) or die instantly. The subject can spend a Conviction point to escape death by automatically stabilizing.

DEBILITATING STRIKE (EXPERT)

PREREQUISITES: HAMSTRING, SENSE MOTIVE RANK 14

Your sneak attacks cripple your opponent's abilities. As a free action, choose a subject and make a Sense Motive check opposed by the subject's Bluff or Attack check (d20 + the subject's attack bonus).

If the check is successful, then if your next sneak attack deals lethal damage against the subject, it causes 2 points of Strength, Dexterity, and/or Constitution damage. You may divide the ability damage as you wish, but must decide how it will be split before making your attack.

Lost ability scores return at a rate of one point per day.

In addition, the ability damage from Debilitating Strike is doubled on a successful critical hit.

DEDICATED PARTISANS (GENERAL)

PREREQUISITES: GATHER PARTISANS, DIPLOMACY RANK 14

Your partisans are deeply dedicated to you. Your partisans gain a +4 bonus on saving throws and checks against effects that would sway them from their dedication to you. In addition, you can spend a Conviction point to re-roll a die roll directly concerning an order you have given to one of your partisans; the roll is treated as a 20 (but not a natural 20). You must be able to see and speak with the partisan to spend a Conviction point on their die roll.

DEMORALIZING PRESENCE (GENERAL)

PREREQUISITES: CHARISMA +2, CHALLENGE (EXTEND DEMORALIZING), MENACING PRESENCE, INTIMIDATE RANK 8

Your mere presence can strike fear into the hearts of your foes. When you use this feat, all opponents within 10 feet who have fewer levels than you must make a Will saving throw (Difficulty 10 + half your level + your Charisma modifier). An opponent who fails his save is shaken, taking a -2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to twice your Charisma modifier. You can use this feat once per round as a free action.

A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence score of -4 or lower.

If the character has the Renown feat, the Will saving throw's Difficulty increases by 5.

DEVOTED MOB (GENERAL)

PREREQUISITES: PARTISAN CONVICTION

You can inspire great devotion in a mob. Your mob gains a +4 bonus on saving throws and checks against effects that would sway them from their dedication to you. In addition, you can spend a Conviction point to re-roll a die roll directly concerning an order you have given your mob; the roll is treated as a 20 (but not a natural 20). You must be able to see and speak with the mob to spend a Conviction point on their die roll.

DISTRACTING STRIKE (EXPERT)

PREREQUISITES: CHALLENGE (FAST CREATE DISTRACTION), SNEAK ATTACK (+2)

Your method of attack is distracting to your opponent, allowing you to slip out of their sight momentarily.

You can sacrifice two points of sneak attack damage to create a distraction as part of a melee attack. Resolve your attack as normal.

If you hit, your opponent must make a Bluff or Sense Motive check against your Bluff check or he loses track of you until his next action. You gain this benefit in addition to damage from the successful attack.

Once an opponent is distracted, you can make a Stealth check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within one foot for every rank you have in Stealth.) This check, however, is at a -5 penalty, because you have to move fast.

Distracting Strike can be used against creatures that are normally immune to sneak attack damage.

DIVERSIONARY FEINT (GENERAL)

PREREQUISITES: BEGUILING FEINT, CHALLENGE (FAST DIVERSION), BLUFF RANK 8

You can make a flurry of attacks that distract your opponent, allowing you to slip into hiding. For instance, you slash at his eyes, deliver a

dozen quick strikes to confuse his defenses, or stun him briefly with a blow to the head.

If you successfully feint an opponent twice, the next attack you make against the target not only ignores his dodge or parry bonus to Defense, but also might cause him to lose track of you.

Resolve your attack as normal. If you hit and want your opponent to lose track of you, he must make a Notice check (Difficulty 10 + half your level + your Wisdom + the number of successful feints you have made against the opponent during this encounter) or he loses track of you for one round. You gain this benefit in addition to damage from the successful attack.

Until your next action, you gain total concealment against your opponent. If you move away from him, you can make a Stealth check to evade his notice as normal. You also gain sneak attack damage against him if you have the Sneak Attack feat.

Note that you do not gain sneak attack damage in this case by flanking your opponent or catching him flat-footed, but rather from him being unable to notice your whereabouts. Abilities that prevent either of those states have no effect on Diversionary Feint, though traits (such as blindsight, tremorsense, etc.) that allow an opponent to see concealed creatures would negate the benefit of this feat.

EFFORTLESS SUNDER (GENERAL)

PREREQUISITES: TERRIBLE SUNDER

You can see the critical flaws in an object and determine how best to destroy it. If you hit an object, add your weapon's critical modifier to the damage.

ENTANGLING FEINT (GENERAL)

PREREQUISITES: DIVERSIONARY FEINT, BLUFF RANK 11

Your feints are so confusing that your opponents entangle themselves when they attack you. If you successfully feint an opponent and they attempt to attack you before your next action, they must make a Reflex save (Difficulty 10 + half your level + your Wisdom + the number of successful feints you have made against the opponent during this encounter) or become entangled for one round. An entangled opponent suffers a -2 penalty to effective Dexterity, can only move at half speed, and can't move all out or charge. The penalty to Dexterity is applied before your opponent makes his attack against you.

EXPEDIENT ALLIANCE (GENERAL)

PREREQUISITES: INSPIRE FELLOWSHIP, DIPLOMACY RANK 14

You are adept at persuading groups to your will. This is the same as Persuade Group, except you do not have to spend as much time with your group in order to ask for particular favors. You only have to spend a half-hour each day with the target group.

- *Half-hour:* A minor favor or action that requires some effort on the target group's part but does not go against their nature, interests, or goals.
- *Two days:* A favor or action that demands intense focus, work, and resources, but one that does not violate their nature, interests, or goals.
- *Four days:* A minor favor or action that works against the target group's ideals, interests, or goals.
- *One week:* An important and critical decision or favor that directly opposes the target group's morals, goals, or ideals.

In addition, you only have to influence a target group for one week to turn them into a fellowship.

EXPEDIENT RELATIONSHIP (GENERAL)

PREREQUISITES: CHALLENGE (FAST DIPLOMACY), INSPIRE DEVOTION, DIPLOMACY RANK 8

You are even more adept at persuading others to your will. This is the same as Silver-Tongued, except you do not have to spend as much time with your devotees in order to ask for particular favors. You only have to spend a half-hour each day with the target.

- *Half-hour:* A minor favor or action that requires some effort on their part but does not go against their nature, interests, or goals.
- *Two days:* A favor or action that demands intense focus, work, and resources, but one that does not violate his nature, interests, or goals.
- *Four days:* A minor favor or action that works against the target's ideals, interests, or goals.
- *One week:* An important and critical decision or favor that directly opposes the target's morals, goals, or ideals.

In addition, you only have to influence a target for one week to turn them into a devotee.

FAITHFUL FRIEND (GENERAL)

You are dedicated to your friends and are inspired in your protection of them.

You may designate a number of people equal to 3 plus your Charisma as close friends. These individuals do not have to be fellow heroes.

When one of your friends is rendered helpless in any way, you gain an immediate +1 morale bonus to attacks, checks, and saves until he is safe. A friend is safe if he no longer remains helpless or if he is somehow removed from danger.

You can change your faithful friends with Narrator approval or if one is lost for any reason (betrayal, death, etc.). Once you remove someone from this list, you must wait one day (24 hours) before adding a new person.

FASCINATE (HANDLE ANIMAL) (EXPERT)

PREREQUISITES: (ANIMAL, PLANT, OR VERMIN) EMPATHY

You have the ability to fascinate certain types of natural creatures. This feat works exactly like the Fascinate feat, but it allows you to use the Handle Animal skill to fascinate a single natural creature that you have the appropriate Empathy feat with.

FLIPPANT DISARM (GENERAL)

PREREQUISITES: SUPERIOR DISARM

If you disarm an opponent, you send his weapon or device flying through the air with a quick flick of your wrist. You can place his item in any square within 10 feet of you. If you have a hand free and can use his weapon in one hand, you may flip it to yourself. You can use the weapon as normal at the end of your current turn. You may also flip the weapon to an ally or at a foe. If you flip the item to an ally, they may attempt a Dexterity check (Difficulty 10) to catch the item. If you flip the item at an enemy, make an attack roll with a -4 penalty. If you hit, treat the item as a thrown weapon. The damage dealt by this attack is determined by the item you disarmed. A weapon deals its damage rating + your Strength. Other items have their damage ratings determined by their size. Tiny and Small items have a +1 damage rating, while medium and large items have a +2 damage rating. Both types of items have a 20/+3 critical.

FORCE OF PERSONALITY (GENERAL)

PREREQUISITES: INSPIRE ADHERENCE, DIPLOMACY RANK 17

You have the ability to compel others to act as you wish, through the power of persuasion and promises. As a full-round action, make a



Diplomacy check (-10 penalty if used in combat) against the target's Will saving throw.

If your check is successful, you can dictate the target's actions as long as they do not put him in direct, clear danger. This includes any action that would prove harmful to his allies and friends. Otherwise, you exercise almost perfect control over him. This benefit remains in effect until you stop talking.

At that point, the control stays in place for number of rounds equal to one plus your Charisma. You can't give the target new orders at this point, but he carries out the ones you originally gave him. The target does not see your orders as threatening—you've simply talked him into obeying. Later, he simply believes that it seemed like a good idea at the time.

FOUNT OF KNOWLEDGE (GENERAL)

PREREQUISITES: EIDETIC MEMORY

You may make Knowledge skill checks as if you had ranks in them equal to your Intelligence. If your Intelligence is lower than the number of ranks you have in a Knowledge skill, use your Knowledge skill ranks.

For example, if you have an Intelligence score of +5 and 0 to 4 ranks in a Knowledge skill, then if you attempt a skill check, you are considered to have 5 ranks in your Knowledge skills, instead of your actual ranks. As such, you would apply your Intelligence of +5 to your Knowledge check twice, once as the ranks of the skill and once as the key ability.

Alternatively, if you have 5 or more ranks in a Knowledge skill, you would use its ranks, though you would still add your Intelligence as normal to your skill check.

GATHER PARTISANS (GENERAL)

PREREQUISITES: INFLUENCE CROWD, SKILL FOCUS (DIPLOMACY), DIPLOMACY RANK 8

You attract minions to your cause through campaign promises, well-placed flattery, and other methods of inspiring sympathy, passion, and loyalty in others. The level of your minions and how many you can recruit is based on your level and partisan leadership score. Your partisan leadership score is determined by your total bonus to Diplomacy (your ranks + your Charisma + modifiers).

Several factors can affect your partisan leadership score, causing it to vary from the base score:

Leader's Reputation	Modifier
Great renown	+2
Has a base of operations	+2
Fairness and generosity	+1
Special power	+1
Moves around a lot	-1
Caused the death of minions	-1
Failure	-1
Aloofness	-1
Cruelty	-2

1st-level Minions: You can recruit up to twice your partisan leadership score.

2nd-level Minions: You can recruit up to half your partisan leadership score.

3rd-level Minions (9th-level): You can recruit up to one-quarter your partisan leadership score.

4th-level Minions (12th-level): You can recruit up to one-eighth your partisan leadership score.

5th-level Minions (15th-level): You can recruit up to one-sixteenth your partisan leadership score.

6th-level Minions (18th-level): You can recruit up to one-thirty-second your partisan leadership score.

When determining how many minions you can recruit, round down.

Example: A 9th level expert with a Diplomacy bonus of +15 (12 ranks, +3 Charisma, +1 generosity, -1 recent failure) would have a partisan leadership score of 15 and be able to recruit 30 1st-level minions, 7 2nd-level minions, and 3 3rd-level minions, for a total of 40 minions. He does not gain any 4-th level or higher minions, because he does not meet the minimum level requirement to recruit them.

Your minions are completely devoted to you and obey most of your orders immediately and without question. You can't ask a minion to kill himself, such as shoot or stab himself, immolate himself, or do some other obviously harmful act. However, you can order a minion to undertake a highly dangerous course of action (such as break into a political opponent's headquarters or charge into the teeth of an enemy combat unit). You may order your minions to kill other political minions, though you will automatically suffer a -1 to your partisan leadership score.

Minions can be turned into combat units via the Combat Unit template, found on page 170 of the **True20 Bestiary**. However, they respond differently to the damage track than regular combat units. A minion unit ignores any damage that results in a "hurt" condition on the damage track. Individuals in the unit may be injured, but the unit as a whole is unaffected. If a minion unit is wounded (or worse) by a failed Toughness saving throw, it causes the unit to break up immediately. The

number of minion levels lost is determined by the severity of damage. A minion unit that has become "wounded" has lost 10% of its members. A unit that becomes "disabled" has lost 25% of its members. A unit that is marked off as "dying" has 50% of its members, and a unit that is marked off as "dead" has lost 90% of its members. The survivors return to you after 24 hours, but the other minion levels must be regained as per the following rules.

If you lose or dismiss a minion, you may make a Diplomacy check (Difficulty 20 + 5 if you were directly responsible for their death) to regain the lost minions. This Diplomacy check usually takes eight hours, and for every point of success above the Difficulty, you recruit one lost minion level. A Narrator may increase the Difficulty (depending upon the attitudes of those he is trying to recruit), time required to make the check (depending upon creature type), or even disallow the recruiting of minions, depending upon the situation and whereabouts of the character.

When you gain a level, you may either add new minions or increase the level of existing ones up to the maximum allowed level.

GIFTED SKILL (EXPERT)

PREREQUISITES: 1ST-LEVEL ONLY, SKILL FOCUS, TALENTED, SKILL RANK 4.

You are extremely gifted in a particular skill. Choose a skill you have 4 ranks in and that is associated with the Skill Focus and Talented feats. This skill increases its maximum ranks by 2 (character level +5) and automatically gains 2 ranks. In addition, it is easier for you to perform challenges with this skill. Each challenge with this skill imposes either a +4 modifier to a check's Difficulty or a -4 penalty to the check result.

You may take this feat multiple times, but only at 1st-level. Each time you do so, choose a different skill.

GROUP OF STOOGES (GENERAL)

PREREQUISITES: CONTROL STOOGES

You can gain virtually complete control over individuals you have deceived and flattered.

You may have a number of stooges equal to one plus your Charisma. In addition, you only have to change a dupe's beliefs three weeks in a row to change him into a stooge, and you need only spend an hour with each stooge to use the Control Stooge feat.

HAMSTRING (EXPERT)

PREREQUISITES: IMPROVED HINDERING STRIKE, SENSE MOTIVE RANK 11

You know how to wound an opponent in such a way as to restrict his movement.

As a free action, choose a subject and make a Sense Motive check opposed by the subject's Bluff check result or Attack check (d20 + the subject's base attack bonus).

If the check is successful, then if your next sneak attack deals lethal damage against the subject, it causes him to suffer a penalty to movement equal to 5 plus one foot for every point of success (round down to the nearest 5 ft. interval). These penalties last for one minute and stack if a victim suffers multiple hamstrings, though they can't cause the subject's base speed to decrease below 10 feet.

HALTING PRESENCE (GENERAL)

PREREQUISITES: DEMORALIZING PRESENCE, INTIMIDATE RANK 11

Your mere presence can stop your foes in their tracks. When using Demoralizing Presence, opponents who fail their Will saving throw are dazed for one round.

HEMORRHAGING WOUND (EXPERT)**PREREQUISITES:** DEADLY STRIKE, SENSE MOTIVE RANK 17

The wounds you leave continue to damage your opponent. As Bleeding Wound, except the Toughness save on the next round is made against the weapon's base damage plus your sneak attack damage.

HIGH BORN (GENERAL)**PREREQUISITES:** 1ST-LEVEL ONLY

You were born into a prominent family and enjoy certain perks. You gain a +2 bonus on all Bluff and Diplomacy checks when dealing with other celebrities, nobility, and officials. You also start with one of the following benefits.

- *Celebrity:* You gain a +1 bonus to your Reputation bonus.
- *Education:* You gain 2 additional skill ranks. You may apply these ranks in any manner that you wish, although they do not allow any of your skills to exceed the maximum rank for your level.
- *Heirloom:* You gain an item with a cost between 15 and 20, without having to make a Wealth check.
- *Stipend:* You gain a +2 bonus to your Wealth bonus.

HINDERING STRIKE (EXPERT)**PREREQUISITES:** ASSESSMENT, CRIPPLING STRIKE

You know how to damage an opponent in such a way as to hamper his ability to defend himself or attack others.

As a move action, choose a subject and make a Sense Motive check opposed by the subject's Bluff check result or Attack check (d20 + the subject's base attack bonus).

If the check is successful, then if your next sneak attack deals lethal damage against the subject, it causes him to suffer a penalty to attacks and Defense equal to one plus one for every five points of success. These penalties last for one minute and stack if a victim suffers multiple hindering strikes (maximum -5).

IMMOBILIZE OPPONENT (EXPERT)**PREREQUISITES:** DEBILITATING STRIKE, SENSE MOTIVE RANK 17

Your attacks can leave your enemies completely immobile and vulnerable to attacks.

As a free action, choose a subject and make a Sense Motive check opposed by the subject's Bluff check result or Attack check (d20 + the subject's base attack bonus).

If the check is successful, then if your next sneak attack deals lethal damage against the subject, it causes him to become immobilized. He can't move, though he can still act and defend himself. He also suffers a -4 penalty to Defense and loses his dodge bonus against attacks for a number of rounds equal to one plus your Wisdom.

IMPROVED ACROBATIC MOBILITY (EXPERT)**PREREQUISITES:** MOBILE DEFENSE, ACROBATICS RANK 11

You are even more effective at using your movement to confound your enemies' attacks. As Acrobatic Mobility, except you make an Acrobatics check opposed by all opponents within 10 feet of you during your move action. You gain the dodge bonus against any opponents who fail to succeed against your check.

IMPROVED ASSESSMENT (GENERAL)**PREREQUISITES:** ASSESSMENT

You have the ability to size up your opponent's combat capabilities with a glance. You can use the Assessment feat as a free action once per round.

If used in conjunction with the Precise Strike or Hindering Strike feats, or any of the feats that have them as prerequisites, you may only apply this assessment to one feat at a time.

IMPROVED DEFLECT ARROWS (EXPERT)**PREREQUISITES:** DEFLECT ARROWS

You are even more efficient at deflecting ranged attacks. You can use your Deflect Arrows feat a number of times per round equal to one + your Dexterity score.

IMPROVED FEINT (GENERAL)**PREREQUISITES:** CHALLENGE (FAST FEINT), BLUFF RANK 4

You are practiced at using your skills of deception in combat. You receive a +4 bonus on Bluff checks made to feint in melee combat.

IMPROVED HINDERING STRIKE (EXPERT)**PREREQUISITES:** HINDERING STRIKE, IMPROVED ASSESSMENT, SENSE MOTIVE RANK 8

As Hindering Strike, except if your next sneak attack deals lethal damage against the subject, it causes him to suffer a penalty to attacks and Defense equal to 2 plus 2 for every five points of success. These penalties last for one minute and stack if a victim suffers multiple hindering strikes (maximum -10).

IMPROVED MOBILE ASSAULT (EXPERT)**PREREQUISITES:** IMPROVED ACROBATIC MOBILITY, ACROBATICS RANK 14

Your superior ability to maneuver around your opponents creates gapping holes in their defenses. As Mobile Assault, except you also gain a bonus to damage against the subject equal to half the number of 5-foot squares you moved through before you attacked.

IMPROVED MOBILE DEFENSE (EXPERT)**PREREQUISITES:** IMPROVED MOBILE ASSAULT, ACROBATICS RANK 17

You can use your movements to avoid attacks. As Mobile Defense, except you gain a bonus to your Toughness saves against the subject equal to half the number of 5-foot squares you moved through after you attacked.

IMPROVED PRECISE STRIKE (EXPERT)**PREREQUISITES:** PRECISE STRIKE, IMPROVED ASSESSMENT, SENSE MOTIVE RANK 8

You can study an opponent to find a fatal flaw in his defenses.

As Precise Strike, except you make the Sense Motive check as a free action and reduce the subject's total bonus to Toughness by two points plus two additional points for every five points of success.

IMPROVED SUPERNATURAL DEFLECTION (EXPERT)**PREREQUISITES:** SUPERNATURAL DEFLECTION, 18TH LEVEL

You are even more effective at deflecting supernatural ranged attacks. When using the Deflect Arrows feat, you may deflect (but not redirect) supernatural attacks from adepts or creatures of a level equal to or less than your expert level.

IMPROVED SUPERNATURAL REDIRECTION (EXPERT)**PREREQUISITES:** SUPERNATURAL REDIRECTION, 20TH LEVEL

You can redirect supernatural ranged attacks against you with even greater proficiency. When using the Deflect Arrows feat, you may redirect a supernatural attack towards an opponent within the power's range (including the distance it traveled to reach you). The attacker makes an attack roll against the new target with a -2 penalty. If there are no other targets in range, you can't redirect the attack; it simply misses.

IMPROVED TAUNT (GENERAL)**PREREQUISITES:** TAUNT

Your taunts can be devastating to your opponent's confidence. You gain a +4 bonus to your Bluff checks to taunt others. In addition, you can take the following challenges while taunting.

Power Taunt: In return for a -5 penalty to your Bluff check, you can increase the penalty you inflict for taunting a subject by -1 or increase the duration of the taunt by one round. You can take this challenge multiple times.

Mass Taunt: You can attempt to taunt more than one subject at a time. You suffer a -2 penalty to your check per opponent beyond the first.

INCITE CROWD (GENERAL)**PREREQUISITES:** GATHER PARTISANS, DIPLOMACY RANK 11

You can incite the emotions of large groups of people with a few impassioned words. As the Influence Crowd feat, except you can choose to incite them with despair, hope, or rage instead of calm, fear, hatred, or motivation.

Despair: The crowd becomes despondent. As a weight of negative emotion floods them, the crowd suffers a -2 penalty on saving throws, attack rolls, checks, and damage. Despair dispels the effects of hope.

Hope: The crowd is filled with hope. The crowd gains a +2 bonus on saving throws, attack rolls, checks, and damage. Hope dispels the effects of despair.

Rage: The crowd is enraged against a particular foe. The crowd gains the effects of the Rage feat. They are compelled to fight against a particular foe, heedless of danger. Rage does not stack with the Rage feat or with itself. Rage dispels the effects of fear.

Anyone in the target group with a level that exceeds one-third of your level is immune to this effect.

INFLUENCE CROWD (GENERAL)**PREREQUISITES:** CHALLENGE (FAST DIPLOMACY), SILVER-TONGUED

You can influence large groups of people with your rhetorical skills. You might motivate others or incite them with fear, anger, or calm. You may make a Diplomacy check as a full-round action, provided that the crowd is not hostile to you. The Difficulty of this check equals the number of people in the crowd divided by 5. You suffer a -10 penalty if this feat is used in combat. On a success, you alter the group's attitude toward you by one category. If the members of the group become helpful, you can coax them into one of the states described below.

Anger: The crowd grows ugly. They may attack a single person or group of your choice, though they stop attacking if the target slays or drops more than 10 percent of the crowd.

In this case, the crowd reacts according to the fear response. Otherwise, they riot and smash windows, loot, start fires, and otherwise spread destruction. Once a crowd is angry, you can only attempt to calm it.

Calm: The crowd peacefully disperses. Once calmed, all Diplomacy attempts to incite it to further action face a +10 modifier to the Difficulty.

Fear: The crowd panics and flees. It is now impossible to use Diplomacy to change the crowd's attitude unless escape is impossible. In that case, the people in the crowd try to find cover and hide. Otherwise, the crowd disperses.

