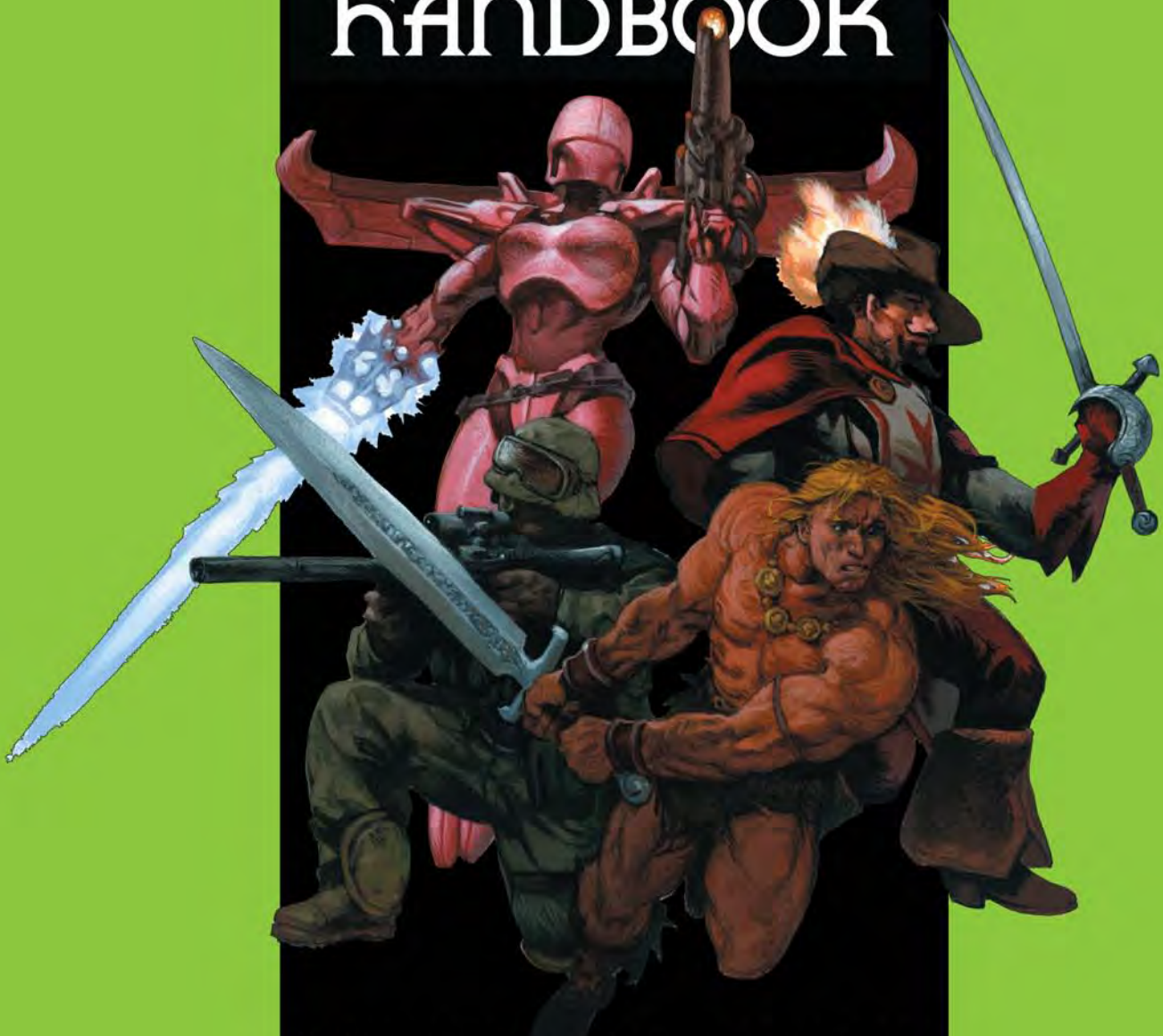


# TRUE 20™

## WARRIOR'S HANDBOOK



A HEROIC ROLE SOURCEBOOK FOR  
TRUE20 ADVENTURE ROLEPLAYING

BY MATTHEW E. KAISER



# THE WARRIOR'S HANDBOOK

## A ROLE SOURCEBOOK FOR TRUE20 ADVENTURE ROLEPLAYING

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## INTRODUCTION

The most pivotal moments in any world's history are often decided by the mettle and blood of fighting men and women. These warriors bring about the creation and downfall of empires and determine the lifespans of civilizations. Whether they fight for causes benevolent or malign, warriors are the movers and shakers who uphold the established order or send it tumbling down in the fires of revolution. While *True20 Adventure Roleplaying* provides a comprehensive set of rules and guidelines for creating Warrior characters and running combat, it cannot possibly cover every aspect of this time-honored profession. This book seeks to delve deeper into the tools, tactics, and fighting styles employed by the warriors of the *True20* game.

### OVERVIEW

This book provides you with expanded rules and advanced combat options for heroic and Narrator characters that make use of the warrior role or otherwise focus on combat.