Motivation: The crowd takes a course of action of your choice. You could motivate the group to help repair a leaky dam, douse a fire, man the walls against attackers, and so forth. The crowd takes any action you request, provided that it is not obviously suicidal.

Anyone in the target group with a level that exceeds one-third of your level is immune to this effect.

INSPIRE (EXPERT)

The following is a new effect for the Inspire feat.

Command: You can grant an ally a morale bonus equal to your Charisma bonus. This bonus applies to one single attack or skill check of your choice. When you activate this ability, you must choose a number of subjects equal to half your expert level. Until your next turn, you can opt to grant the bonus to a single d20 roll of one of the subject's attempts. You must choose to apply the bonus before the roll.

INSPIRE ADHERENCE (GENERAL)**PREREQUISITES:** SOLIDIFY DEVOTION, DIPLOMACY RANK 14

You exercise increasing control on a particular devotee over whom you have slowly gained a powerful social and emotional hold. After one week of successfully influencing a devotee via the Inspire Devotion feat, you may make a Diplomacy check with a -5 penalty. This check is opposed by your devotee's Will saving throw. A success causes your target to develop a single attitude that violates his normal beliefs and goals. For example, you could turn a king against one of his trusted advisors.

This belief lasts one week, though its consequences could linger far longer. It may last longer if you make an additional Diplomacy check against the target's Will saving throw for each additional week you want him to hold the attitude. You must be present with the target to extend the duration, and can do so only within two days of the end of this effect's duration.

If you manage this for four weeks in a row, the idea you implanted becomes permanent, and you can try to introduce another. In addition, the devotee is now considered your adherent. You can not have more than one adherent at any given time.

Others can attempt to break your control once per week with an opposed Bluff or Diplomacy check.

INSPIRE CHANGE (GENERAL)**PREREQUISITES:** BONDS OF FELLOWSHIP, DIPLOMACY RANK 20

You exercise increasing control on a fellowship over whom you have slowly gained a powerful social and emotional hold. After one hour of successfully influencing a fellowship via the Persuade Group feat, you may make a Diplomacy check (Difficulty 20 + group's average level + group's average Wisdom). A success causes the fellowship to develop a single attitude that violates their normal beliefs and goals. For example, you could turn a tribe's elders against its chieftain.

This belief lasts one week, though its consequences could linger far longer. It may last longer if you make an additional Diplomacy check against the target's Will saving throw for each additional week you want him to hold the attitude. You must be present with the target to extend the duration, and can do so only within two days of the end of this effect's duration.

If you manage this for four weeks in a row, the idea you implanted becomes permanent, and you can try to introduce another. In addition, the fellowship is now considered a cadre.

Others can attempt to break your control once per week with an opposed Bluff or Diplomacy check. You can't have more than one cadre at any given time.

Anyone in the target group with a level that exceeds half your level proves immune to this effect and does not have to go along with the group.

INSPIRE DEVOTION (GENERAL)

PREREQUISITES: SILVER-TONGUED, SKILL FOCUS (DIPLOMACY)

You can sway individuals to do your will through persuasive arguments and emotional appeals. After two weeks of successfully influencing a target via the Silver-Tongued feat, you may dictate a basic course of action or an attitude toward a subject or person. This attitude persists for a number of weeks equal to one + your Charisma. It may last longer if you make an additional Diplomacy check against the target for each additional week you want him to hold the attitude. You must be present with the target to extend the duration, and can do so only within two days of the end of this effect's duration.

You can't impart suicidal, obviously ruinous, or foolish attitudes to your target. The idea must be reasonable given his position, attitude, and goals.

A person you control in this way is considered a devotee. You may have a number of devotees equal to one + your Charisma.

INSPIRE FELLOWSHIP (GENERAL)

PREREQUISITES: PERSUADE GROUP, DIPLOMACY RANK 11

You can sway groups to do your will through persuasive arguments and emotional appeals. After one week of successfully influencing a target group via the Persuade Group feat, you may dictate a basic course of action or an attitude toward a subject or person. This attitude persists for a number of weeks equal to one + your Charisma. It may last longer if you make an additional Diplomacy check against the target group for each additional week you want them to hold the attitude. You must be present with the target group to extend the duration, and can do so only within two days of the end of this effect's duration.

You can't impart suicidal, obviously ruinous, or foolish attitudes to your target group. The idea must be reasonable given their position, attitude, and goals.

A group you control in this way is considered a fellowship. You may have a number of fellowships equal to one + your Charisma.

Anyone in the target group with a level that exceeds half your level proves immune to this effect and does not have to go along with the group.

INTUITION (EXPERT)

PREREQUISITES: AWARENESS, SKILL MASTERY (NOTICE, SEARCH, SPOT, AND SURVIVAL)

You have a sixth sense when it comes to noticing things are amiss. Whenever you sense something is amiss via the Awareness feat, you may immediately make the appropriate skill check with a +2 bonus.

KNOW TENDENCIES (EXPERT)

PREREQUISITES: ASSESS TRACKS, MASTER PLAN, SURVIVAL RANK 8

Your knowledge of a creature's movement tendencies gives you an edge in combat against it. When making a master plan against a creature you are tracking, you can make a Survival check instead. If successful, you and your allies not only gain a bonus to skill checks and attack rolls, but also a dodge bonus to Defense against the creature, depending on the result of your check: +1 for a roll of 10–14, +2 for 15–24, +3 for 25–34, and +4 for 35 or higher. You choose when during the encounter to use your master plan. The bonus lasts for 3 rounds, and then begins decreasing at a rate of one per round until it is gone. You can only use this feat after you have successfully assessed a creature's tracks.

LEGACY (GENERAL)

You have been given an heirloom or legacy with great value to your family or an organization to which you belong. You gain a particular property, structure, or item with a Wealth cost of 35 or less. If you ever lose or sell this item, you suffer a –4 penalty to interaction skills involving your family or organization until it is found, repurchased, or replaced.

MAIMING STRIKE (EXPERT)

PREREQUISITES: PARALYZE OPPONENT

Your sneak attacks permanently cripple your opponent's abilities. As Debilitating Strike, except if your next sneak attack deals lethal damage against the subject, it causes one point of Strength, Dexterity, and/or Constitution drain.

Drained ability scores can't be restored with normal healing. Narrators may allow ability drain to be restored with supernatural powers.

In addition, the ability damage from Maiming Strike is doubled on a successful critical hit.

MANIPULATIVE (GENERAL)

PREREQUISITES: CHALLENGE (DURABLE LIE), BLUFF RANK 4

You can craft lies so compelling and plausible that others have trouble discerning the truth behind them. If you succeed in a Bluff check against a single target to either create a diversion or have a target take a particular action, the target continues to act as you wish for a number of rounds equal to 2 + your Charisma. If the target finds compelling evidence to contradict your story, you can attempt another Bluff check as a standard action to prevent him from believing it. This feat does not work in combat situations.

MASS SUGGESTION (HANDLE ANIMAL) (EXPERT)

PREREQUISITES: SUGGESTION (HANDLE ANIMAL)

This feat works exactly like the Mass Suggestion feat, but it allows you to use the Handle Animal skill to make the mass suggestion to natural creatures that you have the appropriate Empathy feat with.

MASTER HAGGLER (GENERAL)

You have a knack at haggling prices. You gain a +5 bonus to Bluff or Sense Motive checks when attempting to haggle the purchase price of an item.

MASTER OF ALIASES (EXPERT)

PREREQUISITES: CHALLENGE (ACCELERATED ALIAS); BLUFF AND DISGUISE RANK 4

You are adept at creating and protecting your aliases. You gain a +5 bonus to your Bluff checks when creating your aliases. In addition, you gain a +2 bonus to your Bluff and Disguise checks when protecting your identity.

MATERIALS EXPERT (EXPERT)

You have a keen eye for spotting flaws in objects.

When you damage an inanimate object, you inflict one and a half times your Strength bonus in damage with a one-handed weapon, or twice your Strength bonus in damage with a two-handed one.

MENACING DEMEANOR (GENERAL)

PREREQUISITES: CHARISMA +1, CHALLENGE (FAST DEMORALIZING), INTIMIDATE RANK 4

You can assume a menacing demeanor that causes your enemy's attacks to miss their mark. At the start of an encounter, you may use a move

action to adopt a Menacing Demeanor. Doing so adds your Charisma to your Parry bonus to Defense. You do not gain this bonus against creatures that are immune to fear. The bonus stops at the end of the encounter.

MENACING PRESENCE (GENERAL)

PREREQUISITES: MENACING Demeanor, Skill Focus (Intimidate)

Your mere presence is enough to keep your enemies from striking true. You may activate the benefits of the Menacing Demeanor feat as a free action at the start of an encounter, instead of as a move action.

MERCHANT'S EYE (GENERAL)

You have an almost uncanny ability to spot valuable items and deals. You gain a +2 bonus to Craft and Knowledge checks to appraise objects. In addition, you gain a +2 bonus to Bluff and Sense Motive checks to haggle the purchase difficulty of an item.

MOBILE ASSAULT (EXPERT)

PREREQUISITES: ACROBATIC MOBILITY, MOVE-BY ACTION

Your mobility in combat creates openings in your opponent's defenses. When using Move-by Action to attack, make an Acrobatics check opposed by a particular subject's Sense Motive or Attack check (d20 + the subject's base attack bonus). If successful, you gain an attack bonus equal to the number of 5-foot squares you moved through before you attacked.

The number of squares you are considered to have moved through is determined in the same manner as Acrobatic Mobility.

MOBILE DEFENSE (EXPERT)

PREREQUISITES: DODGE, MOBILE ASSAULT, ACROBATICS RANK 8

You are adept at using your movements to avoid attacks. When using Move-by Action to attack, make an Acrobatics check opposed by a particular subject's Sense Motive or Attack check (d20 + the subject's base attack bonus). If successful, you gain a dodge bonus equal to the number of 5-foot squares you moved through after you attacked. This bonus lasts until the start of your next action.

The number of squares you are considered to have moved through is determined in the same manner as Acrobatic Mobility.

You can't use this feat if you are wearing heavy armor or carrying enough equipment to reduce your speed.

When using Move-by Action, you make one Acrobatics check and apply the result to both the Mobile Assault and Mobile Defense feats.

NATURAL REACTION (EXPERT)

PREREQUISITES: IMPROVED INITIATIVE, CALM NATURE, HANDLE ANIMAL RANK 8

You have the uncanny ability to react first when interactions with animal intelligence creatures break down. Make a Handle Animal check (Difficulty 20), prior to the start of combat. If successful, you gain a free readied action that allows you to make either a standard or move action if one of the creatures decides to start hostilities. You get to act before any initiative checks are made, in effect, giving you the benefit of surprise.

If more than one character uses this feat, they roll for initiative normally and act in order of their initiative result.

A surprise round, if applicable, follows this "readied" round, and all the characters who are aware of the situation, including you, roll initiative and act accordingly. After this round, all the other characters involved in the combat roll initiative.

Characters with the Quick Reaction feat can't go before characters with the Natural Reaction feat, since the readied action is triggered before hostilities begin.

This feat does not apply to encounters with creatures with intelligence of -3 or higher.

NATURE SENSE (EXPERT)

PREREQUISITES: AWARENESS, (ANIMAL, PLANT OR VERMIN) EMPATHY, SURVIVAL RANK 4

You have an innate connection to nature that allows you to survive its more dangerous aspects. You gain a +1 bonus on Reflex saves made to avoid natural hazards and a +1 dodge bonus to Defense against attacks made by natural creatures (animals, plants, or vermin) for which you have empathy. Increase your bonuses from Nature Sense by +1 for every three expert levels you have (+2 at levels 4-6, +3 at levels 7-9, etc.).

NONDESCRIPT (GENERAL)

You are utterly ordinary in every way, lacking any defining characteristics that would make you easy to pick out in a social situation.

During any non-combat situation, you can make a Stealth check at a -5 penalty to fade into the background, even without a distraction (essentially, non-combat situations are considered distractions for the purposes of this feat). Make a Stealth check, while everyone present attempts a Notice check to oppose it. Those who succeed note your presence and act accordingly.

Those who fail simply do not notice you. They are too absorbed in other things. Unless you take some noteworthy action or someone seeks you out, those nearby fail to note your presence unless they must physically interact with you. Should you move within 5 feet of someone, your presence immediately becomes apparent, unless you remain physically hidden or out of sight.

Otherwise, people in the area act as if you are not there. They might speak freely about secret topics or fail to notice as you draw a dagger and move to attack. Anyone in the area who specifically wants privacy may make a Notice check each round to notice you as a free action. For each consecutive round a character attempts the check, he gains a cumulative +2 bonus. On the first round, the bonus is +0; on the second round, it is +2; third round, +4; and so forth. You do not gain the benefits of this trait if anyone actively seeks you out or is on watch for intruders. For example, you could not use this ability to walk past a pair of guards. You could use it to blend into a crowd at a tavern and spy on someone, however.

PARALYZE OPPONENT (EXPERT)

PREREQUISITES: IMMOBILIZE OPPONENT, SENSE MOTIVE RANK 20

Your attacks can leave your enemies temporarily paralyzed. As Immobilize Opponent, except if your next sneak attack deals lethal damage against the subject, it causes him to become paralyzed. The subject stands rigid and helpless, unable to move or act physically. Strength and Dexterity are debilitated, but the character may take purely mental actions. A paralyzed character's Defense score is 5, the same as an inanimate object. This effect lasts for a number of rounds equal to one plus your Wisdom.

PARALYZING PRESENCE (GENERAL)

PREREQUISITES: COMPELLING PRESENCE

Your mere presence can strike fear into your enemies. When using Demoralizing Presence, opponents who fail their Will saving throw are paralyzed for one round and panicked for a number of rounds equal to twice your Charisma modifier and must flee from you as quickly as possible. If unable to flee, your opponents are dazed instead.

PARTISAN CONVICTION (GENERAL)**PREREQUISITES:** CONTROL MOB, DIPLOMACY RANK 20

You gain the ability to inspire your minions to great feats. You gain a pool of partisan Conviction points equal to 3 + your Charisma. These partisan Conviction points can only be spent to augment or aid partisans who can see and hear you. You may spend only one partisan Conviction point per round on any given benefit, but you may otherwise spend as many points as you have available. You can spend partisan Conviction for any of the normal Conviction benefits.

You regain one point of partisan Conviction each day. This happens at the same time as your normal Conviction is regained.

PEACEMAKER (GENERAL)

You have the ability to turn enemies into friends. You gain a +5 bonus to Diplomacy checks to improve the attitude of Narrator characters whose starting attitude is indifferent or worse.

PERSUADE GROUP (GENERAL)**PREREQUISITES:** CAMPAIGNER, CHALLENGE (FAST DIPLOMACY), DIPLOMACY RANK 8

You can sway groups of people to do your will through persuasive arguments and emotional appeals. After spending an hour with the target group you wish to influence, you may make a Diplomacy check (Difficulty 10 + group's average level + group's average Wisdom). If you improve the target group's attitude to friendly or helpful, then your next Diplomacy check involving the group gains a +5 bonus.

In addition, you may ask a favor or action of the target group. The scope of the favor depends upon how long you have successfully influenced them without their attitude dropping a category or asking for a favor.

- *Hour:* You may ask for a minor favor or action that requires some effort on the target group's part but does not go against their nature, interests, or goals. For example, you may ask a group to give you shelter and food.
- *Four days:* You may ask for a favor or action that demands intense focus, work, and resources, but one that does not violate their nature, interests, or goals. For example, you may ask a merchant guild to fund an expedition to an unexplored land in hopes of finding trade goods.
- *One week:* You may ask for a minor favor or action that works against the target group's ideals, interests, or goals. For example, you may ask a town council to release someone who has committed a minor crime.
- *Two weeks:* You may ask for an important and critical decision or favor that directly opposes the target group's morals, goals, or ideals. For example, you may convince a council of war not to attack an area of obvious strategic or tactical value.

In addition, if the target's attitude toward you would worsen for any reason, you can immediately make a Diplomacy check against their Will saving throw to keep it from dropping (and resetting the time needed for favors and influencing their attitudes). You do not have to be present to make this check, though the Narrator makes the check for you in secret. For example, you can designate a standing effort to keep the target group's attitude towards you as friendly. In this case, you work to buffer your influence with them through promises and flattery. Otherwise, you must be able to see and speak with the target group to improve their attitude.

You may only use the Persuade Group feat against a particular group once per day. However, you may attempt to influence any number of target groups per day as long as you spend time with each one.

Someone attempting to counter you must make an opposed Diplomacy check against you to succeed. For example, say you convince a merchant's

guild to fund an expedition to an unexplored land in hopes of finding trade goods. A competitor opposes your plans. To succeed, he must make a Diplomacy check opposed by one from you.

Anyone in the target group with a level that exceeds half your level proves immune to this effect and does not have to go along with the group.

PLANT EMPATHY (GENERAL)

You have a special connection with plants. You can use the Survival skill like Diplomacy to change the attitude of a plant by interacting with it. Unlike a normal use of Diplomacy, you do not have to speak a language the plant understands, and Plant Empathy affects creatures with Intelligence -4 or less normally as well as non-intelligent plants. You can also use the Bluff and Gather Information skills normally on plants. You don't actually need to speak to the plants; you communicate your intent through gestures and body language and learn things by studying plant behavior. In the case of trees, grass, and other inanimate plants, you may make Survival checks in order to determine things that have directly affected them, but may not use the Bluff or Gather Information skills on them.

PRECISE STRIKE (EXPERT)**PREREQUISITES:** ASSESSMENT, SKILL FOCUS (SENSE MOTIVE), SNEAK ATTACK (+2), SENSE MOTIVE RANK 4

You can spot vulnerable areas in your opponent's defenses.

As a move action, choose a subject and make a Sense Motive check opposed by the subject's Bluff check or Attack check (d20 + the subject's base attack bonus) result.

If successful, reduce the subject's total bonus to Toughness by one plus one additional point for every five points of success.

This benefit only applies to your next sneak attack against the subject during this encounter.

PRECISE SUNDER (GENERAL)**PREREQUISITES:** ACCURATE ATTACK, SUPERIOR SUNDER

When attempting to sunder an item, you can cleave through large objects with relative ease, due to your expertise in spotting flaws and precise attacks. Treat objects as if they are one size category smaller for the purposes of your sunder attacks.

QUICK REACTION (EXPERT)**PREREQUISITES:** AMBUSH SENSE, IMPROVED INITIATIVE

Your reaction time is so quick that you can turn the tables on your ambushers. If you are aware during a surprise round, you can spend a Conviction point to act before any initiative checks are made.

If more than one character uses this feat, they roll for initiative normally and act in order of their initiative result.

A surprise round, if applicable, follows this "quick reaction" round, and all the characters who are aware of the situation, including you, roll initiative and act accordingly. After this round, all the other characters involved in the combat roll initiative.

REACT FIRST (EXPERT)**PREREQUISITES:** CALM DOWN, IMPROVED INITIATIVE, SENSE MOTIVE RANK 8

You have the uncanny ability to react first when social situations (conversations, negotiations, parties, etc.) break down. Make a Sense Motive check (Difficulty 20 or the aggressor's Bluff check, whichever is higher) prior to the start of combat. If successful, you gain a free readied action that allows you to make either a standard or move action if anyone in the social situation decides to start hostilities. You

get to act before any initiative checks are made, in effect, giving you the benefit of surprise.

If more than one character uses this feat, they roll for initiative normally and act in order of their initiative result.

A surprise round, if applicable, follows this “readied” round, and all the characters who are aware of the situation, including you, roll initiative and act accordingly. After this round, all the other characters involved in the combat roll initiative.

Characters with the Quick Reaction feat can’t go before characters with the React First feat, since the readied action is triggered before hostilities begin.

This feat does not apply to encounters with creatures of animal intelligence (–4 or less).

REDIRECT ARROWS (EXPERT)

PREREQUISITES: IMPROVED DEFLECT ARROWS, SNATCH ARROWS, 6TH LEVEL

When using the Deflect Arrows feat, you may redirect arrows and similar ranged weapons (such as thrown objects) towards one opponent within the first range increment of the ranged attack. The attacker makes an attack roll against the new target with a –2 penalty. If there are no other targets in range, you can’t redirect the attack; it simply misses.

REFLECTIVE (GENERAL)

You have the ability to gain insight into lingering questions, by remembering key details at a later time. Should you fail a Knowledge or Sense Motive check, you can try again after eight hours of rest with a +2 bonus.

SCROUNGER (GENERAL)

You can make Survival checks in the city with a +2 bonus, even if you lack any ranks in that skill. You can use Survival to track down any specific dealers and informants. When searching for a specific item, you can make a Survival or Knowledge (streetwise) check (Difficulty equal to the Wealth cost of the item you seek) to uncover a dealer who offers it.

SILVER-TONGUED (GENERAL)

PREREQUISITES: SECOND CHANCE (DIPLOMACY), DIPLOMACY RANK 4

You have an innate understanding of how to persuade others to your will.

After spending an hour with the target you wish to influence, you may make a Diplomacy check opposed by the target’s Will save. The target of this feat gains a +2 bonus to his Will saving throw for each level he exceeds yours.

If you improve the target’s attitude to friendly or helpful, your next Diplomacy check gains a +5 bonus.

In addition, you may ask a favor or action of the target. The scope of the favor depends upon how long you have successfully influenced them without their attitude dropping a category or asking for a favor.

- *One hour:* You may ask for a minor favor or action that requires some effort on the target’s part but does not go against his nature, interests, or goals. For example, you may ask a person to give you shelter and food.
- *Four days:* You may ask for a favor or action that demands intense focus, work, and resources, but one that does not violate the target’s nature, interests, or goals. For example, you may ask a merchant to fund an expedition to an unexplored land in hopes of finding trade goods.
- *One week:* You may ask for a minor favor or action that works against the target’s ideals, interests, or goals. For example, you may ask a ruler to release someone who has committed a minor crime.

- *Two weeks:* You may ask for an important and critical decision or favor that directly opposes the target’s morals, goals, or ideals. For example, you can convince a commander not to attack an area of obvious strategic or tactical value.

In addition, if the target’s attitude toward you would worsen for any reason, you can immediately make a Diplomacy check against his Will saving throw to keep it from dropping (and resetting the time needed for favors and influencing their attitudes). You do not have to be present to make this check, though the Narrator makes the check for you in secret. For example, you can designate a standing effort to keep the target’s attitude towards you as friendly. In this case, you work to buffer your influence with the target through promises and flattery. Otherwise, you must be able to see and speak with the target to improve his attitude.

You may only use the Silver-Tongued feat against a particular target once per day. However, you may attempt to influence any number of targets per day as long as you spend an hour with each one.

Someone attempting to counter you must make an opposed Diplomacy check against you to succeed. For example, say you convince a merchant to fund an expedition to an unexplored land in hopes of finding trade goods. His partner opposes your plans. To succeed, he must make a Diplomacy check opposed by one from you.

SOLIDIFY DEVOTION (GENERAL)

PREREQUISITES: EXPEDIENT RELATIONSHIP, DIPLOMACY RANK 11

Your influence over your devotees is nearly impossible to overcome. You gain a +4 bonus to your Diplomacy checks regarding devotees. Whenever you spend a Conviction point to re-roll a die roll directly concerning the attitude of a devotee, the roll is treated as a 20 (but not a natural 20).

STARTLING PRESENCE (GENERAL)

PREREQUISITES: HALTING PRESENCE, INTIMIDATE RANK 14

Your mere presence can strike fear into your enemies. When using Demoralizing Presence, opponents who fail their Will saving throw are stunned for one round and frightened for a number of rounds equal to twice your Charisma modifier and must flee from you as quickly as possible. If unable to flee, your opponents are shaken, instead.

SUGGESTION (HANDLE ANIMAL) (EXPERT)

PREREQUISITES: FASCINATE (HANDLE ANIMAL)

You have the ability to suggest courses of action to certain types of natural creatures. This feat works exactly like the Suggestion feat, but allows you to use the Handle Animal skill to make a suggestion to a single natural creature with which you have the appropriate Empathy feat.

SUNDER ARMOR (GENERAL)

PREREQUISITES: SUPERIOR SUNDER

You can attempt to destroy an opponent’s armor by smashing its plates, severing straps, and cutting apart leather padding. Make a sunder attempt as normal.

If you cause a wound to an opponent’s armor, apply a –1 penalty to the Toughness bonus it grants the wearer.

You can inflict this penalty again on your next attack, and the penalties stack. To remove this penalty, the opponent must succeed at a relevant Craft check (Difficulty 5 + 5 for each wound). A Difficulty of 10 to 15 requires no more than a few minutes to accomplish. More complex repair work of 20 or higher can require an hour or more to complete. The repairs have a cost 5 lower than making the item (negligible for simple items).

SUPERIOR DISARM (GENERAL)

PREREQUISITES: ACCURATE ATTACK, IMPROVED DISARM, 6TH LEVEL

You know how to disarm your opponents in such a way as to also strike at their vulnerable points. You gain an additional +2 bonus when attempting to disarm an opponent.

If you disarm an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the disarm attempt.

SUPERIOR SUNDER (GENERAL)

PREREQUISITES: ALL-OUT ATTACK, IMPROVED SUNDER, 6TH LEVEL

You can cleave through an opponent's item and into him. If you sunder an opponent's weapon, shield, or other device in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the sunder attempt.

SUPERIOR TRIP (GENERAL)

PREREQUISITES: ACCURATE ATTACK, IMPROVED TRIP, 6TH LEVEL

You have the ability to trip and attack your opponent in one swift motion. You gain an additional +2 bonus when attempting to trip an opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

SUPERNATURAL DEFLECTION (EXPERT)

PREREQUISITES: ARMED DEFLECTION, 12TH LEVEL

You can deflect supernatural ranged attacks with supernatural weapons or shields. You must be wielding a supernatural weapon or shield to use this feat. You may deflect supernatural ranged attacks, such as energy beams, that target you. This ability does not work against area attacks. You may only deflect supernatural attacks from adepts or creatures of a level equal to or less than half your expert level.

SUPERNATURAL REDIRECTION (EXPERT)

PREREQUISITES: SUPERNATURAL DEFLECTION OR UNARMED SUPERNATURAL DEFLECTION, 15TH LEVEL

You can redirect supernatural ranged attacks against your enemies. When using the Deflect Arrows feat, you may redirect the attack towards an adjacent opponent. The attacker makes an attack roll against the new target, with a -2 penalty. If there are no other targets in range, you can't redirect the attack; it simply misses.

SWIFT FEINT (GENERAL)

PREREQUISITES: UNBALANCING FEINT, BLUFF RANK 17

You can put your foes off balance with a flick of your wrist, a twirl of your weapon, or a misleading lunge. You can feint as a free action once per round, without penalty.

TERRIBLE SUNDER (GENERAL)

PREREQUISITES: PRECISE SUNDER

When you try to sunder a weapon, you strike a spot you recognize as particularly brittle, weak, or perhaps already damaged. You gain double your Strength to damage against objects.

TERRIFYING PRESENCE (GENERAL)

PREREQUISITES: STARTLING PRESENCE, INTIMIDATE RANK 17

Your mere presence can cause panic among your enemies. When using Demoralizing Presence, opponents who fail their Will saving throw



are stunned for one round and panicked for a number of rounds equal to twice your Charisma modifier and must flee from you as quickly as possible. If unable to flee, your opponents are dazed instead.

TRANSFIXING FEINT (GENERAL)

PREREQUISITES: CONFUSING FEINT

Your feints can transfix your opponents in place, allowing you and your allies to take advantage of their moment of indecision. If you successfully feint an opponent and want to transfix him, he must make a Will save (Difficulty 10 + half your level + your Wisdom + the number of successful feints you have made against the opponent during this encounter) or become transfixed in place for one round. Your opponent is considered helpless. Melee attacks against your opponent are at a +4 bonus on the attack roll (equivalent to attacking a prone target), and his Defense score is 5, the same as an inanimate object.

TRAP EVASION (EXPERT)

PREREQUISITES: BYPASS TRAP, IMPROVED EVASION, SEARCH RANK 8

Your reaction to triggered traps is quicker than the eye. After triggering a trap, make a Search check (Difficulty equal to the trap's Disable Device check). If successful, you become aware that the trap is about to be triggered and may immediately take a 5-foot step in any direction before its effects are determined. If you are in an area the trap can't affect, nothing happens to you. If the trap has an area of effect, make a save as normal.

TRAP SENSE (EXPERT)

PREREQUISITES: AWARENESS, SEARCH RANK 4

You have a knack for avoiding the effects of the traps you come across. You gain a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Defense against attacks made by traps. Increase your bonuses from Trap Sense by +1 for every three expert levels you have (+2 at levels 4–6, +3 at levels 7–9, etc.).

TWO-WEAPON DISARM (GENERAL)

PREREQUISITES: SUPERIOR DISARM, TWO-WEAPON FIGHTING

You are adept at using your two-weapon fighting style to disarm and attack your enemies. If you successfully disarm an opponent, you may immediately attack with both your primary and secondary weapons. Alternatively, if you hit with both your primary and off hand attacks, you may make an immediate disarm attempt. If you are successful, you do not get an additional attack from Superior Disarm.

TWO-WEAPON SUNDER (GENERAL)

PREREQUISITES: SUPERIOR SUNDER, TWO-WEAPON FIGHTING

You are adept at using your two-weapon fighting style to attack your opponent and sunder his items. If you successfully sunder an opponent's weapon or item, you may immediately attack with both your primary and secondary weapons. Alternatively, if you hit with both your primary and off hand attacks, you may make an immediate sunder attempt. If you are successful, you do not get an additional attack from Superior Sunder.

TWO-WEAPON TRIP (GENERAL)

PREREQUISITES: SUPERIOR TRIP, TWO-WEAPON FIGHTING

You are adept at using your two-weapon fighting style to attack and trip your opponent. If you successfully trip an opponent, you may immediately attack with both your primary and secondary weapons. Alternatively, if you hit with both your primary and off hand attacks, you may make an immediate trip attempt. If you are successful, you do not get an additional attack from Superior Trip.

UNARMED DEFLECTION (EXPERT)

PREREQUISITES: IMPROVED DEFLECT ARROWS, LIGHTNING REFLEXES, 3RD LEVEL

You can deflect extraordinary ranged attacks with your bare hands. You may use the Deflect Arrows feat to deflect extraordinary physical ranged attacks, such as bullets, and hurled objects, such as boulders, with your bare hands. You may only deflect extraordinary attacks with damage equal to or less than half your expert level.

UNARMED REDIRECTION (EXPERT)

PREREQUISITES: UNARMED DEFLECTION, REDIRECT ARROWS, 9TH LEVEL

You can redirect extraordinary ranged attacks with your bare hands. When using the Deflect Arrows feat, you may redirect the attack towards one opponent within the first range increment of the ranged attack. If it is an extraordinary ranged attack based on a trait you do not have, you may only redirect the attack towards an adjacent opponent. The attacker makes an attack roll against the new target with a -2 penalty. If there are no other targets in range, you can't redirect the attack; it simply misses.

UNARMED SUPERNATURAL DEFLECTION (EXPERT)

PREREQUISITES: UNARMED DEFLECTION, SUPERNATURAL STRIKE, 12TH LEVEL

You can deflect supernatural ranged attacks with your bare hands. When using the Deflect Arrows feat, you may deflect supernatural ranged attacks, such as energy beams, that target you. This ability does not work against area attacks. You may only deflect supernatural attacks from adepts or creatures of a level equal to or less than half your expert level.

UNBALANCING FEINT (GENERAL)

PREREQUISITES: ENTANGLING FEINT, BLUFF RANK 14

You can cause your enemies to lose their balance with a well timed feint. If you successfully feint an opponent, they must make a Reflex save (Difficulty 10 + half your level + your Wisdom + the number of successful feints you have made against the opponent during this encounter) or fall prone.

UNCANNY ACTION (EXPERT)

PREREQUISITES: LIGHTNING REFLEXES, QUICK REACTION, NOTICE RANK 8

Your quick reflexes allow you to react with frightening speed. If you are aware during a surprise round, you may use both a move and standard action, or a full-round action.

URBAN TRACKING (GENERAL)

You can track down the location of missing persons or wanted individuals within communities.

To find the trail of an individual or to follow it for an hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town. The Narrator should determine the number of successes needed to find the tracked party. For stationary parties, the first check provides you with a general area or district to look in, the second check narrows the search area to a particular neighborhood, and the third check pinpoints the party's location. However, if the party is moving, you will need to make additional checks to follow them from area to area, before you can start to narrow the search to their location. The Difficulty of the check depends on the community size and the conditions:

URBAN TRACKING

Community Size	Difficulty
Village or smaller	5
Small town	10
Large town	15
Small city	20
Large city	25
Metropolis	30
Conditions	Modifier
Every three creatures in the group being sought	-1
Every 24 hours the party has been missing/sought	+1
Tracked party "lies low"	+5
Tracked party matches community's primary racial demographic	+2
Tracked party does not match community's primary or secondary racial demographic	-2

If the party you are tracking is moving in disguise or hiding, your Gather Information check must also beat their Disguise or Stealth check result.

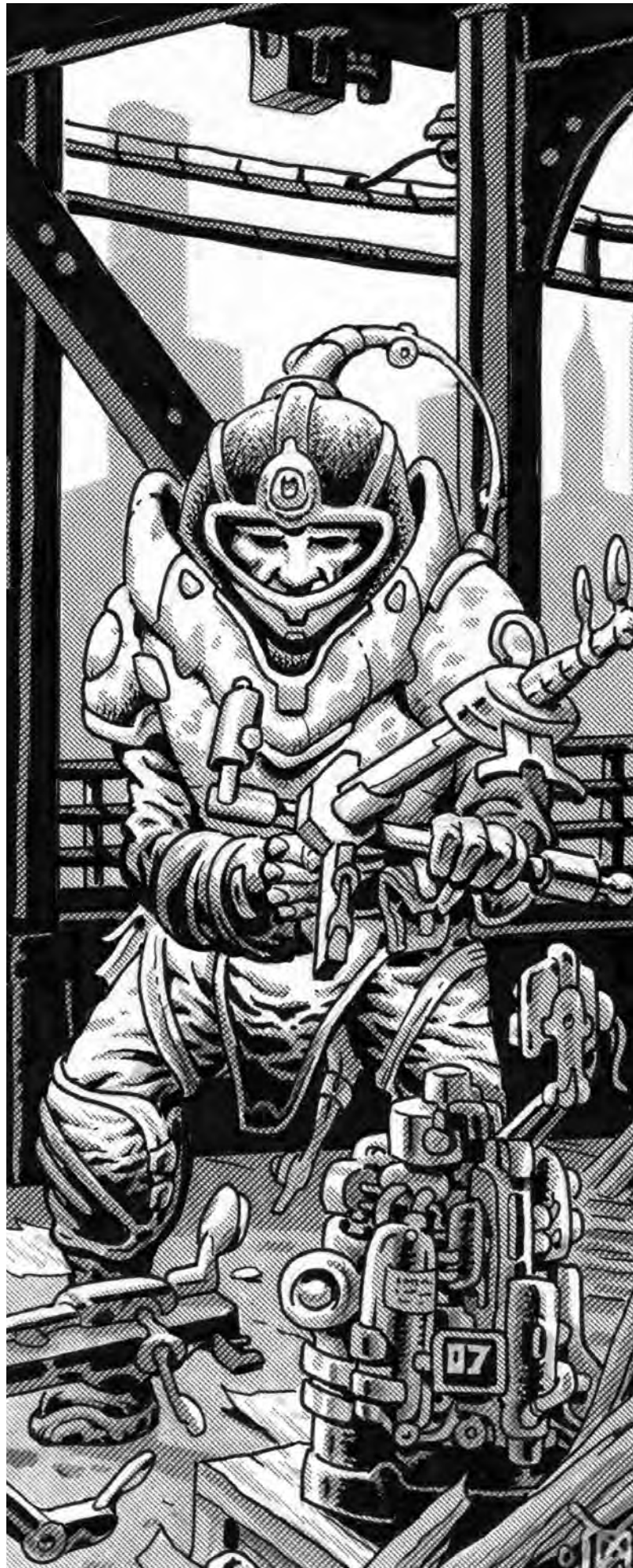
If you fail a Gather Information check, you can retry after one hour of questioning.

A character without this feat can use Gather Information to trace the location of a party, but you can follow them only if the Difficulty is 10 or lower. You can cut the time between Gather Information checks in half (to 30 minutes per check, rather than one hour), but you take a -5 penalty on the check.

VERMIN EMPATHY (GENERAL)

You have a special connection with vermin. You can use the Handle Animal skill like Diplomacy to change the attitude of a vermin by interacting with it. Unlike a normal use of Diplomacy, you do not have to speak a language the vermin understands, and Vermin Empathy affects creatures with Intelligence -4 or less normally as well as non-intelligent vermin. You can also use the Bluff and Gather Information skills normally on vermin. You don't actually need to speak to the vermin; you communicate your intent through gestures and body language and learn things by studying vermin behavior.

CHAPTER FOUR: OPTIONAL RULES



The following chapter includes three new optional rules for use with the *True20* skill system: skill groups, complex skill checks, and skills as save-like progressions. Each of these optional rules provides players

and Narrators ways of modifying skills to fit their campaigns through better access to skills, more dynamic skill checks, or quick and easy skill progressions based on roles.

SKILL GROUPS

A skill group is a collection of skills that are closely related in terms of their use, the training needed to master them, or some other factor. If you spend one skill point on a skill group as a whole, you gain one rank in each skill it contains. You can gain access to a skill group via your role (or roles, if you are a mixed-role hero). The skill group illustrates your overall training and exposure to several different abilities.

It provides an efficient, easy way for you to build a character who is trained in the core skills and abilities that your role normally studies.

A skill group does not allow you to circumvent the normal limit on skill ranks based on your level. It simply gives you a greater return on the investment of a single skill point. While you are under no requirement to invest in your role's skill groups, doing so is generally a wise choice. The more skills you can use, the better your chances of surviving and flourishing in a wide variety of situations.

When you spend a skill point on a skill group, you gain one rank in each skill it contains. If you are already at your maximum number of ranks in one or more skills in the group, the skills that are not yet at that maximum improve. The skills that have reached their limit remain there.

Not all skill groups contain the same number of skills. In addition, some skill groups alter the key ability of a skill to match the other skill(s) in the group. You always use the new key ability with the skill, even if the normal key ability is higher.

Some skills are more useful in a wide range of situations, while others provide a single, but highly advantageous talent.

Some skills appear in more than one group. If you have two or more groups with the same skill, you gain a +1 bonus with the skill for each skill group beyond the first.

Also, remember that you can still purchase ranks in any individual skill. Even if your role does not offer a group that includes a skill you want to use, you can still purchase ranks in it at a rate of one rank per skill point.

The following are 20 pre-made skill groups for use with the *True20* system:

ACADEMIA

Drawing on skills that focus on applied knowledge and a mastery of obscure lore, the Academia skill group is a useful boon for your character if they have a high Intelligence.

Skills: Craft (writing) (Int), Knowledge (Int), and Speak Language (none).

New Areas of Study: In a skill group system, the Knowledge skill encompasses a number of different areas of study. You can expand the scope of your knowledge (without taking wholly new skills) by investing skill ranks in Knowledge to cover new areas—after all, few academics focus on one area to the exclusion of all others.

When you spend your first skill rank on the Knowledge skill, choose an area of study. You may gain additional areas of study by spending a skill rank, without increasing your total Knowledge skill. In effect, you sacrifice a skill rank to broaden your fields of study by one. Resolving Knowledge checks in any of your chosen areas of study uses your total skill ranks in Knowledge, plus any bonuses (from feats, circumstances, etc.) that you might have in regard to a particular area of study.

For example, a 1st level expert might expend 2 skill ranks on Knowledge (art) and an additional 2 skill ranks to broaden her areas of study to include history and physical sciences. The expert uses the skill's 2 ranks when making Knowledge (art, history, and physical sciences) checks, but 0 ranks for all other areas of study. If the expert had the Talented (Knowledge [art and history]) feat, then she would gain a +2 bonus to her Knowledge art and history checks, but not her Knowledge physical sciences check.

The following are the available fields of study: Art, Behavioral Sciences, Business, Civics, Current Events, Earth Sciences, History, Life Sciences, Linguistics, Physical Sciences, Popular Culture, Streetwise, Supernatural, Tactics, Technology, Theology and Philosophy.

New Languages: Each rank you place in the Academics skill group grants you a new learned language.

AGILITY

The Agility skill group represents training in flexibility and acrobatics. Characters that rely on speed and maneuverability usually take this.

Skills: Acrobatics (Dex) and Escape Artist (Dex).

ANIMAL AFFINITY

The Animal Affinity skill group represents your innate ability to connect with animals.



Skills: Handle Animal (Cha) and Ride (Cha).

Empathic Riding: You use your Charisma as the key ability for Ride checks. You are so empathic with animals that you have an easier time riding them than most others.

ATHLETICS

This skill group includes Strength-based skills and reflects a focus on physical fitness.

Skills: Climb (Str), Jump (Str), and Swim (Str).

BUFFOONERY

This skill group focuses on tumbling and legerdemain, which are present in the physical performance arts.

Skills: Acrobatics (Dex) and Sleight of Hand (Dex).

CHARM

The Charm skills focus on your ability to charm others, whether you wish to extract rumors from them, strike up a friendly relationship, or negotiate with them.

Skills: Diplomacy (Cha) and Gather Information (Cha).

CURIOSITY

This skill group represents skills focused on acquiring knowledge.

Skills: Knowledge (Int) and Search (Int).

ESPIONAGE

This skill group focuses on obtaining secret information through the impersonation of others and subtle use of lies.

Skills: Bluff (Cha), Gather Information (Cha), and Disguise (Cha).

INVESTIGATIVE

The Investigative skill group is useful for combing crime scenes and probing others for information.

Skills: Gather Information (Int) and Search (Int).

Informative Questions: You use your Intelligence as the key ability for Gather Information checks. You know just the right questions to ask when it comes to discovering the truth.

HELMSMANSHIP

This skill group represents your natural ability to steer animals, vehicles, and other machines.

Skills: Drive (Dex), Pilot (Dex), Ride (Dex).

MANIPULATIVE

The Manipulative skill group concentrates on using your personality to make others do your will.

Skills: Bluff (Cha) and Intimidate (Cha).

MEDICAL

This skill group concentrates on a physician's ability to treat others, even in the most heated situations.

Skills: Concentration (Wis) and Medicine (Wis).

MERCANTILE

The Mercantile skill group focuses on the skills needed to run a business, from haggling to keeping track of the competition.

Skills: Bluff (Cha) and Gather Information (Cha).

MYSTICISM

While Academia focuses on readily available knowledge, the Mysticism group provides access to talents that focus on inner knowledge.

Skills: Concentration (Wis), Knowledge (supernatural) (Wis), and Knowledge (theology and philosophy) (Wis).

Transcendent Knowledge: You use your Wisdom as the key ability for Knowledge (supernatural/theology and philosophy) checks. This represents knowledge you have gained through surprising insights into the workings of the cosmos. You can spend skill ranks to gain Knowledge in other fields of study, but these are separate from those gained through Mysticism and use your Intelligence as the key ability.

NEGOTIATION

This skill group focuses on using common sense and reading others as effective negotiation tools.

Skills: Diplomacy (Wis) and Sense Motive (Wis).

Common Sense Diplomacy: You use your Wisdom as the key ability for Diplomacy checks. You see to the heart of the matter, allowing you to win others over to your point of view.

OUTDOORSMANSHIP

This skill group represents your ability to survive in the wilderness.

Skills: Medicine (Wis) and Survival (Wis).

PERCEPTION

This skill group emphasizes awareness of your surroundings and the intentions of others.

Skills: Notice (Wis) and Sense Motive (Wis).

ROBBERY

The Robbery skill group focuses on talents that require a fine hand for detailed work and a keen ability to find valuables.

Skills: Disable Device (Int) and Search (Int).

SNEAK

The Stealth skill group is a necessity if you value concealing things or hiding from an enemy.

Skills: Sleight of Hand (Dex) and Stealth (Dex).

THEATRICALS

The art of entertaining others not only can earn you a passable living, it also helps develop a variety of useful skills.

Skills: Bluff (Cha), Disguise (Cha), and Perform (Cha).

ROLES AND SKILL GROUPS

The roles retain their normal number of skill ranks. You can use skill ranks to purchase up to a maximum of your level + 3 ranks in any skill group. Your role determines your access to skill groups.

- **Adepts:** Choose four of the following skill groups to have access to: Academia, Animal Affinity, Charm, Curiosity, Manipulative, Medical, Mysticism, Negotiation, Perception, and Theatrics.
- **Experts:** Choose any four skill groups.
- **Warriors:** Choose four of the following skill groups to have access to: Agility, Animal Affinity, Athletics, Helmsmanship, Manipulative, Medical, Negotiator, Outdoorsmanship, Perception, and Sneak.

SKILL GROUP FEATS

The following are feats specifically designed to work with skill groups or alter current feats to work in conjunction with skill groups.

ADDITIONAL SKILL GROUP (GENERAL)

You gain access to an additional skill group. This does not give you automatic ranks in the skill group you have chosen, but rather the ability to spend skill ranks on the skill group.

SKILL GROUP MASTERY (EXPERT)

Choose two known skill groups. When making checks with these skills, you can take 10 even when distracted or under pressure. This feat does not allow you to take 10 with skills that do not normally allow you to do so. You can acquire this feat multiple times. Each time you do, choose two other known skill groups to master.

TALENT SKILL GROUP

This feat replaces the Talented feat, with regard to skill groups. Choose a known skill group. You get a +2 bonus on all checks involving that skill group. You can acquire this feat multiple times. Each time you do, it applies to a different known skill group.

CREATING NEW SKILL GROUPS

You can create your own skill groups. When doing so, you should choose two or three related skills. These skills should have a close relationship with each other.

MIXED KEY ABILITY GROUPS

The official skill groups all have common key abilities. This was done to simplify skill notations for players and Narrators alike. However,

this is not necessary, and there are many skills that could be made into coherent skill groups even though they have different key abilities. For example, you could create a Thieving skill group with Disable Device (Int) and Sleight of Hand (Dex).

CHANGING KEY ABILITIES

Alternatively, Narrators may allow skill groups to change the key ability of a particular skill to match a related skill. This keeps notation simple, but it does change an important aspect of the skill. For example, you could create a Gymnastics skill group made up of the Acrobatics and Jump skills and would choose whether these skills use a character's Dexterity or Strength for their checks.

COMPLEX SKILL CHECKS

With most skill checks, a single die roll immediately determines whether or not a character succeeds. If a character wants to jump across a chasm or recall a specific piece of information, her success or failure is apparent after a single check.