### CHAPTER 1: WARRIOR CREATION

The opening chapter provides some supplemental rules for building warrior characters. It also presents several new options and variations. Lastly, this chapter provides basic guidelines for using the *True20* rules to emulate different fighting styles, thereby distinguishing your warrior based on his approach to combat.

### CHAPTER 2: SKILLS AND FEATS

This chapter presents a number of combat-related skills and feats.

### CHAPTER 3: THE ARSENAL

This chapter expands on the list of weapons and armor provided in *True20 Adventure Roleplaying*, by providing a comprehensive catalogue of weaponry and armament for equipping a warrior from virtually any technological age, setting, or background.

### CHAPTER 4: EXPANDED COMBAT

This chapter provides a wide array of optional rules and rules expansions that the Narrator can use to customize combat and increase the number of combat options available. Here, you will find something for everyone, from the tactically minded to those who wish to fight with flair and panache.

### HOW TO USE THIS BOOK

The *Warrior's Handbook* supplements the rules presented in *True20 Adventure Roleplaying*, specifically focusing on enhancing the character creation rules and game options for the warrior role. This book is intended to be used as a toolkit, so do not feel obligated to use all the rules or options presented in this book. In fact, you will find some options to be mutually exclusive by design. You may decide to use some chapters and not others or only allow parts of certain chapters. As with all things, the Narrator is the final arbiter of which elements are used in the game and which are not.

Since many of the options presented in this book are available to players running a warrior hero, it is important for you to check with your Narrator to confirm which options they will allow in their game before incorporating them into your character.

CHAPTER  
ONE:  
WARRIOR  
CREATION



Warriors have existed for as long as mankind has walked the earth. From the first hunters who found themselves face to face with a hungry predator, to the first raiding party to attack and pillage a neighboring settlement, warriors have been both the preservers and destroyers of life. The first warriors wielded crude clubs and stones. Since then, the warrior's weapons have changed almost as much as the ways in which they wage war. Stone and bone have been traded for steel and Kevlar and the hunter-warriors of tribal society have given way to professional armies, but the basic spirit of the warrior has remained unaltered over the centuries.

In *True20 Adventure Roleplaying*, “warrior” has a specific connotation, that of a character whose primary area of expertise is combat. While a warrior may have various skills like an expert, may even wield powers (or at least considerably technology), their focus is fighting, and fighting to *win*. Technically speaking, not every *True20* warrior is a “true warrior,” that is, not every character with levels in the warrior role necessarily embraces the warrior spirit, but those defined by their role

*“I will always place the mission first.  
I will never accept defeat.  
I will never quit.  
I will never leave a fallen comrade.”*

— *US Military version of the  
Warrior's Creed*

as warriors—rather than having mixed-roles—tend to in one way or another.

## WHAT DEFINES A WARRIOR?

Warriors come from all ages, races, cultures, and creeds. While they may wield a dizzying array of weapons, not all of them choose to do so. The real weapons are the warriors themselves. With proper training, they turn their bodies into living weapons. Their armament, should they employ any, becomes a mere extension of the warrior's body and an expression of their will. Warriors are not defined by how they fight or who they fight but by *why* they fight. Intentional or not, each warrior has a reason for treading a road of blood and death. Each is the champion of a cause, be it as grand as protecting the weak and the innocent and defending their country, to as simple as a desire to test their skill or achieve personal gain and prestige. When you are choosing your warrior's virtue and vice, pay special attention to how these will influence the types of battles they are willing to fight and their reasons for fighting them.

## WARRIOR BACKGROUNDS

Warriors often come from diverse and physically demanding backgrounds that help mold them into the hardened fighting machines they become later in life.

### ATHLETE

You trained to compete in one or more athletic games, or were a professional sports player.

- **Bonus Feats:** Endurance, Run, Talented (Choose two of Acrobatics, Climb, Jump, or Swim)
- **Favored Feats:** Defensive Roll, Evasion

### FENCING STUDENT

You enrolled in a fencing school or academy of some kind and were given basic training in this fighting style.

- **Bonus Feats:** Accurate Attack, Parry Focus, Weapon Training
- **Favored Feats:** Acrobatic Bluff, Crippling Strike

### FIRE FIGHTER

You are one of the brave men and women who run into burning buildings to rescue people they do not know and protect property they do not own.

- **Bonus Feats:** Attack Focus (axe), Dedicated, Light Armor Training
- **Favored Feats:** Attack Specialization (axe), Skill Mastery

### FREEDOM FIGHTER

You grew up among an oppressed populace and became part of the armed resistance against the tyrannical government at an early age.

- **Bonus Feats:** Dedicated, Move-by Action, Talented (Stealth and Survival)
- **Favored Feats:** Inspire, Sneak Attack

### HUNTER

Growing up, you were a consummate hunter, either for sport or necessity.