For complicated and time-consuming tasks, such as disabling a very complex trap or researching an obscure bit of knowledge, or at times when the Narrator wants to build tension and suspense, the complex skill check variant described here might be called for. In such a case, a specific number of successful skill checks must be achieved to complete the task. The complexity of the task is reflected in the Difficulty of the required check, the number of successful rolls required to complete the task, and the maximum number of failed rolls that can occur before the attempt fails. In most cases, one or two failed rolls does not mean that a complex skill check has failed, but if three failed rolls occur before the character makes the required number of successful rolls, the attempt fails. Although three failures is a common baseline, Narrators are encouraged to change the number if the situation warrants it.

EXAMPLE COMPLEX SKILL CHECKS

Successes Required	Complexity	Example (Skill)
2 or 3	Slight	Training a riding horse (Handle Animal)
4 to 6	Ordinary	Making a crossbow (Craft [weaponsmithing])
7 to 9	Good	Bypassing a fiendish trap (Disable Device)
10 or more	Amazing	Pick an amazing lock (Open Lock)

Each die roll is one portion of a complex skill check, and each die roll in the attempt represents at least one round of effort (it might represent more time, depending on the skill or task in question).

Like skill checks, ability checks can also be complex.

Complex skill checks are rarely used in situations that call for opposed checks.

DIFFICULTY AND SUCCESSSES

During play, the Narrator will encounter additional situations in which complex skill checks may be appropriate. Two questions then arise: How high should the Difficulty be, and how many successes should the task require? The answers to both of those questions depend on how great a chance of success the Narrator wants the players to have.

Although making these determinations might seem daunting, the system for complex skill checks actually provides the Narrator a great deal of flexibility. Under the standard rules, Narrators have only one tool to represent increasingly difficult tasks: increasing the Difficulty. With complex checks, the Narrator can also use the number of successful attempts required to achieve overall success to control a skill check's difficulty.

TRYING AGAIN

Complex skill checks can usually be retried. However, like normal skill checks, some complex skill checks have consequences, and those consequences must be taken into account. (For example, a trap that

FLUID COMPLEX SKILL CHECKS

The Narrator may decide to introduce fluid checks for complex skill checks. This variant rule helps to represent the tide of events turning for or against a character's actions. For each success after the first, apply a +2 bonus to future rolls in the complex check, while each failure, including the first, imposes a -2 penalty.

For instance, an intricate trade negotiation requiring a complex Diplomacy check would assess the character a -2 penalty on her future checks for failing the first check (representing a damaging, but not fatal misstep in negotiations).

requires a complex Disable Device check to disarm is triggered if the attempt fails, just as with a normal trap and a normal Disable Device check.)

Some skills are virtually useless for a particular task once an attempt to accomplish that task has failed, and this includes complex checks as well as regular skill checks. The **Complex Skill Use** section describes which skills can be used in complex skill checks and which allow retries after failed attempts.

INTERRUPTING A COMPLEX SKILL CHECK

Most complex skill checks can be interrupted without adversely affecting the result of the check. However, the Narrator is free to rule that interrupting a specific check affects the result. At the Narrator's discretion, an interruption can count as one failed roll in the check's progression, or it can mean that the complex check fails.

AIDING

You can use the aid action normally with complex skill checks. Characters aiding the character making the attempt must roll their aid attempts each time the character makes a new die roll that is part of the complex skill check.

TAKING 10 AND TAKING 20

You can take 10 on a die roll during a complex skill check in any situation when you could take 10 on a normal check using that skill.

You are not permitted to take 20 when making a complex skill check. Taking 20 represents making the same skill check repeatedly until you succeed, but each successful die roll in a complex skill check represents only a portion of the success you must achieve to complete the skill check.

WHY COMPLEX CHECKS

Complex skill checks allow the Narrator to build suspense in critical situations, add tension to multiple-round tasks during combat, enhance special adventure-specific tasks, and resolve complex activities more quickly.

To build suspense with complex skill checks, the Narrator can simply substitute a complex skill check for a normal skill check during a critical task. In most such situations, using a complex check lessens the likelihood that one failed roll will cause the party a significant setback.

Complex skill checks provide a more balanced way of creating combat-affecting situations that depend on skill checks. For example, a complex Knowledge (physical sciences) check made to find the weak spot in a narrow stone bridge might allow the characters to collapse the bridge more easily and elude a group of powerful pursuers.

Complex skill checks can also enhance adventure-specific or location-specific tasks such as disabling a particularly complex trap, finding a well-concealed secret passage, and so on.

Complex skill checks let players resolve complicated situations with fewer die rolls. This is especially true of complex social interactions requiring multiple Bluff, Diplomacy, or Intimidate checks.

CHANCE FOR SUCCESS

Roll	Simple	Complex (3*)	Complex (5*)	Complex (10*)
2**	95%	99.88%	99.62%	98.04%
6**	75%	89.65%	75.64%	37.07%
11	50%	50%	22.66%	1.93%
16	25%	10.35%	1.29%	0.004%
20	5%	0.12%	0%	0%

*Number of successes required. (In each case, three failures ends the attempt.)

**If character can take 10, success is guaranteed.

In most situations when the Narrator feels a complex skill check is warranted, it is appropriate for the Difficulty of a complex skill check to match the Difficulty of a simple check involving the same activity. This decreases the character's chance of achieving overall success, but because complex skill checks are used to best effect in tense situations and climactic encounters, increasing the Difficulty adds spice to the scenario.

Increasing the number of successes required always increases the difficulty of the task, but the degree of increase depends greatly on how likely the character attempting the check is to get a success each time she rolls the die.

Example: An expert has a Disable Device modifier of +14, and she encounters a trap with a Difficulty of 25. Under the normal rules, the expert has a 50% chance of successfully disarming the trap (because half of the possible results on a d20 are 11 or higher, granting her a success). If the trap requires a complex check to disarm, however, these odds can change. If succeeding on the complex check requires a certain number of successful die rolls before the same number of failures are recorded, the expert's chance of overall success is essentially unchanged, but if the trap requires more successes to disarm than the number of failures required to fail the complex check, the chance of overall success drops. The more difficult it is for the character to meet or exceed the Difficulty, the more pronounced the difference. If the expert instead had a Disable Device modifier of +9 (meaning that she has to roll a 16 or higher to get a success), increasing the number of required successes reduces the chance of overall success much more rapidly.

To determine the likelihood of overall success on a given complex skill check, compare the number that the character must roll on a d20 (obtained by subtracting the character's skill modifier from the check's Difficulty) to the number of successes on the **Chance for Success Table**. By using this table to guide the choice of Difficulty and number of successes, the Narrator can give two checks with an equal likelihood of success vastly different flavors.

COMPLEX SKILL USE

The following section provides general guidelines for using the complex skill check variant with each skill in True20.

ACROBATICS

Normal use of the Acrobatics skill does not lend itself to complex skill checks. A character performing a lengthy routine of acrobatics might have to make a complex Acrobatics check to pull off the entire show. The frequency of the checks depends on the complexity of the routine.

Since one Acrobatics check for balancing, diving, or swinging covers movement over a short distance, using the skill in this way does not lend itself to complex skill checks. Situations that call for multiple Acrobatics checks for these maneuvers always require multiple simple checks, not one complex check.

BLUFF

Almost all uses of the Bluff skill require only a single roll to indicate whether or not you successfully fool an individual or a small group. However, in certain complicated social situations, a Narrator might want to speed the game along by requiring one complex Bluff check rather than many simple checks.

For example, one of the characters wants to spend several days in a king's court trying to convince the people there that she and her adventuring companions are more capable than they really are. Rather than roleplay the many individual interactions, the Narrator decides to simulate this activity with a complex Bluff check. Because the court has heard little of the group's exploits, the Narrator sets the Difficulty at 25 and requires that the player achieve five successful rolls before rolling three failures. Although this is a good simulation of the character interacting with a series of minor Narrator characters over several days, the Narrator still decides that interactions with a few individuals (the king, his chancellor, and one renowned noble) are too important to incorporate into the complex check, and decides that the player should roleplay short encounters with each of the three and make separate, simple Bluff checks for each of them.

Narrators may decide that these simple Bluff checks should have an effect on the overall success of the complex checks by granting a +2 bonus to future Bluff complex checks for each successful simple Bluff check and a -2 penalty for each failure.

Creating an Alias or Yarn: Creating an alias or yarn with Bluff might require a Bluff check for each important defining characteristic of the alias or element in the story, with a minimum of three successes. A failed check means that the target is suspicious of that element (for instance, they might doubt the character was a hero in the war but accept that she served with distinction), and your future checks suffer a cumulative -2 penalty for each failure. Three failures result in the target rejecting the alias or story completely.

CLIMB

Because one Climb check covers movement over a short distance, using the skill does not lend itself to complex skill checks. Situations that call for multiple Climb checks always require multiple simple checks, not one complex check.

COMPUTERS

The Computer skill lends itself to the use of complex skill checks in a number of ways.

Cover Tracks: A character can add multiple layers of protection to cover their tracks, by making a complex skill check. The number of

successes required is equal to the number of layers of protection. The Difficulty is determined by how well the character wants to cover her tracks. Anyone trying to identify the character must make the same complex skill check to attempt to identify her.

Find File: At the Narrator's discretion, certain very well-hidden files might require a complex Computer check to find. In situations where the characters have half a dozen or more systems to search, the Narrator might want to use one complex skill check to resolve the attempts. In this case, the number of successes required equals the number of systems searched, and the Narrator determines the number of failures that ruin the complex check.

Defeat Computer Security: The Narrator may also call for a complex check if there are layers of security protecting the information. When dealing with such information, the number of successes required equals the number of layers of security the character must overcome, and the Narrator determines the number of failures it takes to alert the system administrator and ruin the complex check. Particulars for complex security systems are given in the **Complex Security Table**.

COMPLEX SECURITY

Security Quality	Difficulty	Successes
Very simple	20	2
Very simple	20	3
Average	25	4
Average	25	5
Average	25	6
Good	30	7
Good	30	8
Good	30	9
Amazing	40	10

Defend Security: At the Narrator's discretion, certain hacking programs might require a complex Computer check to defeat. In essence, the hacker has a counter security system. In situations where the characters have a counter security system, the number of successes required is determined by their own computer's security system. The Narrator determines the number of failures it takes to ruin the complex check. Failure means the character must start over again, granting the perpetrator valuable time and perhaps allowing her to seize files or take control of your system. To discover the perpetrator's identity, the number of successes required equals the number of layers of misdirection she has created to protect it. The Narrator determines the number of failures that ruin the complex check.

Degrade Program: Typically, once a system has been compromised, it is relatively easy to degrade its programs with malicious coding. Still, there may be some programs that have an extra layer of security protecting them from the casual hacker. In this case, the number of successes required is determined by the quality of the security system (see **Complex Security Table**) and the number of failures by the Narrator.

Write Program: Writing a program to help defeat a complex security system, find a well-hidden file, or any other complex use of the Computer skill requires a complex program. The number of successes determines whether a program can be used against particular security systems. For example, if a character creates a program to defeat computer systems with 6 successes, she could only gain the benefit of the program against security systems that require 6 or less successes (Very Simple and Average systems).

CONCENTRATION

Typical use of the Concentration skill never requires a complex skill check, but special circumstances might require complex checks as determined by the Narrator.

For example, the entrance to an enchanter's laboratory might be magically enhanced with mental barriers to entry and require a complex Concentration check to pass through.

CRAFT

You can replace the standard Craft check rules with a complex Craft check. In that case, a single failed check doesn't ruin the raw materials; instead, rolling three failures before achieving the requisite number of successes ruins the raw materials, requiring the character to start over. Each check represents a specific amount of work as determined by the **Complex Craft Checks Table**.

COMPLEX CRAFT CHECKS		
Craft Difficulty	Successes	Time
15 or lower	1	1 hour
16–20	3	3 hours
21–25	5	4 hours
26–30	7	8 hours
31 or higher	10	16 hours

Appraise: The Craft skill seldom lends itself to complex skill checks when appraising items. In rare cases, the Narrator might rule that a relic from a lost civilization or an extremely powerful supernatural item might require a complex skill check to appraise properly. In these cases, the Difficulty and number of successes required should be determined by the Narrator specifically for the item in question.

Alternatively, if an item has a common value that is accepted in most of the campaign world but a drastically different value in one small portion of the setting, it might require one simple check to appraise the item's common value and a second, complex check (usually at a higher Difficulty) to assess the item's worth in the specific area.

Forgery: Using this skill to forge documents or items rarely lends itself to complex checks, but in unusual situations where a forged document must go through the hands of several individuals, the Narrator might substitute a complex check for a simple Craft check.

DIPLOMACY

Although typical use of the Diplomacy skill does not allow retries or lend itself to complex skill checks, a Narrator might choose to simulate an unusually long diplomatic session or interactions with multiple small groups for an extended period of time with one complex Diplomacy check.

For example, a character wants to convince a large and fractious merchant's guild to suspend travel through a dangerous area for a short amount of time so that she and her companions can adventure in the area and confront the monsters there without exposing innocent travelers to danger. Instead of rolling thirty or more Diplomacy checks and roleplaying the reaction of each merchant in the group, the Narrator uses one complex skill check with a Difficulty of 30 (representing the extreme difficulty of getting all the quarrelsome merchants to agree) that requires five successes before rolling three failures. The Narrator also might rule that because the tide of opinion can turn against the character very quickly in this case, each failed roll applies a cumulative -2 penalty to further rolls in the complex skill check. The Narrator might also decide that to counteract these hitches in the negotiations, the character has the option to interact with a few key individuals whom she has soured in some way. The player should roleplay short

encounters with each of these individuals and make separate, simple Bluff checks for each of them (-2 penalty to the check). If successful, the cumulative penalty to further complex Diplomacy checks with the guild is lessened by 2.

DISABLE DEVICE

Nearly any trap or lock can be made to require a complex Disable Device check rather than a simple one.

Open Lock: Although normal locks require only one Disable Device check, the Narrator is free to include locks or a series of locks that requires a complex check to open. Particulars for complex locks are given in the **Complex Locks Table**.

COMPLEX LOCKS			
Lock Quality	Difficulty	Successes	Cost
Very simple	20	2	12
Very simple	20	3	13
Average	25	4	14
Average	25	5	15
Average	25	6	16
Good	30	7	17
Good	30	8	18
Good	30	9	19
Amazing	40	10	20

Traps: If the trap requires a large number of successes (six or more) or if the attempt is ruined by less than three failures, adjust the level of the trap up by 1 or 2 to reflect the greater difficulty of disarming the trap.



A trap that requires a complex skill check may have a higher cost and Challenge Rating than a trap of the same sort that only requires a simple check; see the **Complex Disable Device Checks Table**. See the **Traps by Level** table on page 93 for trap costs.

COMPLEX DISABLE DEVICE CHECKS

Feature	Cost Modifier
3 or more successes	+3 per additional success
3 failures	+0
2 failures	+6
1 failure	+9

DISGUISE

Although typical use of the Disguise skill does not allow retries or lend itself to complex skill checks, Narrators might require that the disguised character make a complex Disguise check in the same complicated social situations that require a complex Bluff, Diplomacy, or Intimidate check.

DRIVE

Normal use of the Drive skill does not lend itself to complex skill checks. A character performing a lengthy demonstration of difficult or trick driving or competing in a race, might have to make a complex Drive check to pull off the entire show or finish the race. The number of successes required should be equal to the number of maneuvers she wishes to use over the course of a minute, and the Difficulty should be determined by the most difficult maneuver undertaken during this time.

Each failed roll applies a cumulative -2 penalty to further rolls in the complex skill check, representing the character losing control of her vehicle.

ESCAPE ARTIST

The Escape Artist skill lends itself well to complex skill checks.

Restraints: The most obvious use of complex skill checks would be escaping from restraints. Each Escape Artist check takes 5 rounds.

Restraint	Difficulty	Successes	Cost
Rope, hempen	Opponent's Dexterity bonus + 20	2	2
Rope, silk	Opponent's Dexterity bonus + 22	2	9
Manacles			
Very Simple	25	3	11
Average	30	4	12
Average	30	5	13
Average	30	6	14
Good	35	7	15
Good	35	8	16
Good	35	9	17
Amazing	40	10	18

Tight Spaces: One possible use of a complex skill check is a long, extremely narrow passage that is only wide enough to let a character wiggle through. In this case, each successful roll made in the complex check represents navigating a portion of the passage, and a failed

complex check means the character is stuck somewhere within the passage and will need to begin another complex check to keep moving. The number of successes needed to navigate a tight space is usually equal to the number of 5-foot squares the character needs to move through, with a cap of 10 successes required.

GATHER INFORMATION

Typically, the Gather Information skill allows characters to get a general impression of major news items in a city, find the answer to a specific question, or find information about a specific rumor. As long as the characters have only a few questions or rumors to follow up on, a simple skill check should be used. In situations where the characters have half a dozen or more leads and questions to follow, the Narrator might want to use one complex skill check to resolve the information-gathering attempts. In this case, the number of successes required equals the number of questions or leads pursued, and the Narrator determines the number of failures that ruin the complex check.

The Narrator may also call for a complex check if there are layers of informants, security, or secrecy involved in uncovering the information. When dealing with such information, the number of successes required equals the number of layers or degrees of separation the character must overcome, and the Narrator determines the number of failures that ruin the complex check. For example, a character might want to find out the source of a particular rumor. This rumor may have been told so many times in the local area that no one really remembers who started it, however there may be a chain of "I heard it from <so and so>," that leads back to the original teller of the tale.

In a complex Gather information check, each die roll represents 2 hours spent pursuing each individual question or lead.

HANDLE ANIMAL

Complex skill checks work well with the extended training times that some uses of the Handle Animal skill require. When an animal is trained for a general purpose such as combat riding or hunting, it requires several weeks of work and one simple Handle Animal check under the normal rules. With the complex skill checks variant, instilling an animal with a general purpose always involves a complex skill check, with each die roll representing one week of training time. Rolling three failed results during the complex check means that the entire attempt fails and the training must begin again.

COMPLEX HANDLE ANIMAL CHECKS

General Purpose	Difficulty	Successes
Combat riding	20	6
Fighting	20	3
Guarding	20	4
Heavy labor	15	2
Hunting	20	6
Performance	15	4
Riding	15	3

INTIMIDATE

Although typical use of the intimidate skill does not allow retries or lend itself to complex skill checks, a Narrator might choose to simulate an unusually complicated series of social encounters with one complex skill check, in the same way that Bluff and Diplomacy can be used in such situations.

JUMP

Since one Jump check represents one jump attempt, using the skill does not lend itself to complex skill checks. Situations that call for

FANTASY LANGUAGES

Language	Typical Speakers	Alphabet	Difficulty	Successes
Abyssal	Demons	Infernal	30	10
Aquan	Water-based creatures	Elven	30	10
Auran	Air-based creatures	Draconic	30	10
Brownie	Brownies	Dwarven	25	6
Celestial	Angels	Celestial	30	10
Common	Humans	Common	20	3
Draconic	Dragons	Draconic	25	6
Dwarven	Dwarves	Dwarven	25	6
Elven	Elves	Elven	25	6
Giant	Giants	Dwarven	25	6
Gnome	Gnomes	Dwarven	25	6
Goblin	Goblins	Dwarven	25	6
Ignan	Fire-based creatures	Draconic	30	10
Infernal	Devils	Infernal	30	10
Orc	Orcs	Dwarven	25	6
Sylvan	Sprytes	Elven	25	6
Terran	Earth-based creatures	Dwarven	30	10
Under Common	Drow	Elven	20	3

multiple jump checks always require multiple simple checks, not one complex check.

KNOWLEDGE

Researching rare or lost knowledge is an excellent use of the complex skill check variant.

To attempt a complex Knowledge check, a character must have access to a library that the Narrator decides is sufficient for the task. The Narrator is also free to rule that several successful rolls in a complex Knowledge check exhaust a particular library or tome's resources and lead the character to another work or library. In this way, a complex Knowledge check can become an adventure in itself, as the character searches out rare or lost volumes of information.

LANGUAGE

This skill does not normally use skill checks. However, the Language skill could be turned into a complex skill check.

The Language skill represents a character's natural ability to converse, read, write, and learn foreign languages.

Converse: You can get a message across to someone who speaks a foreign language with the Language skill. The Difficulty for a simple message (one that tries to get across one piece of information) is equal to the language Difficulty. The Difficulty is increased by 5 for each piece of information beyond the first that is being communicated. If you succeed, your meaning is clear to those who speak the foreign language you are attempting to communicate in. If you fail by 4 or less, the meaning is muddled, and those who speak the foreign language do not understand what you are attempting to say. If you fail by 5 or more, some false information has been implied or inferred. When communicating a simple message, you can use body and sign language (at the Narrator's discretion) to help get across your meaning; this grants you a +2 bonus on your Language check.

Write Script: You can write in an unfamiliar language. The base Difficulty is equal to the language Difficulty. The number of successes needed is equal to the number of sentences you are trying to write.

If the check succeeds, your writing is understandable by those who know the foreign language.

If you fail three checks, you write a flawed message. If you failed your last check by 4 or less, the message is garbled, with some parts understandable and others incoherent. If you failed by 5 or more, the complete manuscript is garbled and may impart incorrect instructions or knowledge to those who read it.

The Language check is made secretly, so that you can't tell whether the written message is accurate or flawed or if the conclusion you draw is true or false.

Decipher Script: Complicated books, convoluted essays, or coded documents might require a complex Language check. When a character attempts to decipher an extremely long document, the Narrator can require one complex skill check, rather than a simple skill check for each page. The Difficulties for complex checks are 20 for simple messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing. Succeeding on the complex check requires that the character achieve one successful attempt for every ten pages of the manuscript before failing the check three times.

The Language check is made secretly, so that you can't tell whether the conclusion you draw is true or false.

Learn Languages: Besides conversing in a foreign language or deciphering pieces of foreign writing, you can also learn entire languages through the use of this skill, though doing so typically requires months and even years of exposure. Make a Language check for every two months of intensive study or exposure (at least 3 hours each day) or six months of casual study or exposure (at least one hour per day). The Difficulty and number of successes required to learn each individual language are listed in the **Fantasy and Real World Languages Tables**. You may attempt to learn more than one language at a time, but you increase the Difficulty to learn each language by 5 (though it does not increase the number of required successes).

Each successful check grants a cumulative +2 bonus to future checks to converse, write, and decipher the language.

REAL WORLD LANGUAGES*

Language	Typical Speakers	Alphabet	Difficulty	Successes
Arabic	Egyptians	Arabic	30	10
English	Americans	Latin	20	3
French	French	Latin	20	3
German	Germans	Latin	20	3
Greek	Greeks	Greek	25	6
Hebrew	Israelis	Hebrew	25	6
Hindi	Indians	Devanagari	25	6
Japanese	Japanese	Japanese	30	10
Korean	Koreans	Hangul	30	10
Latin	Romans	Latin	20	3
Mandarin Chinese	Chinese	Chinese Symbols	30	10
Persian	Persians	Arabic	25	6
Portuguese	Portuguese	Latin	20	3
Romanian	Romanians	Latin	20	3
Russian	Russians	Cyrillic	25	6
Spanish	Spanish	Latin	20	3

Action: A conversation or decipher script check takes about one minute for each minute of speech or page of script.

Each learn language check is made after a week of in-depth study (a few hours each day) of the language being learned, a month of casual study (a few hours each week), or two days of total immersion.

Try Again: Yes, but after three failures, you suffer a cumulative -2 circumstance penalty to learn that particular language for each retry.

Special: You start at 1st level knowing your native language plus an additional number of languages equal to your starting Intelligence. A character can read and write any language she speaks. Each language has an alphabet, though sometimes several spoken languages share a single alphabet.

Intricate, exotic, or very old writing increases the language Difficulty by 10 (though it does not increase the number of required successes).

You gain a +2 cumulative bonus to converse, write, decipher, and learn languages checks for each previous success on a check to learn the language.

You gain a +2 bonus to converse, write, decipher, and learn languages related via alphabet to one that you know or a +10 bonus to learn different dialects of a language you know.

A character can take 10 when making a Languages check, but she can't take 20.

MEDICINE

Although normal use of the Medicine skill does not lend itself to complex skill checks, Narrators are free to require complex skill checks to treat particularly virulent strains of a disease or especially effective mixes of certain poisons.

NOTICE

Since one Notice check represents one attempt to see or hear something, using the skill does not lend itself to complex skill checks. Situations that call for multiple Notice checks always require multiple simple checks, not one complex check.

PERFORM

Normal use of the Perform skill does not lend itself to complex skill checks. At the Narrator's discretion, a few rare and powerful magic instruments might require a complex Perform check to activate.

PILOT

Using the Pilot skill does not normally lend itself to complex skill checks, but a complex check can be used to simulate an unusually long period of piloting in the same way that a complex Drive check might be used.

RIDE

Using the Ride skill does not normally lend itself to complex skill checks, but a complex check can be used to simulate an unusually long period of riding in the same way that a complex Drive check might be used.

SEARCH

At the Narrator's discretion, certain very well-hidden items might require a complex Search check to find. Usually this activity represents several individual Search attempts made in sequence, and it is typically better handled by treating each separate attempt as a normal Search check.

SENSE MOTIVE

Although typical use of the Sense Motive skill does not allow retries or lend itself to complex skill checks, a Narrator might choose to simulate an unusually complicated series of social encounters in a deceit-filled environment with a complex skill check like those described under the Bluff and Diplomacy descriptions.

SLEIGHT OF HAND

Normal use of the Sleight of Hand skill does not lend itself to complex skill checks. A character performing a lengthy demonstration of legerdemain (such as a magic show relying on sleight of hand) might have to make a complex Sleight of Hand check to pull off the entire show. One roll per 15 minutes is probably appropriate in this situation.

STEALTH

Normal use of the Stealth skill does not lend itself to complex skill checks, though certain unusual circumstances may warrant the use of a complex skill check.

A Narrator might use a complex skill check to simulate navigating an intricate environment such as an urban area while remaining unnoticed (this might mean blending in, rather than remaining entirely out of sight in particularly crowded areas) or to simulate an unusually long period of moving stealthily. For example, if a character wants to move from one place to another within a large city without being seen by members of the city watch, the Narrator might use a complex skill check to simulate the character's progress without having to determine the location of every guard or roleplaying each encounter. In this case, the number of successes should depend upon how many patrols or checkpoints a character might run into during her foray.

SURVIVAL

The Narrator might rule that a complex Survival check allows long-term survival in one type of climate or terrain, raising the required

number of successes for extreme environments such as arctic regions or deserts.

SWIM

The Narrator might rule that a complex Swim check allows a character to successfully swim for a longer period of time than one round. The amount of time each successful complex skill check allows the character to swim, along with the required number of successes and the Difficulty, is given in the **Complex Swim Checks Table**. The Difficulty is slightly higher than for simple round-by-round checks, to reflect the fact that the character is making many fewer checks.

COMPLEX SWIM CHECKS

Water Condition	Difficulty	Successes	Time
Calm water	12	2	1 hour
Rough water	18	4	30 minutes
Stormy water	25	8	10 minutes

SKILLS AS PROGRESSIONS

This variant skill system allows for some customization during character creation and during character advancement. It allows for more up-front choices and fewer down the road. In general, this system works for players and Narrators who want the versatility of the skill system but don't want to worry about counting up every skill point. It is particularly useful for Narrators who are creating characters from scratch.

Each skill in this system grants characters a number of skill ranks depending upon their type of progression in the skill (Good, Medium, Poor, or None), level, and whether a character is a multi-role character.

STARTING SKILLS

Each character begins play with a number of Good skill progressions equal to the number of skill ranks her character would have at 1st-level (adepts and warriors: 4 + Intelligence; experts 8 + Intelligence).

HUMAN BONUS SKILL

Human characters add one Good skill progression to this total.

TRADING GOOD PROGRESSIONS

Characters may trade a Good skill progression for one of the following: two Medium progressions; one Medium and two Poor progressions; or four Poor progressions. A character can trade in any number of her Good progressions for other progressions. The skill progressions and how many ranks a character gains with them are indicated in the **Skill Ranks Table**.

UNTRAINED

A character is only considered untrained in a skill if they have no progression in the skill. Poor progressions count as being trained in a skill, even if they grant no skill ranks.

For example, a human warrior with +1 Intelligence begins with six Good skill progressions (4 for warrior + 1 for Intelligence + 1 for being human). She decides to trade in one of her Good Progressions for two Medium progressions and another one for one Medium progression and two Poor progressions. She spends her four Good progressions on Climb, Jump, Intimidate, and Swim. She spends her three Medium progressions on Acrobatics, Medicine, and Survival. Lastly, she spends her two Poor progressions on Craft (armorsmithing) and Ride.

SKILL RANKS

Level	Good	Med	Poor
1	4	2	0
2	5	3	0
3	6	3	1
4	7	4	1
5	8	4	1
6	9	5	2
7	10	5	2
8	11	6	2
9	12	6	3
10	13	7	3
11	14	7	3
12	15	8	4
13	16	8	4
14	17	9	4
15	18	9	5
16	19	10	5
17	20	10	5
18	21	11	6
19	22	11	6
20	23	12	6

IMPROVING SKILLS

A character can improve her skills in one of three ways.

IMPROVING INTELLIGENCE

If you increase your Intelligence modifier, you can gain one skill at Medium progression or improve existing skills. You may trade in your Medium skill progression to improve one existing Medium progression to a Good progression or improve two existing Poor progressions to Medium.



SKILL TRAINING

Alternatively, you can choose the Skill Training feat, which grants you one skill at Medium progression or improves existing skills. This may be traded in to improve existing skills as described previously under the Improving Intelligence section.

You can gain this feat multiple times. Each time, you gain another Good skill.

MULTI-ROLE HEROES

If a character becomes a multi-role hero, her skill progressions may change. At her first level with her new role, the character chooses a set of skill progressions that either match or differ from her first role. The skill progressions from a character's different roles combine, so a mixed-role hero has versatility at the expense of focus. The character's skill ranks equal the skill ranks for the character's first role, plus the skill ranks for each additional role, minus 3 for Good, minus 2 for Medium, and minus 1 for Poor progressions (minimum 0).

Example: If the human warrior gains a level of adept, she would have six Good skill progressions (4 for adept + 1 for Intelligence + 1 for being human). She decides to trade in one of her Good Progressions for two Medium progressions, since she plans on taking more than just one level of adept. She spends her five Good progressions on Acrobatics, Intimidate, Knowledge (supernatural), Medicine, and Survival. She spends her two Medium progressions on Climb and Jump.

Her total skill ranks with each skill would be as follows:

Acrobatics rank 3 (2 for warrior + 1 [4-3] for adept), Climb rank 4 (4 for warrior + 0 [2-2] for adept), Craft (armorsmithing) rank 0 (0 for warrior), Intimidate rank 5 (4 for warrior + 1 [4-3] for adept), Jump rank 4 (4 for warrior + 0 [2-2] for adept), Knowledge (supernatural) rank 1 (1 [4-3] for adept), Medicine rank 3 (2 for warrior + 1 [4-3] for adept), Ride rank 0 (0 for warrior), Survival rank 3 (2 for warrior + 1 [4-3] for adept), Swim rank 4 (4 for warrior).

Each level of adept thereafter increases the character's Acrobatics, Intimidate, Knowledge (supernatural), Medicine, and Survival skills by one rank. Each even level of adept increases her Climb and Jump skills by one rank.

If this character added a level of expert, she would gain another set of skill progressions with this character. However, they would all suffer the same multi-role penalty as the adept skill progression did.



CHAPTER FIVE: EQUIPMENT



Experts are skillful characters, and as such, they are almost always on the lookout for items that can help them become more proficient. This chapter includes rules for determining what items a character might have on hand and how they might acquire equipment via the

black market and organizations with which they are associated. It also includes rules for obtaining licenses to use particularly dangerous substances and items. Last, but not least, it includes a number of items for use by experts and other types of characters.

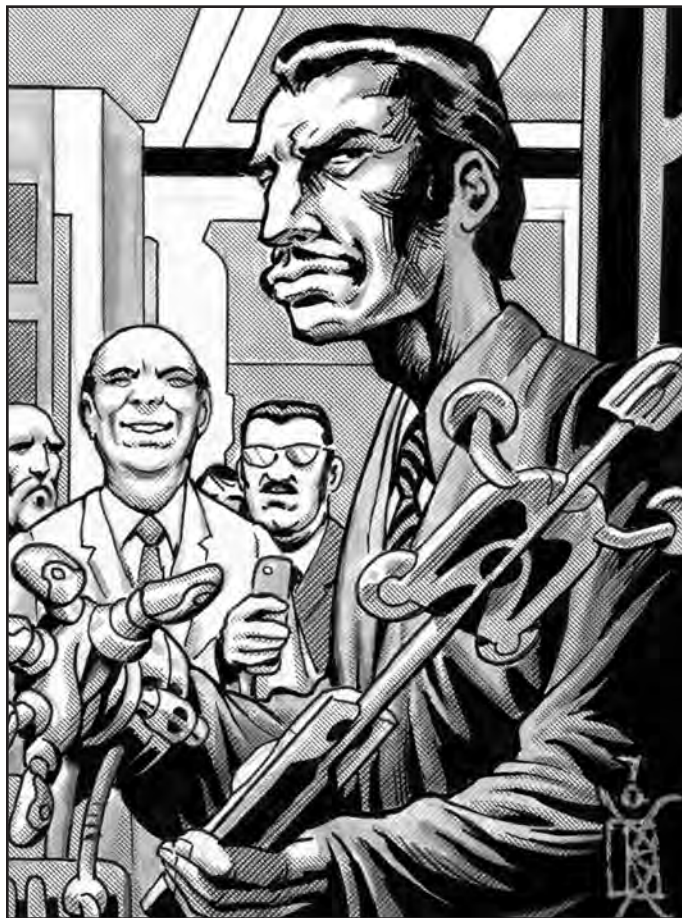
ACQUIRING EQUIPMENT

The following section provides players and Narrators with alternative methods for acquiring equipment. These rules include a system for determining if certain low cost items are on hand without affecting a character's Wealth. Also included are rules for restricted items, obtaining licenses, and using the black market. Finally, there is a short segment on how to requisition items if a character works for a corporation, guild, government entity, or other organization with a pool of resources that characters can draw upon.

ON-HAND OBJECTS

To account for the mundane and innocuous objects that most people have among their possessions—and not force every character to specifically purchase such objects in order to employ them—use the following rules.

With the Narrator's permission, a character can make a Wealth check to see if she has a mundane object on hand, as long as the object has a purchase Difficulty of 14 or lower. The Wealth check works the same as for buying the object, except that the character takes a -10 penalty on the check, and she can't take 10 or take 20. Also, a character can't make a Wealth check to see if she has a mundane object on hand during character generation or between adventures—only during play. If the character succeeds, her Wealth bonus is unaffected, even if the object's purchase Difficulty is higher than her Wealth bonus.



Depending on the situation, the Narrator can rule that a certain mundane object is not available; for an object to be obtainable, the character must be in a place where the object logically would be.

RESTRICTED OBJECTS

Some objects require licenses to own or operate or are restricted to qualifying organizations or individuals. In such cases, a character must purchase a license or pay a fee to legally own the object. A license or fee is a separate item, purchased in addition to (and usually before) the object to which it applies. The four levels of restriction are as follows.

LICENSED

The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few, if any additional, legal requirements.

RESTRICTED

Only specially qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

MILITARY

The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.

ILLEGAL

The object is illegal in all but specific, highly regulated circumstances.

RESTRICTED OBJECTS

Registration Rating	License Wealth Difficulty	Time Required	Black Market Modifier*
Licensed	10	1 day	+1
Restricted	15	2 days	+2
Military	20	3 days	+3
Illegal	25	4 days	+4

*Add to the object's purchase Difficulty if the character tries to buy it on the black market without first obtaining a license (see **The Black Market**).

PURCHASING A LICENSE

To purchase a license or pay necessary fees, make a Wealth check against the Difficulty given in the **Restricted Objects Table**. With a success, the license is issued to the character after the number of days indicated. To speed the process, the hero can make a Knowledge (business) check against a Difficulty equal to the license purchase Difficulty. Success results in the license being issued in 3 hours. (During the process of character creation, a character just needs to purchase the license or pay the fee; the time required takes place before game play begins.)

As a general rule, a character must obtain the appropriate license before buying a restricted object. Legitimate dealers will not sell restricted objects to a character who does not have the necessary license. However, a character may be able to turn to the black market (see below) to obtain restricted objects without a license.

THE BLACK MARKET

Sometimes a character wants to obtain an object without going through the hassle of getting a license first. Almost anything is available on the black market. Knowledge (streetwise) checks can be used to locate a black market merchant. The Difficulty is based on the location in question: 15 to find a black market merchant in a big city, or 20, 25, or higher in small towns and rural areas.

Objects purchased on the black market are more expensive than those purchased legally. Add the black market purchase Difficulty modifier from the **Restricted Objects Table** to the object's purchase Difficulty.

Obtaining an object on the black market takes a number of days according to the Time Required column on the **Restricted Objects Table**. The process can be hurried, but each day cut out of the process (to a minimum of one day) increases the purchase Difficulty by an additional +1.

REQUISITIONING EQUIPMENT

When a character working for an organization needs more equipment than she has on hand, she may try to requisition it. The organization evaluates whether the character really needs the object, how soon it can supply it, and whether it can reasonably expect to get it back when the character is done with it.

The result is determined by a level check (d20 + character level) against a Difficulty equal to the equipment's purchase Difficulty. Add the character's Charisma bonus to the check. The **Requisition Table** lists modifiers that may affect the check.

The result of the check determines whether and how quickly an organization can provide a character with the requested equipment. With a success, the object is issued to the character. Generally, it takes 24 hours to obtain an object through requisition, but if the object is especially common, or if the hero beats the check Difficulty by 5 or more, it is available in 2 hours.

Requisitioned objects are loaned, not given, to the character. Obviously, expendable objects like ammunition don't have to be returned if used.

A character can spend a Conviction point to automatically requisition an item, though the Narrator has the right to veto any request if it is likely to spoil the plot of the adventure.

LOST OR DESTROYED ITEMS

If the item is lost or destroyed, the character may need to pay the organization back at the Narrator's discretion. If the character must pay back the cost of the item, they lose an amount of Wealth equal to that they would have lost if they had successfully purchased the item. For example, if an item that was lost had a cost of 25 and the character has a Wealth score of 10, then she would lose 3 Wealth. She loses 1 because the item had a cost of more than 15, plus an additional 2 for having a cost 15 greater than the character's current score. This Wealth decrease represents docked pay, fees, and other costs to replace the item.

REQUISITION	
Situation	Modifier
Object is necessary for assignment	+6
Object has obvious application for assignment	+4
Object has peripheral application for assignment	+2
Object has no obvious application for assignment	-2
Object is rare	-2
Object restriction	
Licensed	-2
Restricted	-4
Military	-6
Illegal	-8
Reputation	
Connected feat	Diplomacy check divided by 5
Character is skilled or proficient in use of object	Character's Reputation score
Character returned all gear undamaged on previous mission	+2

ADVENTURING GEAR

Apart from what an item is actually for, equipment in *True20* is primarily defined by its size and cost, as shown on the Adventuring Gear table. Some of the equipment found on the Adventuring Gear table is described in the following pages, along with any special benefits it confers on the user.

- **Size:** The size of a piece of equipment helps to determine how easy it is to conceal, and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any objects of her size category or smaller.
- **Cost:** This is the purchase Difficulty of the Wealth check to acquire the item. Masterwork equipment of the same type has an increased cost.
- **Restriction:** This is the restriction rating for the object, if any, and the appropriate black market purchase Difficulty modifier. Remember to apply this modifier to the purchase Difficulty when making a Wealth check to acquire the item on the black market.

ADVENTURING GEAR

These include items you would use while camping or exploring.

DUCT TAPE

The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 3 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (Difficulty 20) to free themselves. A roll provides 70 feet of tape, 2 inches wide.

MULTIPURPOSE TOOL

This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A

ADVENTURING GEAR

Adventuring Gear	Size	Cost	Restriction	Adventuring Gear	Size	Cost	Restriction
Duct tape	Tiny	3	–	Electronics			
Multipurpose tool	Tiny	9	–	Broadband modem	Tiny	6	–
Tool pole	Large	11	–	Broadband cellular modem	Tiny	6	–
Utility belt	Small	9	–	Cellular modem	Tiny	6	–
Alchemical Gear				Portable Satellite Telephone	17	–	
Bundle of matches	Fine	0	–	Walkie–Talkie, basic	7	–	
Chortle orb	Tiny	14	–	Walkie–Talkie, masterwork	15	–	
Dura–glue	Tiny	11	–	Juggling Gear			
Fire–Proof gel	Tiny	15	–	Juggling balls	Tiny	0	–
Flare paste	Small	6	–	Juggling clubs	Small	3	–
Flash pellet	Tiny	11	–	Juggling daggers	Tiny	6	–
Powdered tears	Tiny	12	–	Juggling fire balls	Tiny	1	–
Shock freeze	Tiny	15	–	Juggling torches	Small	0	–
Sickening smoke	Small	4	–	Merchant's Gear			
Slip oil	Small	15	–	Magnifying glass	Tiny	Varies	–
Smokestick	Small	10	–	Merchant's scales	Small	3	–
Sunrod	Small	1	–	Surveillance Gear			
Super Solvent	Tiny	11	–	Black Box	Tiny	4	+4
Tanglefoot bag	Small	11	–	Caller ID Defeater	Tiny	5	–
Thunderstone	Tiny	10	–	Cellular Interceptor	Tiny	23	–
Traitor's dust	Tiny	9	–	Lineman's Buttset	Tiny	13	–
Criminal Gear				Metal Detector	Small	11	–
<i>Acid needles</i>				Tap Detector	Tiny	7	–
Simple	Tiny	8	+0	<i>Taps</i>			
Moderate	Tiny	13	+1	Line Tap	Tiny	13	+1
Complex	Tiny	18	+2	Receiver Tap	Tiny	3	+2
Advanced	Tiny	23	+3	Telephone Line Tracer	Medium	23	–
Ashen powder	Tiny	8	–	Survival Gear			
Bolt cutter	Medium	6	–	Ghillie Suit	Medium	6	–
Coil Spike	Fine	15	–	Weapon Accessories			
Concealing ring, basic	Fine	10	–	<i>Detonators</i>			
Concealing ring, masterwork	Fine	15	–	Blasting Cap	Tiny	4	+1
Evidence toolkit, basic	Medium	7	–	Radio Control	Tiny	10	+1
Evidence toolkit, masterwork	Medium	14	–	Timed	Tiny	7	+1
False Identification	Fine	Varies	+4	Wired	Tiny	6	+1
Mobile crime lab	Gargantuan	35	–	Electro–optical scope	Small	18	–
Portable crime lab, basic	Large	14	–	Hollowed handle, basic	–	Same as item + 1	–
Portable crime lab, masterwork	Large	21	–	Hollowed handle, masterwork	–	Same as masterwork item + 1	–
Tabi boots	Tiny	15	–	Spring–loaded sheath	Tiny	9	–

multipurpose tool can lessen the penalty for making Craft (mechanical), Craft (electronic), or Craft (structural) checks without appropriate tools to -2 instead of the normal -4. The tool is useful for certain tasks, as determined by the Narrator, but may not be useful in all situations.

TOOL POLE

This fragile extending arm has a lock pick or other tool placed at its end and allows Disable Device and other skills (some Craft skills, Medicine, etc.), to be used at a distance of 10 feet. Skill checks made with a tool pole suffer a -5 penalty. You may take the Challenge (tool pole) feat to be able to use tool poles without penalty.

UTILITY BELT

This sturdy leather belt has numerous pockets and loops for tools, weapons, and other items, making it easy to keep about 10 pounds of items on hand.

ALCHEMICAL GEAR

These substances can be created via the Craft (chemical) skill.

BUNDLE OF MATCHES

The alchemical substance on the end of this fine wooden stick ignites when struck against a rough surface. Lighting a torch with a match is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action. Each bundle contains 10 matches.

CHORTLE ORB

You can throw this orb as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it releases a small cloud of gas. Each creature within a 10-foot radius must make a Fortitude saving throw (Difficulty 15) or be dazed by laughter. Affected targets receive a Fortitude save each round against the same Difficulty to recover, with a +1 bonus per previous save.

DURA-GLUE

A flask of dura-glue holds 8 ounces of the stuff. One ounce of this adhesive covers one square foot of surface, bonding virtually any two substances together. The glue takes one round to set. If the objects are pulled apart (a move action) before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, attempting to separate the two bonded objects is very difficult and requires a Strength check (Difficulty 20). Dura-glue is considered to have a Strength of +5 for the purpose of carrying capacity. Dura-glue is dissolved by super solvent.

FIRE-PROOF GEL

A container of this fire-proof gel can be spread over a medium-sized creature's armor, clothing, and bare skin. It grants the wearer a fire resistance of +5 and a +5 bonus to saving throws against fire-based attacks. In addition, the fire-based attacks only inflict non-lethal damage. This gel lasts for up to 24 hours.

FLARE PASTE

This black tar-like substance comes in a thick glass jar and contains enough substance to cover a 10-foot by 10-foot area. When ignited, the paste burns for two rounds, and anyone or anything within the area must make a Reflex saving throw (Difficulty 15) or catch fire. Whether they make their Reflex save or not, the creatures and objects have +1 fire damage inflicted to them.

FLASH PELLET

You can throw this pellet as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates

a blinding flash. Each creature within a 10-foot radius must make a Fortitude saving throw (Difficulty 15) or be blinded. Affected targets receive a Fortitude save each round against the same Difficulty to recover, with a +1 bonus per previous save.

POWDERED TEARS

This bag of powder has a special concoction of ground coal tar (from chimneys). When thrown into an adjacent opponent's eyes (ranged attack), this powder causes mild irritation and blurred vision. A creature struck by the dust must make a Reflex saving throw (Difficulty 15) or be dazzled for 5 rounds. In addition, anyone she attacks is considered to have partial concealment (20% miss chance, 17 or higher on d20) against her. This substance does not affect sightless creatures, such as oozes and undead.

SHOCK FREEZE

This vial of clear alchemical liquid causes a tremendous temperature drop when exposed to air. If successfully thrown at an adjacent opponent, the shock freeze inflicts +5 cold damage. If used on an object, it lowers the item's toughness by 5 for one round. Each round thereafter, the shock freeze inflicts one less point of cold damage or lowers the item's Toughness by one less point until it has run its course.

SICKENING SMOKE

This alchemically treated stick or flare works exactly like a smokestick, except it also sickens those who are within its area. Each creature within a 10-foot radius must make a Fortitude saving throw (Difficulty 15) or be sickened.

SLIP OIL

This oil can be applied to creatures or objects to make them much more difficult to hang onto. It takes a full-round action to apply slip oil to a medium-sized item. A creature wearing slip oiled armor or clothing gains a +10 bonus on Escape Artist checks and grapple checks made to resist or escape a grapple or a pin. A Reflex save each round (Difficulty 15) is required to keep hold of a slip oiled item. Slip oil lasts for one hour after it has been exposed to air, or it can be immediately removed with the application of alcohol. A jar of slip oil contains enough for 5 applications.

SMOKESTICK

This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot radius. The stick is consumed after one round, and the smoke dissipates naturally.