- **Bonus Feats:** Skill Focus (Stealth), Skill Focus (Survival), Track
- **Favored Feats:** Skill Mastery, Sneak Attack

### LAW ENFORCEMENT

Law enforcement personnel can include any sort of police force or special law enforcement training.

- **Bonus Feats:** Improved Strike, Talented (Gather Information and Intimidate), and either Firearms Training or Weapon Training
- **Favored Feats:** Chokehold, Stunning Attack

### MARTIAL ARTS STUDENT

You are a student under a skilled martial arts teacher.

- **Bonus Feats:** Canny Dodge, Flurry of Blows, Improved Strike
- **Favored Feats:** Evasion, Slow Fall

### MERCENARY

You rely on your martial skills to earn a living, fighting for the highest bidder. At the Narrator's option, you may be able to use your Combat bonus as a professional skill.

- **Bonus Feats:** Armor Training (Light), Skill Focus (Sense Motive), and one of Weapon Training, Improved Strike, or Firearms Training
- **Favored Feats:** Jack-of-all Trades, Well Informed

### MILITARY

You trained as a member of the armed forces.

- **Bonus Feats:** Armor Training (Light), Improved Strike, and either Firearms Training or Weapon Training
- **Favored Feats:** Attack Specialization, Improved Attack Focus

### MYSTIC WARRIOR

You studied a martial art that delved into supernatural practices through the use of chi or other spiritual focusing techniques.

- **Bonus Feats:** Canny Dodge, Improved Strike, Power
- **Favored Powers:** Choose one of Body Control, Combat Sense, Enhance Ability, Enhance Senses, Ghost Touch, Harm, or Supernatural Strike. Treat your total level as your adept level for this power.

### PIT FIGHTER

At an early age, you were forced to fight others like yourself to the death for the entertainment of patrons in some form of arena.



- **Bonus Feats:** Improved Strike, Tough, Weapon Training
- **Favored Feats:** Defensive Roll, Tough

## PRIZE FIGHTER

You fight others in a sporting arena to gain prestige, money, and fame.

- **Bonus Feats:** Dodge Focus, Improved Strike, Knockout Punch
- **Favored Feats:** Defensive Roll, Stunning Attack

## SCA HOBBYIST

You are a hobbyist who trains in archaic modes of combat from the Middle Ages.

- **Bonus Feats:** Light Armor Training, Weapon Training
- **Bonus Skill:** Knowledge (history)
- *Favored Feats:* Acrobatic Bluff, Skill Mastery

## SQUIRE

From a very young age, you were trained to one day be a knight.

- **Bonus Feats:** Light Armor Training, Shield Training, Weapon Training
- **Favored Feats:** Attack Specialization, Crippling Strike

## STREET THUG

You grew up on the mean streets, where you became hired muscle while interacting with gangs and organized crime cartels.

- **Bonus Feats:** Improved Strike, Skill Focus (Intimidate), Tough
- **Favored Feats:** Sneak Attack, Tough

## TRIBAL WARRIOR

You grew up in a tribal society and trained as both a hunter and warrior.

- **Bonus Feats:** Shield Training, Skill Focus (Survival), Track
- **Favored Feats:** Hide in Plain Sight, Rage

# WARRIOR CORE ABILITIES

Here are some new core abilities you may select for your warrior in place of the standard core ability presented in *True20 Adventure Roleplaying*. Note that characters may still only have one core ability, and the choice of core ability at 1st level is permanent and cannot change without specific permission from the Narrator.

### BLOODLETTER

You can spend a Conviction point to cause a successful attack to inflict a terrible bleeding wound on your foe, dealing an additional +1 bleeding damage to them at the end of each round. This ability does not work against creatures immune to critical hits.

### COMMANDER

You may spend your Conviction points to provide a benefit to one of your allies you are in communication with instead of yourself.

### COUNTERSTRIKE

When an enemy damages you in combat, you may spend a Conviction point to make an immediate free attack against them, provided you have a readied weapon capable of targeting them.

### DEFENDER

You may spend a Conviction point to redirect an attack on an ally to yourself, so long as you are also a legitimate target. If you become wounded or worse by the intercepted attack, you gain a Conviction point.

### FLAWLESS DEFENSE

You may spend a Conviction point to cause a physical attack that would have hit you to miss. You must do this before a Toughness save is rolled.

## MAGIC RESISTANT

You may spend a Conviction point to automatically shrug off the effects of a supernatural power or ability that would have otherwise affected you.

## SPIRITUAL WARRIOR

You can spend a Conviction point to cause your attacks to overcome all supernatural forms of damage resistance such as Damage Reduction, Incorporeality, or supernatural powers that provide a Toughness bonus for the rest of the encounter.

## UNERRING ACCURACY

You can spend a Conviction point to gain a +20 bonus to your next attack roll.

## VICIOUS BLOW

You may spend a Conviction point to treat a normal hit in combat as a critical hit. The additional damage applies to creatures normally immune to critical hits.

# WARRIOR VARIANTS

The following variant roles present alternatives to the warrior role for anyone wishing to play a different kind of combatant.

## FIGHTER

**Combat Progression:** Fast (as warrior): 4 pts

**Skill Progression:** 2 + Int: 0.5 pts

**Save Progression:** Good Fortitude, Normal Reflex and Will: 0 pts

**Power Progression:** None

**Feat Access:** Warrior: 0 pts

**Bonus Feats:** Bonus feat every other level: 0.5 pts

**Core Ability:** Determination (*True20*, **Chapter 1: Hero Creation**)

Fighters are a breed of warrior who focus their combat training on feats much more than skills. This role may be particularly suited to character concepts that require a large number of weapon and armor proficiencies.

## MYSTIC KNIGHT

**Combat Progression:** Fast (as warrior): 4 pts

**Skill Progression:** 2 + Int: 0.5 pts

**Save Progression:** Medium Fortitude and Will, Normal Reflex: 0 pts

**Power Progression:** Medium, Narrow (access to about 12 powers): 0.5 pt

**Feat Access:** Warrior: 0 pts

**Core Ability:** Magic Resistant

Mystic knights are warriors who supplement and enhance their combat prowess with a bit of supernatural power. They are not adepts—the higher mysteries of magic remains unknown to them. They merely dabble in the arcane arts, with the specified goal of complimenting and enhancing their martial abilities.

# FIGHTING STYLES

This section presents the idea of using various collections of feats to duplicate different fighting styles, including various styles of martial arts. It also offers some suggestions for creating your own fighting styles.

## LEARNING A FIGHTING STYLE

Warriors can choose one fighting style for free, provided they meet the prerequisites. Any role can gain an additional fighting style whose prerequisites they meet, by spending a feat slot on it. Any feats you could not normally access in the feat list for one of your fighting styles become favored feats. You also gain proficiency with any weapons or armor you are not already proficient in that are listed as “weapon elements” in a fighting style you know.

## UNARMED STYLES VS. ARMED STYLES

Some fighting styles focus on fighting unarmed, others with a particular weapon or weapons, and a few with both. The distinction between unarmed and armed fighting styles is largely one of flavor and description. Combat feats work the same, whether you’re using them unarmed, armed, or with supernatural powers. The Narrator may choose to apply certain situational modifiers based on a style’s usual weapons, as needed.

## SKILLS AND STYLES

Some fighting styles teach particular skills, in addition to feats. A true expert in the style is likely to have at least some training in these

associated skills, although, like the style’s feats, you can choose how many skill points (if any) to invest in them.

The most common skills for fighting styles are Acrobatics, Bluff (primarily aimed at feinting in combat), Intimidate (usually to demoralize an opponent in combat), Sense Motive (detecting and avoiding the previous two effects), and Sleight of Hand (for quick hand movements and feinting dependent upon them).

## ATTACK, DEFENSE & STYLES

Note that the fighting styles in this section do not have any specific bonuses to attack or defense other than those granted by their feats, although some may have the Attack Focus or Dodge Focus feats. You might also decide that a particular fighting style calls for the Attack Specialization feat for a particular type of attack associated with the style.

## CREATING FIGHTING STYLES

Creating a fighting style is a simple matter of building a list of the style’s feats, plus any associated skills. Characters trained in a style invest feat slots and skill points into its traits. You probably won’t be able to take all of them at once; indeed, most students do not gain complete mastery of a fighting style all at once.

Most styles also have at least one essential skill or feat that all practitioners of that style must have as a prerequisite.

Generally speaking, a complete style should consist of between ten and twenty or so feats; fewer usually aren’t enough to constitute a coherent style, while more tend to represent branching out to master multiple

styles of combat, unless you want to create a “master style” or secret martial art for your game encompassing *every* combat feat (true masters of such a style should be rare indeed!).

## SAMPLE FIGHTING STYLES

A number of sample fighting styles are presented here. You can use them in your game as-is, modify them to suit your own view of the style, or use them as models for creating new fighting styles of your own.

A note to real-world students of these and other martial arts: the material here isn’t intended for a detailed simulation of martial arts combat, but rather a general set of fighting styles usable in an RPG. Feel free to modify these styles as you like and to create your own, but keep in mind they’re intended to provide a useful shorthand for collections of fighting feats.

### AIKIDO

Aikido is a Japanese martial art school founded by Sensei Morihei Uyeshiba, in the 1920s. It is the epitome of a “soft” martial arts style, strongly focused on “flowing” with an attack and using the attacker’s momentum against her. Aikido emphasizes throws and evading attacks, along with a few holds for “guiding” an attacker to the ground.

**Prerequisites:** Improved Throw

**Feats:** Beyond Reach, Canny Dodge, Defensive Attack, Defensive Roll, Defensive Throw, Dodge Focus, Draining Defense, Evasion, Grappling Finesse, Improved Grapple, Improved Pin, Improved Throw, Improved Trip, Sidestep, Unbalance Opponent, Unbalancing Strike, Uncanny Dodge

### ARMORED FIGHTING

This “style” covers those who rely on heavy armor to protect them as they charge into enemy ranks, from medieval knights and heavy infantry to space marines in powered armor. These armored warriors often act as shock troopers, smashing through enemy lines and absorbing the brunt of their attacks.