SUNROD

This one-foot long, gold-tipped iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

SUPER SOLVENT

A flask of super solvent holds 8 ounces of clear liquid. One ounce of this substance can dissolve an application of dura-glue or the goo from a tanglefoot bag. Applying the solvent is a standard action.

TANGLEFOOT BAG

When you throw a tanglefoot bag at a creature, the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. If you succeed on a ranged attack with a tanglefoot bag (range increment of 10 feet), the targeted creature becomes entangled. It takes a -2 penalty to Dexterity and must make a Reflex saving throw (Difficulty 15) or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed.

Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a Reflex saving throw

(Difficulty 15) or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a Strength check (Difficulty 15) or by sundering the goo (Toughness -5) with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic. If a creature's attack disables the goo, it is destroyed, and the creature is freed. Once free, the creature can move (including flying) at half speed. A character capable of using powers that is bound by the goo must make a Concentration check (Difficulty 15) to concentrate on her powers. The goo becomes brittle and fragile after 5 rounds, cracking apart and losing its effectiveness.

THUNDERSTONE

You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot radius must make a Fortitude saving throw (Difficulty 15) or be deafened. Affected targets receive a Fortitude save each round against the same Difficulty to recover, with a +1 bonus per previous save.

TRAITOR'S DUST

This packet of fine, greasy, white powder turns a bright blue color when it comes into contact with living flesh. These stains are extremely difficult to get rid of and take a week to wear away naturally. Each packet contains enough dust to cover a 5-foot by 5-foot area.

CRIMINAL GEAR

This equipment is most often used by criminals or to catch criminals. It also includes items found in the employ of assassins, spies, and other espionage agents.

ACID NEEDLE

An acid needle is a specially coated container that is used to eat away at a lock from the inside. The cost and damage the acid needle does depends upon the type of acid used. The lock is automatically opened if it is disabled or destroyed by the acid. If the lock is not destroyed, you gain a +1 cumulative bonus to Disable Device checks to open it for each wound it took.

ASHEN POWDER

This bag of powder has a mixture of spices that hampers a creature's sense of smell. Any creature inhaling the powder must make a Fortitude save (Difficulty 15) or lose their senses of smell and taste for 24 hours. If the Fortitude save succeeds, they still lose their sense of smell and taste for one hour. There is enough powder in each bag to cover a 10-foot by 10-foot area.

BOLT CUTTER

An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (Difficulty 10).

COIL SPIKE

This tight coil is inserted into a lock, trap, or other device with delicate inner parts. When the coil is activated, it attempts to break the item from the inside. The item must make a single Toughness save versus a +10 damage attack. If the item is disabled or destroyed, it no longer functions; but if it still works, any Disable Device checks against the item have their Difficulty increased by 5 because of the added confusion in the lock. You can remove a coil spike from an item with a Disable Device check (Difficulty 25). It takes a full-round action to reset a coil spike.

CONCEALING RING

This ring has a large stone set into it, which conceals a secret compartment capable of holding a single dose of poison or a very fine object. Opening the ring and either dumping or taking out its contents is a standard action that can be made as part of a Sleight of Hand check. The bonus to Sleight of Hand checks and Difficulty to search for the secret compartment is determined by the type of concealing ring the character is wearing. If a searcher is specifically looking for a secret compartment, they gain a +5 bonus to their check.

- *Basic:* A basic concealing ring has no built in anti-detection mechanisms and can be discovered with a Search check (Difficulty 15), if someone closely examines the item. Anyone using the ring to sneak a dose of poison into food or drink, or slip a very fine object into someone else's hand, gains a +2 bonus to their Sleight of Hand checks.
- *Masterwork:* A masterwork concealing ring has built in anti-detection mechanisms and can be discovered with a Search check (Difficulty 20), if someone closely examines the item. Anyone using the ring to sneak a dose of poison into food or drink, or slip a very fine object into someone else's hand, gains a +4 bonus to their Sleight of Hand checks.

EVIDENCE TOOLKIT

Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, a character receives a -4 penalty to use the collect clues option of the Knowledge (life sciences) skill.

- *Basic:* A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.
- *Masterwork:* A masterwork kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 equipment bonus on Knowledge (life sciences) checks under appropriate circumstances (whenever the Narrator rules that the equipment in the kit can be of use in the current situation).

Using a masterwork kit to analyze a possible narcotic substance or basic chemical requires a Craft (chemical) check (Difficulty 15). In this case, the +2 equipment bonus does not apply.

FALSE IDENTIFICATION

Purchasing false identification from a black market source can produce mixed results, depending on the skill of the forger. When a character purchases false identification, the Narrator secretly makes a Craft (forgery) check for the forger, which serves as the Difficulty for the opposed check when someone inspects the false identification. The purchase Difficulty of a false identification is 10 + the forger's ranks in the Craft (forgery) skill.

MOBILE CRIME LAB

A mobile crime lab is usually found in a semi-truck and has all the fixings a forensics expert needs to do field work. In combat, treat it as a semi-truck. A mobile crime lab can analyze clues with a Difficulty of 30 or less. It also grants you a +4 bonus to your Knowledge (life sciences) checks.

PORTABLE CRIME LAB

Most of the time, evidence needs to be brought back to a crime lab for further analysis. However, these portable kits can analyze evidence on-site. They typically fit into a car trunk or are installed into SUVs and vans.

- *Basic*: A basic portable crime lab can analyze simple clues with a Difficulty of 20 or less.
- *Masterwork*: A masterwork crime lab can analyze simple and moderate clues with a Difficulty of 25 or less. It also grants you a +2 bonus to your Knowledge (life sciences) checks.

TABI BOOTS

These boots are specifically designed to improve traction and reduce sound. While wearing these boots, you gain a +2 bonus to Acrobatics, Climb, and Stealth checks.

ELECTRONICS

BROADBAND

Cable modems and DSL services bring high-speed Internet access into the homes of millions. A broadband modem gives a character on-demand, high-speed access to data, allowing Computers and Knowledge checks involving the Internet to be made in half the normal time.

CELLULAR

A cellular modem allows a character to connect her notebook computer to the Internet anywhere she can use a cell phone. However, access speed is slow, and any Computers or Knowledge check involving the Internet takes half again the normal time (multiply by 1.5).

BROADBAND CELLULAR

In areas with cellular broadband access (most urban areas), a broadband cellular modem can be used. Both the broadband access modifier and the cellular modifier are applied to the base time, allowing Computers and Knowledge checks involving the Internet to be made in $\frac{3}{4}$ the normal time.

PORTABLE SATELLITE TELEPHONE

This object looks much like a bulky cell phone, and functions in much the same way. However, because it communicates directly via satellite, it can be used anywhere on earth, even in remote areas well beyond the extent of cell phone service. Portable satellite phones are very expensive to use. When used in a place not served by regular cellular service, each call requires a Wealth check (Difficulty 6).

WALKIE-TALKIE

This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range.

- *Basic*: This dime-store variety has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on the character's conversations. It has a range of 2 miles.
- *Masterwork*: This high-end civilian model allows a character to program in twenty different frequencies from thousands of choices—making it likely that the character can find a frequency that's not being used by anyone else within range. The device can be used with or without a voice-activated headset (included). It has a range of 15 miles.

JUGGLING GEAR

JUGGLING BALLS

If a juggling ball is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to brass knuckles. Juggling balls have a range increment of 30 feet.

JUGGLING CLUBS

If used in combat, treat a juggling club as a one-handed improvised weapon that deals bludgeoning damage like a club. Juggling clubs have a range increment of 20 feet.

JUGGLING DAGGERS

If used in combat, treat a juggling club as a one-handed improvised weapon that deals piercing damage like a knife. Juggling daggers have a range increment of 20 feet.

JUGGLING FIRE BALL

A juggling fire ball burns for 30 minutes, clearly illuminating a 5-foot radius and providing shadowy illumination out to a 10-foot radius. If a juggling ball is used in combat, treat it as a one-handed improvised weapon that deals +0 bludgeoning damage, plus the possibility of setting the target on fire. A juggler must wear protective gloves to safely juggle fire balls. If she does not do this, she must make a Reflex save (Difficulty 15) or catch fire. Juggling fire balls have a range increment of 30 feet.

JUGGLING TORCHES

A juggling torch burns for 30 minutes, clearly illuminating a 10-foot radius and providing shadowy illumination out to a 20-foot radius. If a juggling torch is used in combat, treat it as a one-handed improvised weapon that deals +0 bludgeoning damage, plus the possibility of setting the target on fire. Juggling torches have a range increment of 20 feet.

MERCHANT'S GEAR

MAGNIFYING GLASS

This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Craft and Knowledge checks to appraise small or highly detailed items. In fantasy settings, a magnifying glass may have a purchase difficulty of 14, due to the extraordinarily difficult process of creating the lens, while in a modern setting, it is much easier for machines to create the lens, and they only have a purchase difficulty of 1.

MERCHANT'S SCALES

A scale grants a +2 circumstance bonus on Craft or Knowledge checks involving items that are valued by weight, including anything made of precious metals.

SURVEILLANCE GEAR

These items are used to keep tabs on other people.

BLACK BOX

This device, easily concealed in the palm of one hand, emits digital tones that convince the phone system to make a long-distance connection free of charge. They also let a user "bounce" a call through multiple switches, making the call harder to trace (the Difficulty of any Computers check to trace the call is increased by 5).

CALLER ID DEFEATER

When a phone line contains a caller ID defeater, phones attempting to connect with that line show up as "anonymous" or "unavailable" on a caller ID unit. Such a call can still be traced as normal, however.

CELLULAR INTERCEPTOR

About the size of a small briefcase, a cellular interceptor can detect and monitor a cell phone conversation within a 5-mile area by listening in on the cellular service's own transmitters. Intercepting the calls of a particular cell phone requires a Computers check (Difficulty 35); if the user knows the phone number of the phone in question, the Difficulty drops by 10. Obviously, the phone must be in use for someone to intercept the call. A cellular interceptor cannot be used to intercept regular (ground line) phone connections.

LINEMAN'S BUTTSET

This device resembles an oversized telephone handset with a numeric keypad on the back and wire leads hanging from the bottom. It functions as a portable, reusable telephone line tap. With a Craft (electronics) check (Difficulty 10), a user can connect to a phone wire and hear any conversation that crosses it. A lineman's buttset is a common tool for telephone repair personnel.

METAL DETECTOR

This handheld device provides a +10 equipment bonus on all Search checks involving metal objects.

TAP DETECTOR

Plug this into a telephone line between the phone and the outlet, and it helps detect if the line is tapped. To detect a tap, make a Computers check (the Difficulty varies according to the type of telephone tap used). With a success, the tap detector indicates that a tap is present. It does not indicate the type or location of the tap, however. Also, it can't be used to detect a lineman's buttset.

TELEPHONE TAP

These devices allow a character to listen to conversations over a particular phone line.

- *Line Tap*: This tap can be attached to a phone line at any point between a phone and the nearest junction box (usually on the street nearby). Installing it requires a Craft (electronics) check (Difficulty 15). It broadcasts all conversations on the line over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a line tap by using a tap detector requires a Computers check (Difficulty 25).
- *Receiver Tap*: This item can be easily slipped into a telephone handset as a Craft (electronics) check (Difficulty 5). It broadcasts all conversations over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a receiver tap by using a tap detector requires a Computers check (Difficulty 15).
- *Telephone Line Tracer*: Essentially a highly specialized computer, a line tracer hooked to a phone line can trace phone calls made to that

line, even if there's a caller ID defeater hooked up at the other end. All it takes is time.

Operating a line tracer is a full-round action requiring a Computers check (Difficulty 10). Success gains one digit of the target phone number, starting with the first number of the area code.

SURVIVAL GEAR

GHILLIE SUIT

The ultimate in camouflage, a ghillie suit is a loose mesh overgarment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern.

A character wearing a ghillie suit with appropriate coloration gains a +10 bonus on Stealth checks. (The suit's coloration can be changed with a move action. However, the bulky suit imposes a penalty of -4 on all Dexterity checks, Dexterity-based skill checks (except Stealth), and melee attack rolls.

WEAPON ACCESSORIES

As if modern weapons weren't dangerous enough, a number of accessories can increase their utility or efficiency.

DETONATOR

A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Craft (demolitions) check (Difficulty 15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

- *Blasting Cap*: This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with a Craft (demolitions) check (Difficulty 10). When the electrical device is activated, the detonator goes off.

WEAPONS

Weapon	Damage	Critical	Damage Descriptor	Range Increment	Size	Cost
Melee						
<i>Simple</i>						
Baton, sling out	+2	20/+3	Bludgeoning	10 ft.	Tiny	5
Boot, bladed	+1	19-20/+3	Piercing	-	Tiny	8
Knife, sap pommeled	+1	20/+3 or 19-20/+3	Bludgeoning or piercing	10 ft.	Small	8
<i>Martial</i>						
Main-gauche	+1	19-20	Piercing	-	Tiny	8
Sword Cane	+2	18-20/+3	Piercing	-	Medium	10
<i>Exotic</i>						
Garrote	+1	20/+3	Bludgeoning	-	Diminutive	2
Lariat	+0	20/+3	Bludgeoning	10 ft.	Large	8
Sword breaker	+1	19-20/+3	Piercing	-	Tiny	9
Ranged						
<i>Simple</i>						
Knife, throwing	+1	19-20/+3	Piercing	20 ft.	Tiny	8
<i>Exotic</i>						
Hand crossbow	+1	19-20/+3	Piercing	30 ft.	Tiny	15

- *Radio Control*: This device consists of two parts, the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.
- *Timed*: This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.
- *Wired*: This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Craft (demolitions) check (Difficulty 10).
- *Masterwork*: A masterwork hollow handled item has built in anti-detection mechanisms and can be discovered with a Search check (Difficulty 20), if someone closely examines the item.

SPRING-LOADED SHEATH

This brace is a spring loaded sheath meant to be strapped to your wrist. When the user twists her hand (a free action) in a particular direction, a tiny weapon (usually a knife or a hand crossbow) pops out of the sheath and can be used immediately.

WEAPONS

This section includes a number of new weapons that can be employed by heroes and their adversaries.

BATON, SLING OUT

The sling out baton makes the perfect concealed weapon, because with a flick of the wrist, it can go from an innocent looking wooden (or metal) tube into a small club-like weapon. It takes a move action to extend the sling out baton.

BOOT, BLADED

This specially made boot has a blade hidden within its sole. Its blade is typically extended via a spring located within the heel of the boot. It is difficult to discover a bladed boot while it is being worn (+5 to the Search Difficulty). The blade of this item can only be found with a Search check (Difficulty 25). If a searcher is specifically looking for a secret compartment, they gain a +5 bonus to their check.

CROSSBOW, HAND

You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action. You can shoot, but not load, a hand crossbow with

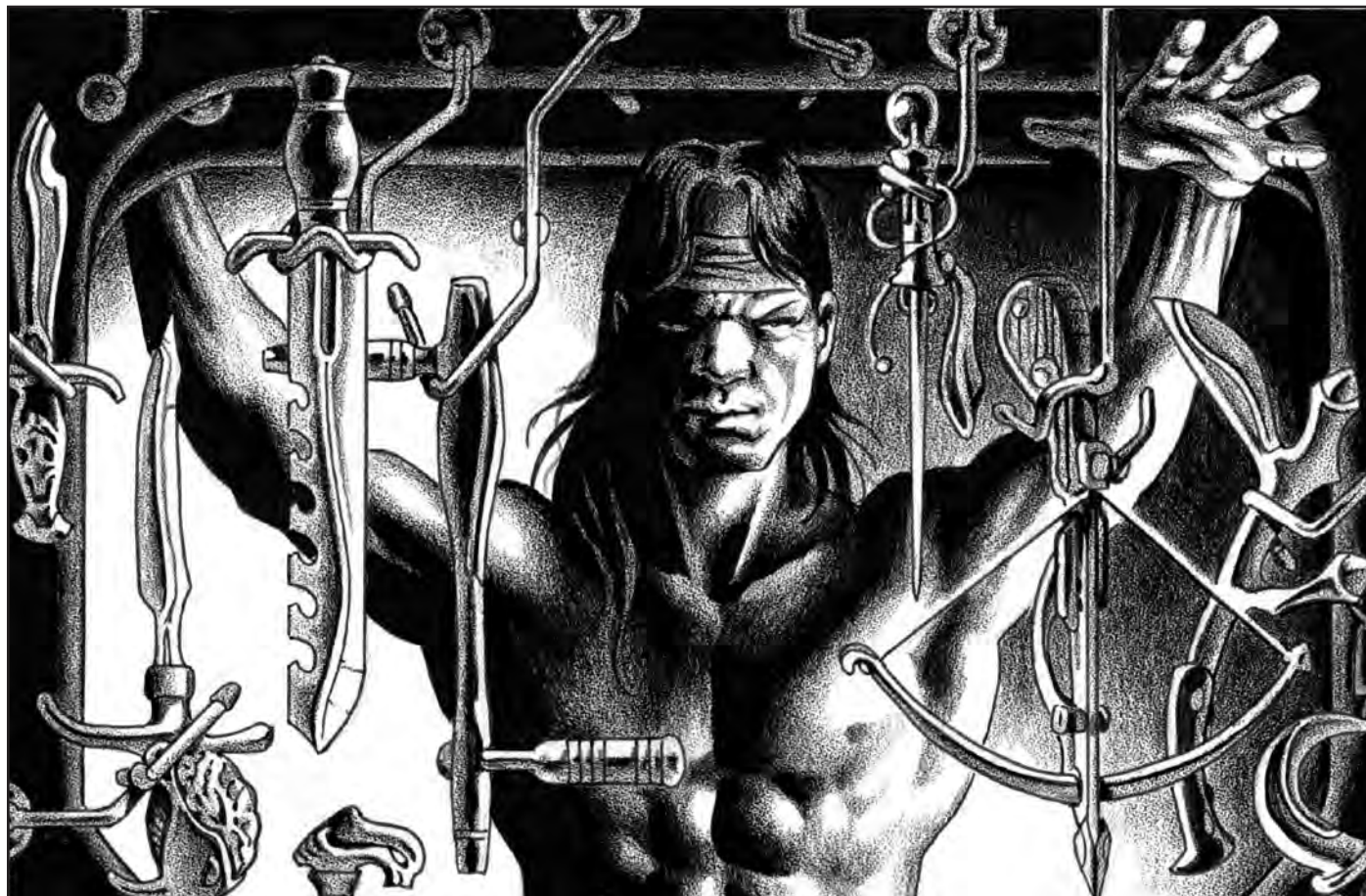
ELECTRO-OPTICAL SCOPE

An electro-optical scope functions the same as a targeting scope in normal light. In darkness, however, the user sees through it as if she was wearing night vision goggles.

HOLLOW HANDLED

The handle of this type of item is actually a secret carrying container. The pommel or blade of the item screws off to reveal the handle's hollow center, allowing its wielder to hide secret messages, poisons, lock picks, and very small objects. The Difficulty to search for the secret compartment is determined by the type of hollow handle employed. If a searcher is specifically looking for a secret compartment, they gain a +5 bonus to their check. Due to its hollowed out nature, the Toughness of the item is reduced by 2.

- *Basic*: A basic hollow handled item has no built in anti-detection mechanisms and can be discovered with a Search check (Difficulty 15), if someone closely examines the item.



IMPROVISED WEAPONS

Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon.

A character takes a –4 penalty on her attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered simple, martial, or exotic, so weapon proficiency feats cannot offset the –4 penalty.

IMPROVISED WEAPON DAMAGE

Object Size	Examples	Damage
Diminutive	Ashtray, CD disk case, crystal paperweight	+1
Tiny	Fist-sized rock, mug, screwdriver, softball, flashlight, wrench	+1
Small	Bottle, drill, fire extinguisher, flower pot, helmet, metal hubcap, vase	+1
Medium-size	Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick, nail gun	+1
Large	Empty garbage can, guitar, computer monitor, office chair, tire iron	+2
Huge	10-foot ladder, mailbox, oil barrel, park bench, sawhorse	+3
Gargantuan	Desk, dumpster, file cabinet, large sofa, soda machine	+4
Colossal	Junked vehicle, stoplight, telephone pole	+5

A character can effectively wield or throw an object of her size category or smaller using one hand. A character can effectively wield or throw an object one size category larger than her using two hands. An improvised thrown weapon has a range increment of 10 feet. Increase the range increment for creatures of Large size or larger as follows: Large 15 feet, Huge 30 feet, Gargantuan 60 feet, Colossal 120 feet.

DAMAGE

Improvised weapons deal lethal damage based on their size, although the Narrator may adjust the type (lethal or non-lethal) and damage of an object that is especially light or heavy for its size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons; do not apply the wielder's Strength modifier to damage from Diminutive objects. The **Improvised Weapon Damage Table** gives the damage for improvised weapons of varying size. Improvised weapons threaten a critical hit on a natural roll of 20 and deal +3 damage on a confirmed critical. Improvised weapons of Fine size deal no damage.

Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple, or fall apart after a few blows. An improvised weapon has a 50% chance (a roll of 11 or higher on a d20) of breaking each time it deals damage or, in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself.

one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

GARROTE

Garrotes can be made out of many different substances, from silk scarves to metal wire, but no matter what material they are made of, they are just as deadly. If you make a successful grapple check while you are holding a garrote, you may immediately inflict the garrote's nonlethal damage (plus your Strength) on your opponent. Your opponent is considered mute and unable to talk while she is being garroted. For each round you successfully grapple your opponent, the garrote's nonlethal damage increases by one. If your opponent falls unconscious, you may either stop using the garrote, or you can continue to strangle your opponent to death. If you continue to grapple her for one round, she is considered dying. If you continue for a second round, she is dead. If your opponent breaks free from your grapple, you must begin the process all over again.

LARIAT

A lariat can strike targets up to 10 ft. away. 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. If you choose to attack an opponent directly with the lariat and hit, the target makes a Reflex saving throw (Difficulty 15). A failed save means the target is entangled until you loosen the lariat's bonds or she makes a successful Strength or Escape Artist check (Difficulty 20 + your Strength). If you miss, you must take a move action to pull the

lariat back to you so that you can use it again. A large lariat can only be used against medium-sized creatures or smaller.

MAIN-GAUCHE

This knife is specifically designed to parry opponent's attacks. It grants you a +1 bonus to your dodge or parry bonus if you are fighting in a defensive stance.

KNIFE, SAP POMMELED

This weapon has a knife on one end and a tiny sap-like butt as its pommel, allowing its wielder to deal either lethal piercing or non-lethal bludgeoning damage.

KNIFE, THROWING

This knife is specifically designed to be thrown over long distances.

SWORD CANE

This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, the blade of the sword cane (not the sword cane itself) is always considered to be concealed; it can only be found with a Search check (Difficulty 15). If a searcher is specifically looking for a secret compartment, they gain a +5 bonus to their check.

SWORD BREAKER

This weapon is designed to catch, twist, and break bladed weapons. It grants you a +2 bonus to disarm and deals +2 sunder damage when used against medium-sized or smaller bladed weapons.



CHAPTER SIX:

ALLIES AND ADVERSARIES



Heroes often come into contact with influential organizations during their adventures or missions. These organizations may turn into allies, adversaries, or neutral factions in regard to the heroes, and, as such, they deserve to be treated as characters of their own. The following chapter provides players and Narrators all they need to start making living and breathing organizations for their campaigns.

This chapter also includes a section on designing traps. From pesky pit traps to deadly crushing rooms, these rules provide players and Narrators with a plethora of possible traps to use in their adventures.