**Prerequisites:** Heavy Armor Training

**Weapon Elements:** Heavy armor plus the melee weapon of your choice

**Feats:** Armored Counterattack, Defensive Strike, Draining Defense, Endurance, Fearsome Presence, Heavy Armor Training, Improved Defense, Indomitable, Interpose, Juggernaut, Light Armor Training, Powered Armor Training, Shield Training, Steadfast, Weapon Training

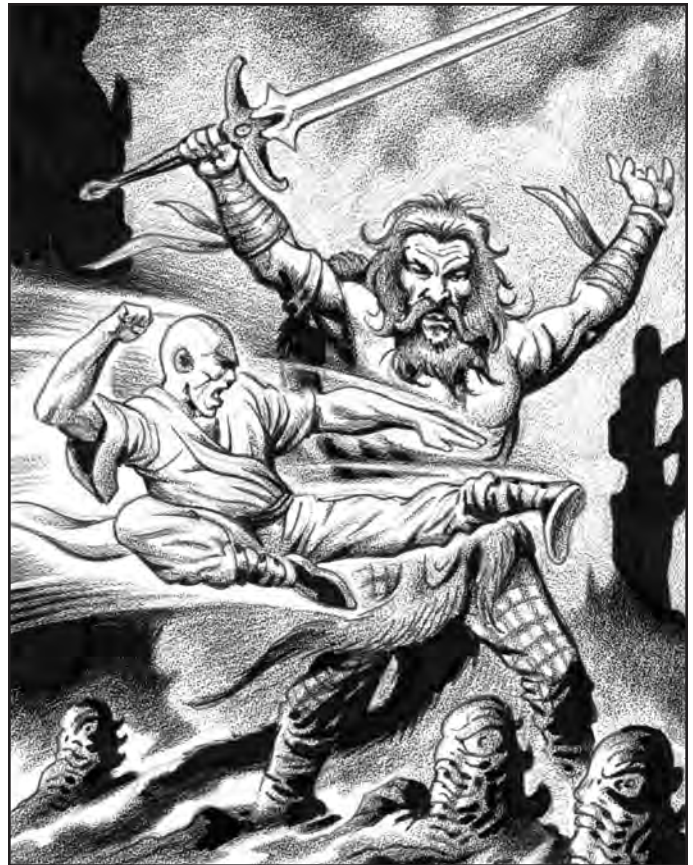
### BASHING

Bashing is possibly the oldest and most enduring fighting style, dating back to the first club-like weapons. It emphasizes a variety of hard strikes with two-handed and bludgeoning weapons, from clubs and staves to mauls, polearms, and greatswords. What it may lack in sophistication, it makes up for in effectiveness, particularly against well-armored foes. This style, used with greatswords and morning stars, proved highly effective against the medieval knight. The Swiss halberdiers of the 18th and 19th centuries also put it to good use, and the Greeks who sacked Troy listed a number of maul wielders among their most powerful elite warriors.

**Prerequisites:** All-out Attack

**Weapon Elements:** Pick one: clubs, flails, greataxe, greatsword, maces, morning star, polearms, staff. or warhammers and mauls.

**Feats:** Adrenaline Rush, All-out Attack, Attack Focus (any bludgeoning or two handed weapon), Cleave, Endurance, Finishing Blow, Follow-up Strike, Great Cleave, Heavy Armor Training, Light Armor Training, Mighty Thewed, Overwhelming Charge, Smashing Blow, Supreme Cleave, Tough, Weapon Training, Whirlwind Attack



### BERZERKING

The term berserk means “bear sark” or “bear shirt,” after the Viking warriors who wore animal skins into battle with the belief that they could attain the animal’s ferocity with their battle rage, or even turn into their totem animal in the heat of battle. Other martial traditions boast similar battle rages, such as the “warp spasms” of the ancient Celts, and the fighting styles employed by the Mevlevi, or “whirling dervish,” warrior-philosophers of the 19th century.

**Prerequisites:** Either Dervish Dance or Rage

**Weapon Elements:** Choose one: axes, clubs, spears, or swords.

**Skills:** Intimidate

**Feats:** Adrenaline Rush, All-out Attack, Cleave, Dervish Dance, Diehard, Fearless, Fearsome Presence, Fury over the Fallen, Great Cleave, Improved Speed, Menacing, Mighty Heave, Overwhelming Charge, Pain is Power, Rage, Smashing Blow, Spring Attack, Stoke Fury, Totem, Tough, War Cry, Weapon Training, Whirlwind Attack

### BOXING

Called “the sweet science” by some, modern boxing is a fairly brutal and direct fighting style involving powerful punches and evasive footwork, usually close in with an opponent. Feinting is a common skill, used to get an opponent to lower her guard for a devastating attack.

**Prerequisites:** Improved Strike

**Skills:** Bluff, Sense Motive

**Feats:** All-out Attack, Attack Focus (unarmed), Attack Specialization (unarmed), Canny Dodge, Cleave, Defensive Attack, Dodge Focus, Elusive Target, Great Cleave, Improved Strike, Knockout Punch, Parry Focus.

### BRAWLING

Brawling is the unrefined fighting style practiced by barroom scrappers, street fighters, and mob thugs. Most brawlers have little or no formal training, having learned their fighting skills the hard way, in the streets,



one brutal fight after another. Brawling emphasizes powerful strikes, dirty tricks, and sheer toughness to win the fight.

**Prerequisites:** Improved Strike

**Weapon Elements:** Improvised weapons

**Feats:** Adrenaline Rush, All-out Attack, Cleave, Diehard, Dirty Fighting, Fearsome Presence, Great Cleave, Improved Critical, Improved Grab, Improved Strike, Iron Fisted, Overwhelming Charge, Tough, Tough as Nails

## CAPOEIRA

The national martial art of Brazil, capoeira originated with ritual dancing among African slaves. When these slaves rebelled, they developed an unarmed fighting style and disguised it as folk dancing. Capoeira involves many handstand moves, allowing practitioners to use it while their hands are bound or chained. It's usually practiced to music, like a dance form.

**Prerequisites:** Improved Strike, Trained in Perform (dance)

**Skills:** Acrobatics, Perform (dance)

**Feats:** Acrobatic Bluff, All-out Attack, Cleave, Dodge Focus, Great Cleave, Improved Grab, Improved Strike, Improved Throw, Prone Fighting, Sweeping Strike, Whirlwind Attack

## CHARIOTEERING

The term “chariot” simply means “vehicle.” While it is typically used in reference to the small two-wheeled war carts drawn by horses, this fighting style represents any who fight from atop a vehicle, from horse-drawn carts to motorcycles to hoverboards, or even from inside a car.

**Prerequisites:** Trained in Drive, Vehicular Combat

**Weapon Elements:** Choose one: bows, crossbows, handguns, SMGs, or spears

**Skills:** Drive



**Feats:** Attack Focus (any), Dodge Focus, Drive-by, Evasion, Fast Overrun, Firearms Training, Improved Overrun, Light Armor Training, Move-by Attack, Overrun, Skill Focus (Drive), Vehicular Combat, Weapon Training

## ESCRIMA

This Philippine stick-fighting style typically uses a pair of short batons, but it is also practiced with a balisong knife or unarmed. It focuses on deflecting or blocking attacks and fast strikes to the body.

**Prerequisites:** Improved Strike, Parry Focus

**Weapon Elements:** Baton (club), knife

**Feats:** Accurate Attack, All-out Attack, Defensive Attack, Flurry of Blows, Improved Disarm, Improved Pin, Parry Focus, Quick Draw, Stunning Attack, Two-weapon Fighting

## FENCING

“Fencing” describes western sword-fighting styles in general. Traditional fencing uses a slim, slight sword like a rapier, but characters in *True20* can fence with whatever sort of sword the Narrator approves. Fencing focuses on speed, with a combination of defensive blocks and offensive strikes and thrusts, along with feints to fake-out your opponent. The “swashbuckling” style of fencing also involves Acrobatics and Acrobatic Bluff.

**Prerequisites:** Weapon Training

**Weapon Elements:** One-handed swords

**Skills:** Acrobatics, Bluff, Sleight of Hand

**Feats:** Accurate Attack, Attack Focus (sword), Attack Specialization (sword), Defensive Attack, Dodge Focus, Improved Defense, Improved Disarm, Improved Initiative, Light Armor Training, Parry Focus, Taunt, Weapon Training

## FLORENTINE

Florentine is the art of fighting with two melee weapons, one in each hand. Florentine is a specialized style of fencing, perfected throughout the sixteenth through nineteenth centuries in northern Italy. This style emphasizes defensive parries and ripostes. Some versions also incorporate wild lunging and slashing maneuvers.

**Prerequisites:** Two-weapon Fighting

**Weapon Elements:** Choose one: one-handed swords, one-handed axes, net and trident

**Feats:** All-out Attack, Ambidexterity, Attack Focus, Attack Specialization, Improved Defense, Improved Disarm, Improved Initiative, Light Armor Training, Parry Focus, Spring Attack, Two-weapon Defense, Two-weapon Fighting, Weapon Training, Whirlwind Attack

## GUERRILLA

Guerilla warriors emphasize ambushes, teamwork, and hit-and-run tactics to take on more powerful enemies. They often employ the landscape to their advantage and seek refuge in the wilderness.