ORGANIZATIONS

Organizations are as varied as the heroes and ordinaries that join them. They range in size from small companies to colossal hordes. They reflect their members' interests and ideals and provide their followers with useful benefits they would not have on their own. They can influence individuals and communities with their actions and even enter into conflict with other organizations. Heroes can even build relationships with particular organizations, storing up favors and good will with them, and perhaps one day asking for their help. The following section provides rules for creating organizations, adjudicating conflicts between them, and gaining influence with them.

CREATING AN ORGANIZATION

Organizations are created in the same manner as heroes, with a few notable exceptions. They have sizes, abilities, backgrounds, roles, levels, skills, feats, reputation, wealth, nature, and even conviction.

SIZE

The number of members determines the size of the organization, which can range from a small company of members to entire armies of individuals. Typically, the size of an organization helps determine the level of the organization, since larger organizations almost always attract or recruit more powerful individuals to their ranks. The Narrator may decide that some organizations or campaigns benefit more or

less from their size. In this case, they can add their own size modifier to the organization's level. Military terms have been used to describe the size of the organization, but Narrators should feel free to use other terms related to their setting or the type of organization they are creating. For, example, a business of 3–5 employees might be a small business, whereas one with 200,000 employees might be called a colossal corporation.

ABILITIES

The abilities of the organization should be based on the average abilities of the organization as a whole. There may be members who have better or worse ability scores, but this score is meant to represent what characters can expect when running into a random member of a particular organization.

BACKGROUND

The background of the organization is determined by the majority of the organization. If the organization is fractured or cosmopolitan, then the Narrator should create a unique background for the organization.

ROLE

Organizations can have levels in one of four roles: adept, expert, ordinary, and warrior. These roles reflect the make-up of an organization. The best way to determine the level breakdown is to use the demographics of the organization and its leadership.

DEMOGRAPHICS

For example, a 7th-level legion of 3,000 men might have all warrior levels. Alternatively, a 7th-level legion of 3,000 men that includes a cohort of 500 military mages might have one level of adept and six levels of warrior.

LEADERSHIP

The leadership of an organization may or may not be the same role as the rest of their members. In this case, the Narrator may decide that although the overwhelming majority of the organization might be a particular role, it is influenced enough by its leadership to warrant at least one level in the role corresponding to its leadership. For example, a 7th-level legion of 3,000 men lead by a wizard might have one adept level and six levels of warrior.

ADEPT ORGANIZATIONS

These types of organizations specialize in the sciences and arts of the supernatural. Some adept organizations explore the possibilities of the supernatural for the common good, while others exploit it for their own gain. Adept organizations include covens of witches, secret societies, schools of magic, and other organizations with a vested interest in the supernatural.

EXPERT ORGANIZATIONS

These are professional organizations specializing in a particular set of skills that they come to master as they grow in membership and power. They might have their own agendas and interests, or they might offer a service that individuals or other organizations need.

ORGANIZATION SIZE

Size	Number of Members	Level Modifier
Company	3–5	+0
Squad	6–10	+0
Band	11–20	+0
Platoon	21–40	+0
Battalion	41–80	+0
Regiment	81–160	+1
Brigade	161–320	+2
Cohort	321–640	+3
Division	641–1,280	+4
Corps	1,281–2,540	+5
Legion	2,541–5,080	+6
Small army	5,081–10,160	+7
Medium army	10,161–20,320	+8
Large army	20,640–41,280	+9
Huge army	41,281–82,560	+10
Gargantuan army	82,561–165,120	+11
Colossal army	165,121–330,240	+12
Small Horde	330,241–660,480	+13
...	x2	+1 (maximum +19)

EXPERT ORGANIZATIONS

Level	Combat	Poor Saves	Good Save	Reputation
1st	+0	+0	+2	+1
2nd	+1	+0	+3	+1
3rd	+2	+1	+3	+1
4th	+3	+1	+4	+2
5th	+3	+1	+4	+2
6th	+4	+2	+5	+2
7th	+5	+2	+5	+2
8th	+6	+2	+6	+3
9th	+6	+3	+6	+3
10th	+7	+3	+7	+3
11th	+8	+3	+7	+3
12th	+9	+4	+8	+4
13th	+9	+4	+8	+4
14th	+10	+4	+9	+4
15th	+11	+5	+9	+4
16th	+12	+5	+10	+5
17th	+12	+5	+10	+5
18th	+13	+6	+11	+5
19th	+14	+6	+11	+5
20th	+15	+6	+12	+6

ADEPT ORGANIZATIONS

Level	Combat	Poor Saves	Will Save	Max Power Ranks	Reputation
1st	+0	+0	+2	4	+1
2nd	+1	+0	+3	5	+1
3rd	+1	+1	+3	6	+1
4th	+2	+1	+4	7	+2
5th	+2	+1	+4	8	+2
6th	+3	+2	+5	9	+2
7th	+3	+2	+5	10	+2
8th	+4	+2	+6	11	+3
9th	+4	+3	+6	12	+3
10th	+5	+3	+7	13	+3
11th	+5	+3	+7	14	+3
12th	+6	+4	+8	15	+4
13th	+6	+4	+8	16	+4
14th	+7	+4	+9	17	+4
15th	+7	+5	+9	18	+4
16th	+8	+5	+10	19	+5
17th	+8	+5	+10	20	+5
18th	+9	+6	+11	21	+5
19th	+9	+6	+11	22	+5
20th	+10	+6	+12	23	+6

Expert organizations include artisan circles, assassin guilds, merchant fleets, political parties, professional charities, and other skill-based associations.

ORDINARY ORGANIZATIONS

These organizations are populated by ordinary individuals who work in ordinary jobs. They are not adventurers. Rather, they are the common folk that heroes spend their time defending and villains spend their

ORDINARY ORGANIZATIONS

Level	Combat	Saves	Reputation
1st	+0	+0	+0
2nd	+0	+0	+0
3rd	+0	+0	+0
4th	+0	+0	+0
5th	+0	+0	+1
6th	+0	+0	+1
7th	+0	+0	+1
8th	+0	+0	+1
9th	+0	+0	+2
10th	+0	+0	+2
11th	+0	+0	+2
12th	+0	+0	+2
13th	+0	+0	+3
14th	+0	+0	+3
15th	+0	+0	+3
16th	+0	+0	+3
17th	+0	+0	+4
18th	+0	+0	+4
19th	+0	+0	+4
20th	+0	+0	+4

WARRIOR ORGANIZATIONS

Level	Combat	Poor Saves	Fort Save	Reputation
1st	+0	+0	+2	+0
2nd	+1	+0	+3	+0
3rd	+2	+1	+3	+1
4th	+3	+1	+4	+1
5th	+3	+1	+4	+1
6th	+4	+2	+5	+1
7th	+5	+2	+5	+2
8th	+6	+2	+6	+2
9th	+6	+3	+6	+2
10th	+7	+3	+7	+2
11th	+8	+3	+7	+3
12th	+9	+4	+8	+3
13th	+9	+4	+8	+3
14th	+10	+4	+9	+3
15th	+11	+5	+9	+4
16th	+12	+5	+10	+4
17th	+12	+5	+10	+4
18th	+13	+6	+11	+4
19th	+14	+6	+11	+5
20th	+15	+6	+12	+5

time exploiting. Ordinary organizations include conscripted soldiers, labor unions, lay charities, religious fraternities, and other working class organizations.

WARRIOR ORGANIZATIONS

Warrior organizations are often associated with professional armies. They are not only trained in individual combat, but also in unit combat, including long-term strategy and situational tactics. Warrior

organizations include air forces, navies, mechanized armies, private security forces, professional armies, religious knight-hoods, town guards, and other armed forces.

MIXED-ROLE ORGANIZATIONS

These organizations have a mixture of roles within them to represent their demographics and their leadership. Mixed-role organizations use the same rules as mixed-role heroes when determining their traits.

The most common role to be mixed with is the ordinary role, because it represents the rank and file members of adept, expert, and warrior organizations that include ordinary members (a must for any large organization). The adept role can be found mixed in with either the expert or the warrior role and might represent anything from an alchemist's guild to a military unit composed of war mages. The expert role can be found in primarily adept organizations and represents a portion of the organization's dedication to a particular skill set, while some guerilla fighting forces might have a mixture of expert and warrior levels. Lastly, some organizations might include contingents of warriors as security forces or even enforcers of their will.

LEVEL

Every organization has a level determined by the level of the majority of its members and its size category. Most organizations with sizeable memberships will be made up of 1st-level members; however, these larger organizations also draw higher level members who make themselves available for use by the organization and those associated with it. The level of an organization determines its effective ability scores, combat bonus, saving throws, maximum skill ranks, conviction, feats, reputation, and wealth.

Unlike heroes, organizations can often gain or lose levels during the course of a campaign. When this happens, a Narrator should change

LEVEL-DEPENDENT BENEFITS

Level	Maximum Skill Rank	Ability Increase	Conviction*	Feats*	Wealth
1st	4	—	3	4	+5
2nd	5	—	3	1	+6
3rd	6	—	4	1	+7
4th	7	—	4	1	+8
5th	8	—	5	1	+9
6th	9	1st	5	1	+10
7th	10	—	6	1	+11
8th	11	—	6	1	+12
9th	12	—	7	1	+13
10th	13	—	7	1	+14
11th	14	—	8	1	+15
12th	15	2nd	8	1	+16
13th	16	—	9	1	+17
14th	17	—	9	1	+18
15th	18	—	10	1	+19
16th	19	—	10	1	+20
17th	20	—	11	1	+21
18th	21	3rd	11	1	+22
19th	22	—	12	1	+23
20th	23	—	12	1	+24

* Ordinary levels do not count towards these benefits.

the level structure of the organization to fit the new demographic of the organization. Most of the time, ordinary levels are lost first, since they are considered the most unstable element of an organization.

For example, a wizard's small conscript army of 10,000 men may include 5 levels of ordinaries, 2 levels of warriors, and one level of adepts. If the wizard engages another army and loses half his forces in the battle, then his small army would be reduced to 5,000 men (a legion), and his army would lose a level due to its size change. This level might come from any of the levels, depending upon which unit type was lost in the battle.

CORE ABILITY

An organization is considered to have the core ability of the highest non-ordinary level (adept, expert, or warrior). If there is a tie between two or more roles, then the Narrator chooses one of the core abilities to be the primary focus of the organization.

COMBAT

Add the combat bonuses for each role together to get the organization's total combat bonus.

SAVING THROWS

An organization's save bonuses equal the save bonuses for the organization's highest level non-ordinary role, plus the save bonuses for each additional role, minus 2. The minimum bonus from any role is +0.

SKILLS

An organization gains the normal additional skill ranks for each level of a role. The Narrator should spend these skill ranks in a manner that represents the skills of the organization as a whole.

FEATS

An organization gains the same number of feats as a hero of the same level. The roles an organization has determines the feat list it can choose from. Narrators should choose feats in such a way as to reflect the strengths of the organization as a whole. Organizations may also choose the Reputation quality feats or the Wealthy feat. This reflects an organization's focus on improving its wealth and influence, rather than its individual member's abilities or skills. Ordinary levels do not grant access to feats.

REPUTATION

An organization's reputation bonus equals the reputation bonus for its highest role (including the ordinary role), plus the reputation bonuses for each additional role. This score can be temporarily modified by the leader's reputation.

WEALTH

An organization's starting Wealth score is determined by its total level + the organization's Charisma score. This represents the typical starting funds of an organization made up of endowments, grants, and other assets. This score can change just like a normal hero's Wealth can fluctuate. An organization's wealth can change when it decreases or increases in size, with donations or robberies, good or bad investments, and a whole plethora of other possibilities. Narrators should determine an organization's actual Wealth score at the start of a campaign.

NATURE

All organizations have a particular nature, which is made up of a virtue and a vice.

During an organization's creation, select a virtue and a vice to decide the organization's nature. Generally speaking, an organization's nature

LEADERSHIP

Whether it is a cruel warlord bent on conquest or a benevolent priest leading a pilgrimage to his faith's holiest site, almost every organization has a leader. Some organizations even have multiple leaders, such as in the case of a town with a mayor, a captain of the guard, and a city council. In this case, the mayor would probably be used to determine the influential and recruitment leadership, while the captain of the guard would determine the combat leadership, and the average Charisma of the city council would be used for the financial leadership.

ORGANIZATIONAL BENEFITS

The leader is not counted when determining the size of the organization, but instead grants the organization bonuses depending on his level, traits, and the situation.

COMBAT LEADERSHIP

An organization gains combat and Will save bonuses depending on the level of the organization's commander. This bonus to combat is only applied to military efforts that the leader is directly involved in.

FINANCIAL LEADERSHIP

An organization gains a bonus to its Wealth score equal to the leader's Charisma score. This bonus to Wealth is only applied to financial efforts that the leader is directly involved in.

INFLUENTIAL LEADERSHIP

An organization gains a bonus to its Reputation equal to the leader's Reputation score. This bonus to Reputation is only applied to social efforts that the leader is directly involved in.

RECRUITMENT LEADERSHIP

An organization can temporarily decrease or increase a number of size categories equal to the leader's Charisma score. Every month, a leader with a negative Charisma score must make a Diplomacy check (Difficulty 25). If successful, the organization retains its current membership size. If the check fails, the effective size of the organization decreases by one category. This represents individuals who have left the organization, disagree with the leader on some important decision, or who have lost their motivation to work for the organization in an effective manner.

Alternatively, a leader with positive Charisma may take a month-long action to recruit others into his organization. At the end of this month, the leader makes a Diplomacy check (Difficulty 15). If successful, the organization increases by one size category. If it fails, the organization does not increase in size.

Recruited levels can become permanent at the Narrator's discretion.

If a leader is lost, the organization tends to return to its original size (Narrator's discretion) by one size category per month.

For example, a commander of a cohort of warriors with a Charisma score of +3 could attempt to recruit new members to transform them into a full legion. Alternatively, a commander of a cohort of warriors with a Charisma score of -1 might soon find himself commanding a brigade.

LEADERS

The leader retains his individual statistics and is always considered to be among the survivors of any organization-wide conflict (see **Organizational Conflict**). There are several exceptions to this rule.

A leader may leave or be separated from his organization. This may be voluntary, such as in the case of taking on another leader or a powerful creature in single combat or debate, or it might be the result of a well-planned ambush or other method of keeping the leader from contacting and controlling his organization. When a leader leaves or is separated from an organization, it no longer gains any benefit from its leader, and the leader may be killed while off on his own.

The second exception is when an organization reaches "disabled" or worse condition on the damage track.

The third exception is when the leader moves to the front lines to fight in person. While fighting in the front lines, a leader makes their own attack and toughness rolls independent of the organization. While the leader is fighting in the front lines, he may be targeted by the attacks of another creature or organization.

is fixed. Virtue and vice are reflections of an organization's collective behavior. Changing one's true nature is difficult. If the Narrator allows, an organization may change its virtue or vice at the cost of a point of Conviction, which cannot be regained until the organization gains a new level. The leader of an organization can also change the organization's nature by spending two Conviction points that he cannot regain until he gains a new level.

At the Narrator's discretion, certain major events in an organization's history can lead to a change in nature (either virtue, vice, or both), but these events are largely beyond the organization's control. The Narrator

COMBAT LEADERSHIP	
Leadership Level	Combat Bonus
1st–2nd	+0
3rd–5th	+1
6th–10th	+2
11th–15th	+3
16th or higher	+4

shouldn't allow changes in nature to happen lightly; they are pivotal events in an organization's history.

CONVICTION

An organization's Conviction is determined by its total level in non-ordinary roles. This Conviction can be spent by the leader to aid any of the organization's members and is regained in the same way as normal Conviction, except the leader of an organization can sacrifice two of his Conviction points to replenish one point of the organization's Conviction.

ORGANIZATIONAL CONFLICT

Organizations can enter into three types of conflict: financial, social, and military. Each of these conflicts represents a different facet of an organization's power and how they can use it against other organizations.

FINANCIAL CONFLICT

A financial conflict can occur when organizations are trying to bribe the same person, purchase the same item, or buy out another organization. Two merchant guilds might both be trying to purchase a map to a newly discovered land. A large corporation might want to buyout an upstart company with a growing clientele. Two nations may be attempting to purchase the services of a particularly well-known mercenary group. These are just a few examples of the financial conflicts organizations can get into.

AUCTION

If two or more organizations (or individuals) are trying to purchase the same thing (or person), then they each make an offer. Each organization (or person) involved chooses a target purchase Difficulty and makes a Wealth check. The highest successful offer modified by the seller's attitude toward the organization wins. If it is tied, then the organization with the best relationship with the seller wins. If it is still tied, then the Narrator might require each organization to make another (higher) Wealth check. Alternatively, he may allow one round of Diplomacy checks to see if an organization can sway the seller with words before the auction continues. The Narrator should decide how long an auction lasts, depending upon the circumstances. Some auctions last less than an hour, others might take weeks.

SELLER'S ATTITUDE

Attitude	Wealth
Hostile	+10
Unfriendly	+5
Indifferent	+0
Friendly	-5
Helpful	-10

BUYOUT

Sometimes organizations attempt to buy each other out. This may be because they believe owning the other organization will improve their own position or simply because they want to get rid of the competition. When a buyout occurs, the same process occurs as with an auction. However, the target organization must decide if it is willing to be bought out or not.

- *Friendly Buyout:* If an organization wants to be bought out, the other organization only has to make a Wealth check (Difficulty equal to the

organization's current Wealth + 3).

- *Hostile Buyout:* If an organization is unwilling to be bought out, the two companies enter into a financial fight. This works exactly like a normal fight with the following exceptions.

The **Attack bonus** of each organization is equal to its Wealth score + its Charisma + its level + any miscellaneous modifiers.

The **Defense bonus** of each organization is equal to 10 + its Wealth score + its Charisma + its level + any miscellaneous modifiers.

The **Damage bonus** of each organization is equal to its Wealth score + its Charisma.

The **Toughness bonus** of each organization is equal to its Wealth score + its Charisma + any miscellaneous modifiers.

Organizations can sacrifice Wealth permanently to gain a one time bonus to their Attack, Defense, Damage, or Toughness bonus. By sacrificing 4 Wealth, they can gain a +6 bonus to their Attack or Defense bonuses or a +5 bonus to their Damage or Toughness bonuses.

CLANDESTINE BUYOUT

If an organization is attempting to buy out an organization without them knowing about it, they may make Bluff checks opposed by the other organization's Bluff, Knowledge (business), or Sense Motive skill, whichever is highest. If successful, the other organization does not notice what is happening for one round of financial conflict. If failed, the other organization immediately recognizes what is going on and may take steps to not only defend itself, but also attack the other organization. The targeted organization gains a bonus to its Bluff, Knowledge (business), or Sense Motive skill check equal to the number of rounds of financial conflict that have occurred.

ACTION

Each round of financial combat typically represents one day (or more) of hostile negotiations between each organization.

FINANCIAL DAMAGE

An organization ignores any damage that results in a "hurt" condition. Individuals in the organization may be interested in the buyout attempt, but the organization as a whole is not. An organization that has become "wounded" has about 10% of its members interested in the buyout attempt. An organization that becomes "disabled" has 25% of its members interested. If an organization is marked off as "dying," it is on the verge of being bought out, with about 50% of its members wanting to take the offer, and it is considered one size category smaller than normal. An organization that is marked off as "dead" is now considered willing to be bought out (see **Friendly Buyout**).

Narrators should decide how long a hostile buyout bid can last before both organizations end or postpone further hostilities. Once a day has gone by without a round of financial conflict, both organizations may begin recovering from the damage they have sustained.

PARTIAL ORGANIZATIONAL CONFLICT

Sometimes, only a portion of an organization enters into conflict with another organization. It may be a rogue or sanctioned faction or unit within the organization, but it is not the entire organization. When such a faction or unit engages another organization in conflict, this should be reflected in the effective organization's size when resolving conflicts. For example, a small army may send a legion to secure a particular area. If this portion of the small army is engaged in battle, it is treated as a legion for the purpose of any conflicts it enters into, at least until it is once again rejoined with the small army.

Alternatively, large corporations may have competing divisions that enter into conflict with each other, even though the two corporations may have other divisions that work with each other. In this case, the two organizations as a whole are not in conflict with each other, but rather only particular divisions of those organizations are in conflict.

RECOVERY

Recovering from financial damage requires a Charisma check (Difficulty 10) by the organization's leader. A successful check erases the damage condition, while an unsuccessful check means there is no significant improvement for that time period.

An organization can make a recovery check once per day for wounded and once per month for disabled. Dying has its own particular check; once an organization is stable (by succeeding at a stabilization check), dying becomes disabled, which is recovered from normally (one month for disabled).

The organization or its leader can spend a Conviction point on its recovery check.

Example: A 10th-level large corporation with a Wealth score of +14 and a financial leadership of +3 attempts a hostile buyout of a 4th-level small business with a Wealth score of +8 and a financial leadership of +4. The large corporation chooses to apply only one level of the organization to the hostile buyout attempt, while the other nine levels continue running the organization's day to day business. On the other hand, the small business puts about three-quarters of its staff to the task of fighting off the buyout. In the first round of financial combat, the large corporation rolls a d20 and adds its Wealth score, financial leadership, and level to the result. The result of the roll is a 12, with a total result of 30 (12 roll + 14 Wealth + 3 leadership + 1 level), which is greater than the small business's Defense of 25 (10 base + 8 Wealth + 4 leadership + 3 level). The Toughness Difficulty is 32 (15 base + 14 Wealth + 3 leadership) and the small business rolls a 15 with a total result of 27 (15 roll + 8 Wealth + 4 leadership). The small business is wounded with about 10% of its employees wanting to take the buyout deal. On the small business's turn, it could strike back at the large corporation directly, which might prove too difficult, or use its action to try and secure a bonus to its Wealth by taking a loan or finding a financial backer, thus making it more difficult for the large corporation to succeed on its next check and perhaps discouraging further attempts.

SOCIAL CONFLICT

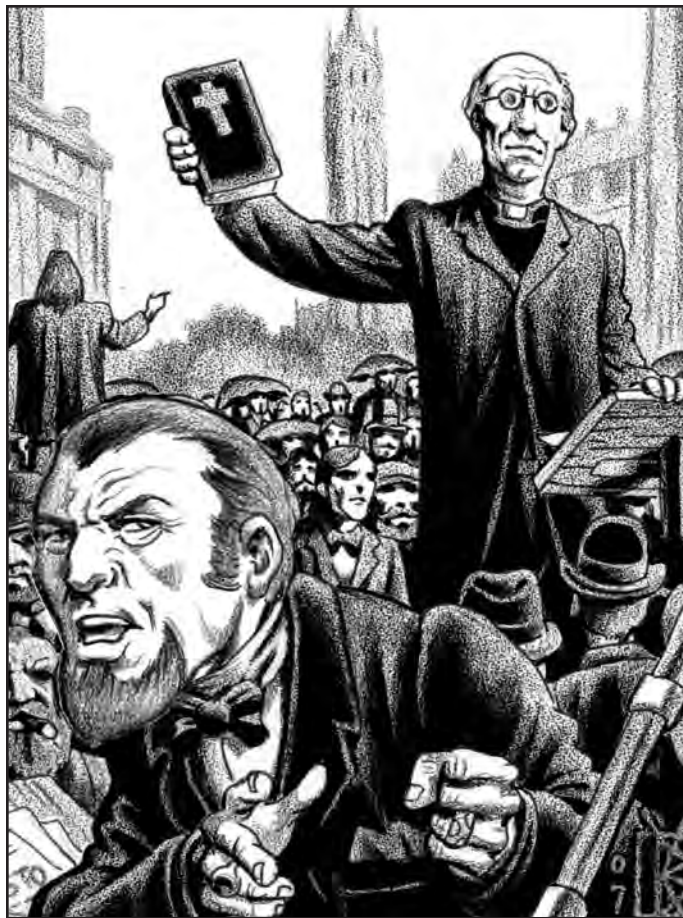
An organization might find itself in social conflict with another organization when they are both trying to influence a particular person or their means or ends differ enough from each other on a particular social issue. Social conflict can be a daily reality in some communities, while others hardly ever have such situations, either by choice or by edict from above. Some examples of social conflict could be when two religious groups vie for control over a local area or noble families play political games with each other in their bid for power and position.