**Prerequisites:** Trained in Stealth

**Weapon Elements:** Choose one: bows, crossbows, rifles, SMGs

**Skills:** Stealth, Survival

**Feats:** Endurance, Favored Environment, Hamstring, Improved Concealment, Improved Hamstring, Improved Speed, Move-by Attack, Opportunist, Organized, Precise Shot, Run, Skill Focus (Stealth), Track, Trackless, Trailblazer, Wolf Pack Tactics

## GUN FU

Gun fu is a mixture of hand-to-hand “hard” martial arts like kung fu and the use of firearms at close quarters. Gun fu often employs various stunts involving guns, such as firing a gun in each hand, trick shots like shooting behind one’s back, or using guns as melee weapons (effectively an improvised club, or a spear if it has a bayonet).

**Prerequisite:** Firearms Training, Improved Strike

**Weapon Elements:** Improvised weapons and choose one: handguns, rifles, or SMGs

**Feats:** All-out Attack, Challenge, Defensive Attack, Firearms Training, Flurry of Blows, Improved Critical, Improved Strike, Improved Sunder, Improved Trip, Improvised Weapon Training, Instant Stand, Iron Fisted, Parry Focus, Precise Shot, Skip Shot, Two-weapon Fighting

## GUNSLINGING

The term “gunslinger” comes from the American Old West and refers to a warrior who is highly skilled with guns, particularly small arms. The term can be used more broadly to describe gunfighters who employ similar tactics from a variety of times, cultures, and backgrounds. Gunslingers rely on speed and accuracy to shoot first and quickly disable or destroy their enemy.

**Prerequisite:** Firearms Training

**Weapon Elements:** Handguns

**Feats:** Accurate Attack, Attack Focus (pistol), Bullseye, Deadly Aim, Firearms Training, Improved Aim, Improved Initiative, Lightning-quick, Precise Shot, Quick Draw, Seize Initiative, Sharp-Shooting, Skip Shot, Two-weapon Fighting, Warning Shot

## HOPLITE

Hoplites are heavily armed and armored soldiers, trained to fight in formations such as the phalanx. Elite Greek shock troops, including the Spartans, first mastered this fighting style. Later, the Roman military, one of the world’s first professional armies, adopted it. Hoplites tend to favor piercing weapons like thrusting swords and spears.

**Prerequisites:** Shield Training

**Weapon Elements:** Javelin, shields, shortsword, spears, sword

**Feats:** Attack Focus (spear or sword), Attack Specialization (spear or sword), Cleave, Defensive Attack, Fight in the Shade, Formation Fighting, Great Cleave, Heavy Armor Training, Light Armor Training, Mighty Heave, Parry Focus, Shield Training, Tough, Weapon Training, With It or On It

## IAIJUTSU/KENJUTSU

The term iaijutsu translates roughly to the “art of mental presence and immediate action.” This is the art of Japanese sword fighting employed by the samurai. Technically, iaijutsu refers specifically to the drawing of the sword, and the associated martial practices are called “kendo” or “kenjutsu.”

**Prerequisites:** Weapon Training

**Weapon Elements:** Katana, wakizashi

**Feats:** Accurate Attack, Attack Focus (katana), Attack Focus (wakizashi), Attack Specialization (katana), First Strike, Heavy Armor Training, Improved Initiative, Light Armor Training, Lightning-quick, Lightning Reflexes, Prone Fighting, Quick Draw, Two-weapon Fighting

## JUJUTSU

This style, also known as judo, grew out of a number of Japanese fighting styles over hundreds of years and spread to the western world in the 19th and 20th centuries. Its primary techniques focus on throws and holds to put an opponent on the ground and keep her there. There are hundreds of modern sub-styles teaching variant techniques, allowing you to justify including most unarmed combat feats in it.

**Prerequisites:** Improved Grab, Improved Throw

**Feats:** Accurate Attack, Defensive Attack, Defensive Throw, Grappling Block, Improved Disarm, Improved Grab, Improved Grapple, Improved Pin, Improved Strike, Improved Throw, Improved Trip, Stunning Attack

## KARATE

Karate originated on the Okinawa Islands. When Japanese conquerors forbade the natives from carrying weapons, they focused on this style of unarmed combat. Karate incorporated various farming tools that could be discretely carried as weapons, including the staff, *nunchaku* (threshing flail), *kama* (sickle), rope or chain, and *tonfa* (mill-wheel handle). Modern karate tends to focus on unarmed techniques. It spread widely to the west after American soldiers learned it in Japan after World War II. Karate is a “hard” style, focusing on powerful punches and kicks. A karate teacher is called *sensei*, and the practice hall or school is a *dojo*.

**Prerequisites:** Improved Strike

**Weapon Elements:** Chain, nunchaku, sickle, staff, tonfa

**Feats:** All-out Attack, Attack Focus (unarmed), Attack Specialization (unarmed), Cleave, Flurry of Blows, Improved Disarm, Improved Strike, Instant Stand, Parry Focus, Spring Attack, Stunning Attack, Sweeping Strike

## KNIFE FIGHTING

Knife fighting is a highly regionalized fighting style, with knife fighters from different cultures sometimes employing very different kinds of knives, hand grips, or fighting techniques. Knife fighting has an advantage over other armed styles because it relies on a weapon that is easily concealable and can be legally carried at all times, in most cultures. This fighting style can also be used to represent the trained use of other light weapons besides knives.