INFLUENCE

If two or more organizations (or individuals) are trying to influence the same person or group, they each make a Diplomacy check modified by their Reputation score. The first group to influence an individual's attitude to helpful has convinced the target of their position. If the target has helpful relations with both organizations, then each organization makes another Diplomacy check (Difficulty 20). The highest successful check wins the target over to their position. If it is still tied, the Narrator might require each organization to continue to make Diplomacy checks until one of them has a higher check. The Narrator should decide how long it takes to influence a particular individual or group, based on how long it takes to improve the target's attitude to helpful and how many "rounds" of Diplomacy it took to successfully convince the target of their position.

PROSELYTIZE

Sometimes organizations attempt to proselytize each other. This may be because they want to directly convert them to their own beliefs or



simply because they want to subtly weaken the other organization so that it cannot interfere with its plans.

- **Friendly Proselytizing:** If an organization wants to be proselytized, the other organization only has to make Diplomacy checks, until the organization either becomes helpful or hostile. If they become helpful, they are converted. If they become hostile, the hostile proselytizing rules are used.
- **Hostile Proselytizing:** If two or more organizations enter into a social conflict, they begin to battle each other in social circles. This works exactly like a normal fight, with the following exceptions.

The **Attack bonus** of each organization is equal to its Reputation score + its Charisma + its level + any miscellaneous modifiers.

The **Defense bonus** of each organization is equal to 10 + its Reputation score + its Charisma + its level + any miscellaneous modifiers.

The **Damage bonus** of each organization is equal to its Reputation score + its Charisma.

The **Toughness bonus** of each organization is equal to its Reputation score + its Charisma + any miscellaneous modifiers.

UNDERMINING

If an organization is attempting to undermine another organization, they use the "nonlethal" track and may make Bluff checks opposed by the other organization's Bluff, Knowledge (civics), or Sense Motive skill, whichever is higher. If successful, the other organization does not notice what is happening for one round of social conflict. If failed, the other organization immediately recognizes what is going on and may take steps to not only defend itself, but also attack the other organization. The targeted organization gains a bonus to its Bluff, Knowledge (civics), or Sense Motive skill check equal to the number of rounds of social conflict that have occurred.

ACTION

Each round of social conflict typically represents one day (or more) of political maneuvering between each organization.

SOCIAL DAMAGE

An organization ignores any damage that results in a “hurt” or “bruised” condition. Individuals in the organization may be convinced or demoralized, but the organization as a whole is not. An organization that has become “wounded” or “dazed” has about 10% of its members convinced or demoralized. An organization that becomes “disabled” or “staggered” has 25% of its members convinced or demoralized. If an organization is marked off as “dying” or “unconscious,” then about 50% of its members are convinced or demoralized, and it loses one organization size (so a legion with 50% casualties becomes a cohort). An “unconscious” organization can still take organization-wide actions (financial, social, or military), but at a decreased size (and perhaps level). They are much more vulnerable to many different types of attacks. In addition, they can suffer multiple “unconscious” results, each time decreasing their size by one category. An organization that is marked off as “dead” is now considered friendly towards the other organization and can be completely converted through friendly proselytizing.

Narrators should decide how long a social conflict can last before both organizations end or postpone further hostilities. Once a day has gone by without a round of social conflict, both organizations may begin recovering from the damage they have sustained.

RECOVERY

Recovering from social damage requires a Charisma check (Difficulty 10) by the organization’s leader. A successful check erases the damage condition, while an unsuccessful check means there is no significant improvement for that time period.

An organization can make a recovery check once per day for wounded and once per month for disabled. Dying has its own particular check; once an organization is stable, dying becomes disabled, which is recovered from normally (one month for disabled).

LARGE COMBAT UNIT				
Size	Attack Bonus	Damage Bonus*	Damage Reduction	Toughness Bonus
Brigade	+7	+14	6/area	+8
Cohort	+8	+16	6/area	+10
Division	+9	+18	6/area	+12
Corps	+10	+20	8/area	+12
Legion	+11	+22	8/area	+14
Small army	+12	+24	8/area	+16
Medium army	+13	+26	10/area	+16
Large army	+14	+28	10/area	+18
Huge army	+15	+30	10/area	+20
Gargantuan army	+16	+32	12/area	+20
Colossal army	+17	+34	12/area	+22
Small Horde	+18	+36	12/area	+24
+ 1 Size	+1	+2	+2/3 sizes	Damage Bonus – Damage Reduction

*This damage bonus applies to area attacks used by adept units.

The organization or its leader can spend a Conviction point on its recovery check.

MILITARY CONFLICT

An organization can also be attacked militarily. In this case, the two organizations battle it out as if they are individual combatants, for quick resolution on a strategic scale, or as combat units, for a more dramatic resolution in a tactical situation. The rules for combat units can be found in the **Creature Templates** section of the *True20 Bestiary*. For combat units larger than those presented in the *True20 Bestiary*, use the **Large Combat Unit Table** to help determine their combat traits.

MILITARY DAMAGE

An organization responds differently to the damage track than a single creature. An organization ignores any damage that results in a “hurt” condition on the damage track. Individuals in the organization may be injured, but the organization as a whole is unaffected. An organization that has become “wounded” has lost 10% casualties. An organization that becomes “disabled” has lost 25% casualties. An organization that is marked off as “dying” has 50% casualties and loses one organization size (So a battalion that suffers 50% casualties becomes a platoon), and an organization that is marked off as “dead” has 90% casualties and automatically disbands. Round all fractions up.

RECOVERY

An organization does not “heal” from these conditions unless it somehow picks up enough additional component creatures to replace the ones that have been lost (no recovery check necessary). Note that a “casualty” is not necessarily a death; a casualty counts as any individual too injured or too demoralized to continue combat. Each time an organization gains one of the above mentioned conditions on the damage track, it must succeed on a Will save with a Difficulty equal to the recovery check difficulty for that condition in order to avoid becoming disbanded. All members of a disbanded organization flee all combat situations and leave the area as soon as possible, by any means available.

Narrators should decide how long a military conflict can last before both organizations end or postpone further hostilities. Once a day has gone by without a round of military conflict, both organizations may begin recovering from the damage they have sustained. Recovering from military damage requires a Charisma check (Difficulty 10) by the organization’s leader. A successful check erases the damage condition, while an unsuccessful check means there is no significant improvement for that time period.

An organization can make a recovery check once per day for wounded and once per month for disabled. Dying has its own particular check; once an organization is stable, dying becomes disabled, which is recovered from normally (one month for disabled).

The organization or its leader can spend a Conviction point on its recovery check.

GAINING INFLUENCE WITH AN ORGANIZATION

With the Narrator’s permission, a character can gain influence with a particular organization. A hero can develop this influential relationship through a number of methods, from making donations to pledging allegiance to the organization. A hero’s influence with an organization is equal to the bonuses he gains from pledging his allegiance, investing reputation, making donations, and completing missions. A hero’s Influence score determines the benefits he gains from his relationship with the organization (see **Influence Score Table**).

INFLUENCE SCORE			
Influence Score	Reputation Check Modifier*	Interaction Bonus**	Bonus Feats***
1	+1	+5	-
2	+2	+5	-
3	+3	+5	-
4	+4	+5	Bonus Feat
5	+5	+6	-
6	+6	+6	-
7	+7	+6	-
8	+8	+6	Bonus Feat
9	+9	+7	-
10	+10	+7	-
11	+11	+7	-
12	+12	+7	Bonus Feat
13	+13	+8	-
14	+14	+8	-
15	+15	+8	-
16	+16	+8	Bonus Feat
17	+17	+9	-
18	+18	+9	-
19	+19	+9	-
20	+20	+9	Bonus Feat
21	+21	+10	-
22	+22	+10	-
23	+23	+10	-
24 or higher	+24	+10	Bonus Feat

* This modifier applies the Narrator character's Reputation check to determine if the character recognizes the hero.

** If the Narrator character's Reputation check succeeds, the hero gains the indicated bonus on interaction skills with the character.

*** A character gains a bonus feat in regard to the organization. These bonus feats must be drawn from the following feats: Reputation quality feats, Benefit, Connected, Contacts, and feats with social interaction skills as prerequisites (ex: Manipulative, Silver-tongued, etc.).

ALLEGIANCE

A hero can pledge allegiance to an organization at any time. A character may have up to three allegiances, listed in order from most important to least important. If the character acts in a way that is detrimental to his allegiance, the Narrator may choose to strip the character of that allegiance (and all its benefits). In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level. A hero gains 6 Influence with his primary allegiance, 4 with his secondary allegiance, and 2 with his tertiary allegiance.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of -3 or higher in order to pledge allegiances.

DONATIONS

A character may donate items or money to increase his Influence score with an organization. Donating items with a sale value of 15 or more or transferring a point of Wealth (Wealth check Difficulty 15) increases a hero's Influence score by one with the target organization. A character may also donate part or all of any Wealthy feats he takes. For each point of Wealth donated in this way, he gains a point of Influence.



MISSIONS

A character can also gain an Influence with an organization by successfully completing missions for the organization. The influence gained depends upon the difficulty of the missions completed (maximum +12).

MISSION INFLUENCE	
Difficulty	Gained Influence
Easy (Lower level than hero)	+1
Moderate (Same level as hero)	+2
Tough (1 or 2 levels higher than hero)	+4
Deadly (3 or more levels higher than hero)	+6

REPUTATION

A character may lend part or all of any Renown feats he takes to a particular organization. For each point of donated Reputation, he gains two points of Influence with the target organization.

LOSING INFLUENCE WITH AN ORGANIZATION

Sometimes a character loses influence with an organization. This occurs when they break the allegiance, spend their reputation to get something, request a costly favor from the organization, or fail the organization in some way.

ALLEGIANCE

If a character ever breaks their allegiance to an organization, they not only lose the influence, but suffer a penalty to their Influence score equal to the bonus they previously had. At the Narrator's discretion, this penalty can decrease or even disappear as time and circumstances permit.

DONATIONS

If a character requests a favor that would affect the organization's overall Wealth, the hero loses one point of Influence with the organization for each point of Wealth the organization loses.

MISSIONS

A character's Influence bonus decreases by one point for every month that has passed since the last successful mission for the organization. In addition, the hero loses one point of Influence for each failed mission in the past year.

REPUTATION

A character can temporarily spend his influence to pressure an organization to take a particular course of action. The character temporarily gains a +4 bonus to their Influence score in return for a -4 penalty to the Influence score for one month thereafter. A character cannot use this option again until this penalty disappears.

A character can withdraw his influence from an organization. For each point of withdrawn Reputation, he loses two points of Influence with the target organization.

TRAPS

A trap can be either mechanical or supernatural in nature. Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. A mechanical trap can be constructed through successful use of the Craft (trapmaking) skill (see **Elements of a Trap**, and the **Craft (trapmaking)** skill description).

Supernatural traps initiate the effects of a supernatural power when activated. Creating a supernatural trap requires the Imbue Item feat.

MECHANICAL TRAPS

Dungeons are frequently equipped with deadly mechanical traps. A trap is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the heroes receive a saving throw to mitigate its effects. Traps that attack with arrows, sweeping blades, and other types of weaponry make normal attack rolls, with a specific combat bonus dictated by the trap's level.

Success on a Search check can detect a mechanical trap before it is triggered. Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers.

SUPERNATURAL TRAPS

Many supernatural powers can be used to create traps. Unless the power description states otherwise, assume the following:

- A successful Search check (Difficulty 25 + 1/2 casting adept's level) or a successful use of the Second Sight power detects a supernatural trap before it goes off.
- Supernatural traps permit a saving throw to avoid the effect (Difficulty 10 + 1/2 casting adept's level + key ability).
- Supernatural traps may be disabled by a Disable Device check or the Severance power (Difficulty 25 + 1/2 casting adept's level).
- Supernatural traps are otherwise the same as single-use supernatural items (see Supernatural Items).

ELEMENTS OF A TRAP

All traps—mechanical or supernatural—have the following elements: trigger, reset, Search Difficulty, Disable Device Difficulty, combat bonus (or saving throw or onset delay), damage/effect, and Level. Some traps may also include optional elements, such as poison or a bypass. The following descriptions provide the details of these individual elements.

TRIGGER

A trap's trigger determines how it is sprung.

LOCATION

A location trigger springs a trap when someone stands in a particular spot (such as in front of a chest).

PROXIMITY

This trigger activates the trap when a creature approaches within a certain distance. A proximity trigger differs from a location trigger in that creatures flying over or hovering just above the trigger can spring a trap with a proximity trigger but not one with a location trigger. Mechanical proximity triggers are extremely sensitive to the slightest change in the air. This makes them useful only in places such as crypts, where the air is unusually still.

Some supernatural traps have special proximity triggers that activate only when certain types of creatures approach. For example, a Heart Reading effect can be added to a supernatural trap to serve as a proximity trigger on an evil altar, springing the attached trap only when someone who does not have evil intent in their heart and is not acting in accordance with their Vice nature approaches.

SOUND

This trigger springs a trap when it detects any sound. In fantasy settings, this may only be appropriate for a supernatural trap, but in modern settings, it may represent a trap triggered by sound recognition. A sound trigger functions like an ear and has a bonus on Notice checks equal to the trap's level +5. A successful Stealth check and other effects that negate hearing can defeat it.

VISUAL

This trigger for traps works like an actual eye, springing the trap whenever it "sees" something. In fantasy settings, this may only be appropriate for a supernatural trap, but in modern settings, it may represent a trap triggered by light or image recognition. It has a bonus on Notice checks equal to the trap's level +5. Such a visual trigger has Night Vision and Darkvision out to 60 ft. Invisibility, disguises, or illusions can sometimes fool this kind of trigger.

TOUCH

A touch trigger, which springs the trap when touched, is one of the simplest types of triggers to construct. This trigger may be physically attached to the part of the mechanism that deals the damage, or it may not.

TIMED

This trigger periodically springs the trap after a pre-determined amount of time has passed.



RESET

A reset element is the set of conditions under which a trap becomes ready to trigger again.

NO RESET

Short of completely rebuilding the trap, there is no way to trigger it more than once.

REPAIR

To get the trap functioning again, you must repair it.

MANUAL

Resetting the trap requires someone to move the parts back into place. This is the kind of reset element that most mechanical traps have.

AUTOMATIC

The trap resets itself, either immediately or after a timed interval.

REPAIRING AND RESETTING MECHANICAL TRAPS

Repairing a mechanical trap requires a Craft (mechanical or trapmaking) check against a Difficulty equal to the one for building it. The cost for raw materials is half of the trap's original purchase Difficulty. To calculate how long it takes to fix a trap, use the same calculations you would for building it, but use the cost of the raw materials required for repair in place of the market price.

Resetting a trap usually takes only a minute or so. For a trap with a more difficult reset method, you should set the time and labor required.

TRAPS BY LEVEL

Trap Level	Save Difficulty*	Combat Bonus*	Damage**	Skill Difficulty***	Cost
0	15	+5	+2	20	24
1	16	+6	+3	21	26
2	17	+7	+4	22	28
3	18	+8	+5	23	30
4	19	+9	+6	24	32
5	20	+10	+7	25	34
6	21	+11	+8	26	36
7	22	+12	+9	27	38
8	23	+13	+10	28	40
9	24	+14	+11	29	42
10	25	+15	+12	30	44

*: The Save Difficulty and combat bonus for a Supernatural trap is determined by the casting adept.

** : The damage for a pit trap is +2 per 10ft. fallen. The damage or effect of a supernatural trap is determined by the supernatural power in question.

***: This is the Difficulty for Search and Disable Device checks.

COMBAT BONUS/ SAVING THROW DIFFICULTY

A trap usually either makes an attack roll or forces a saving throw to avoid it. Occasionally a trap uses both of these options, or neither (see Never Miss).

PITS

These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful Reflex save avoids it. Other save-dependent mechanical traps also fall into this category.

Pits in dungeons come in three basic varieties: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of the Climb or Jump skills or various supernatural means.

Uncovered pits normally require no Search check to locate and serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They require a successful Search check to be noticed, but a check is only allowed if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a Reflex save to avoid falling into it. However, if he was running or moving recklessly at the time, he gets no saving throw and falls automatically.

Trap coverings can be as simple as piled refuse (straw, leaves, sticks, or garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so they spring back shut after they open. The trapdoor might lock once it is back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and a Difficulty 13 Strength check is needed to keep a spring-loaded door open.

Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of acid, lava, or even water at the bottom. Spikes at the bottom of a pit deal damage as daggers with a +10 combat bonus and a +1 bonus on damage for every 10 feet of the fall (to a maximum bonus on damage of +5). This damage is in addition to any damage from the fall itself.

Monsters sometimes live in pits. Any monster that can fit into the pit might have been placed there by the dungeon's designer or might simply have fallen in and not been able to climb back out.

A secondary trap, mechanical or magical, at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured victim.

RANGED ATTACK TRAPS

These traps fling darts, arrows, spears, or the like at whoever activated the trap. The trap's level sets the combat bonus.

MELEE ATTACK TRAPS

These traps feature such obstacles as sharp blades emerging from walls and stone blocks that fall from ceilings. Once again, the trap's level sets the combat bonus.

DAMAGE/EFFECT

The effect of a trap is what happens to those who spring it. Usually, this takes the form of either damage or a supernatural power, but some traps have special effects.

PITS

Falling into a pit deals +2 falling damage per 10 feet of depth.

RANGED ATTACK TRAPS

These traps deal the listed amount of damage according to their level. Whatever damage is not attributed to the missile being launched is accounted for by the trap's virtual Strength bonus or, possibly, magical enhancement.

MELEE ATTACK TRAPS

These traps deal the listed amount of damage according to their level. Whatever damage is not attributed to the missile being launched is

accounted for by the trap's virtual Strength bonus or, possibly, magical enhancement. In the case of a falling stone block, the block's weight corresponds to the damage dealt, but remember that whoever resets the trap has to lift that stone back into place.

SUPERNATURAL POWER TRAPS

Supernatural Power traps produce the power's effect. Like all powers, a power trap that allows a saving throw has a save Difficulty of 10 + 1/2 caster's level + caster's key ability score.

SPECIAL

Some traps have miscellaneous features that produce special effects, such as drowning for a water trap or ability damage for poison. Saving throws and damage depend on the poison or are set by the trap's level, as appropriate.

BYPASS (OPTIONAL ELEMENT)

If the builder of a trap wants to be able to move past the trap after it is created or placed, it is a good idea to build in a bypass mechanism—something that temporarily disarms the trap. Bypass elements are typically used only with mechanical traps; spell traps usually have built-in allowances for the caster to bypass them.

LOCK

A lock bypass requires a Difficulty 30 Disable Device check to open.

HIDDEN SWITCH

A hidden switch requires a Difficulty 25 Search check to locate.

HIDDEN LOCK

A hidden lock combines the preceding features, requiring a Difficulty 25 Search check to locate and a Difficulty 30 Disable Device check to open.

MISCELLANEOUS TRAP FEATURES

Some traps include optional features that can make them considerably more deadly. Here we provide descriptions of the most common such features.

GAS

With a gas trap, the danger is an inhaled poison. Traps employing gas usually have the never miss and onset delay features.

LIQUID

Any trap involving a danger of drowning is in this category. Traps employing liquid usually have the never miss and onset delay features.

MULTIPLE TARGET

Traps with this feature can affect more than one character.

NEVER MISS

When the entire dungeon wall moves to crush you, your quick reflexes won't help, since the wall can't miss. A trap with this feature has neither a combat bonus nor a saving throw to avoid, but it does have an onset delay. Most traps involving liquid or gas are of the never miss variety.

ONSET DELAY

An onset delay is the amount of time between when the trap is sprung and when it deals damage. A never miss trap always has an onset delay. The onset delay is usually six rounds minus half the trap's level (round up).

POISON

Traps employing poison are deadlier than their nonpoisonous counterparts, so they are considered the equivalent of a trap one level

higher. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison's damage. Others deal damage with ranged or melee attacks as well.

PIT SPIKES

Treat spikes at the bottom of a pit as daggers (+1 damage) with a +10 combat bonus. The damage bonus for the spikes increases by +1 per 10 feet of pit depth (to a maximum of +5).

PIT BOTTOM

If something other than spikes waits at the bottom of a pit, it is best to treat it as a separate trap with a location trigger that activates on any significant impact, such as a falling character.

SAMPLE MECHANICAL TRAPS

BASIC ARROW TRAP

Level 1; mechanical; proximity trigger; manual reset; Combat Bonus +6 ranged, Damage +3 20/+4 (arrow) , Search & Disable Device Difficulty 21

POISON NEEDLE TRAP

Level 1; mechanical; touch trigger; manual reset; Combat Bonus +8, Damage +0 plus poison (poison needle) Poison: Fort Difficulty 16 Primary and Secondary Damage 1 Con, Search & Disable Device Difficulty 21

BASIC SPEAR TRAP

Level 2; mechanical; proximity trigger; manual reset; Combat Bonus +7 ranged, Damage +4 19-20/+4 (spear) , Search & Disable Device Difficulty 22

CAMOUFLAGED PIT TRAP

Level 2; mechanical; location trigger; manual reset; Difficulty 17 Reflex save avoids; 20 ft. deep (+4 falling damage), Search & Disable Device Difficulty 22

CAMOUFLAGED SPIKED PIT TRAP

Level 3; mechanical; location trigger; manual reset; Difficulty 18 Reflex save avoids; 20 ft. deep (+4 falling damage); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Combat Bonus +10, Damage +3); Search & Disable Device Difficulty 23

WALL SCYTHE TRAP

Level 4; mechanical; location trigger; automatic reset; Combat Bonus +9 melee, Damage +6 20/+5 (scything blade); Search & Disable Device Difficulty 24

FALLING BLOCK TRAP

Level 5; mechanical; location trigger; manual reset; Combat Bonus +10 melee, Damage +7 (falling stone block); multiple targets (can strike all characters in a specified 10ft./10ft. area); Search & Disable Device Difficulty 25

COMPACTING ROOM

Level 6; mechanical; timed trigger; automatic reset; hidden switch bypass (Search Difficulty 25); walls move together (+8 crushing damage); multiple targets (all targets in a 10-ft.-by- 10-ft. room); never miss; onset delay (3 rounds); Search & Disable Device Difficulty 26

WATER-FILLED ROOM

Level 7; mechanical; location trigger; manual reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); water (See rules for Drowning and Suffocation in **True20 Adventure Roleplaying**, page 112); Search & Disable Device Difficulty 27

WELL-CAMOUFLAGED PIT TRAP

Level 8; mechanical; location trigger; repair reset; Difficulty 23 Reflex save avoids; 80 ft. deep (+16 falling damage); Search & Disable Device Difficulty 28

DROPPING CEILING

Level 9; mechanical; location trigger; repair reset; ceiling moves down (+14 crushing damage); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); Search & Disable Device Difficulty 29

CRUSHING ROOM

Level 10; mechanical; location trigger; automatic reset; walls move together (+15 crushing damage); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (1 round); Search & Disable Device Difficulty 30



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