**Weapon Elements:** Tiny bladed melee weapons

**Skills:** Bluff, Sleight of Hand

**Feats:** Accurate Attack, Attack Focus (any two light weapons), Attack Specialization (any light weapon), Dodge Focus, Improved Critical, Improved Disarm, Improved Initiative, Knife Trick, Light Weapon Specialization, Quick Draw, Seize Initiative, Skill Focus (Bluff), Skill Focus (Sleight of Hand), Tough

## KRAV MAGA

The Israeli Defense Forces developed Krav Maga about 40 years ago; it was later adopted by Israeli police and Mossad intelligence agents. It’s a highly practical style, borrowing moves from many different fighting styles and focusing entirely on quickly and efficiently disabling an opponent. It lacks the “forms” of other fighting styles, since it’s intended solely for fighting, not for show. This fighting style can be used for other modern, constructed styles taught to commandos and military personnel.

**Prerequisites:** Improved Strike

**Weapon Elements:** Bayonet, knife, rifles

**Feats:** All-out Attack, Chokehold, Dodge Focus, Firearms Training, Improved Disarm, Improved Grab, Improved Grapple, Improved Strike, Improved Trip, Knockout Punch, Parry Focus, Weapon Training

## KUNG FU

*Kung fu* means, essentially, “hard work” or “great skill.” It is the common name of an ancient Chinese style of martial arts that dates back a thousand years or more. It’s most famously associated with the Shaolin Temple, where it was taught beginning in the sixth century AD. It spread to the west with Chinese immigration in the 1800s, but it did not become popular among westerners until the mid-1900s.

There are hundreds of kung fu variants and styles, many based on the movements of animals (Crane, Dragon, Leopard, Mantis, Monkey, Snake, and Tiger, to name some). A kung fu teacher is called a *sifu*, and the practice hall is called a *kwoon*.

**Prerequisites:** Improved Strike

**Skills:** Concentration, Jump

**Feats:** All-out Attack, Defensive Attack, Flurry of Blows, Improved Critical, Improved Strike, Improved Sunder, Improved Trip, Instant Stand, Iron Fisted, Parry Focus, Spring Attack, Startle, Totem

## MOUNTED COMBAT

Mounted combat is a tradition that stretches back to the domestication of horses. Since then, cavalry has been a powerful and highly mobile military unit, particularly gaining prominence after the invention of the stirrup, which allowed for devastating charges.

**Prerequisites:** Trained in Ride

**Weapon Elements:** Choose one: Swords and lances, rifles

**Skills:** Handle Animal, Ride

**Feats:** Animal Empathy, Cleave, Fast Overrun, Great Cleave, Heavy Armor Training, Improved Overrun, Light Armor Training, Move-by Attack, Overrun, Shield Training, Skill Focus (Ride), Spirited Charge, Vehicular Combat, Weapon Training

## MUAY THAI

Also known as Thai kickboxing or “the art of eight limbs,” Muay Thai is a brutal fighting style of kicks, knee- and elbow-strikes, and punches. It relies on blocks for defense and has no holds or throws, the intention being to beat an opponent to a pulp as quickly as possible. This fighting style can be used to represent other forms of kickboxing as well.

**Prerequisites:** Improved Strike

**Feats:** All-out Attack, Attack Focus (unarmed), Cleave, Crippling Strike, Defensive Strike, Improved Critical, Improved Strike, Iron Fisted, Parry Focus, Stunning Attack

## NINJUTSU

Not a “fighting style” per se, ninjutsu is associated with Japanese ninja and similar stealthy assassins. The ninja fighting style is technically called *taijutsu*, but the style here assumes a broad range of “ninja” training. It does not include whatever supernatural powers ninja with adept levels may possess.

**Prerequisites:** Improved Strike, Trained in Stealth

**Weapon Elements:** Nunchaku, shuriken, staves, swords

**Skills:** Acrobatics, Climb, Stealth

**Feats:** Blind-Fight, Chokehold, Cleave, Crippling Strike, Critical Strike, Dodge Focus, Evasion, First Strike, Hide in Plain Sight, Improved Critical, Improved Strike, Slow Fall, Sneak Attack, Startle, Stunning Attack, Weapon Training

## SCATTERSHOOTING

Scattershooting is not a tightly defined fighting style so much as a general approach to combat that relies heavily on autofire attacks to take foes down quickly. This style tends to sacrifice the accurate shooting of sniping for more rapid shooting, and it favors machine guns and SMGs.

**Prerequisites:** Firearms Training

**Weapon Elements:** Autopistols, assault rifles, and SMGs

**Feats:** Attack Focus (autopistol or SMG), Attack Specialization (autopistol or SMG), Deadly Aim, Double Tap, Drive-by, Firearms Training, Greater Attack Focus (autopistol or SMG), Greater Attack Specialization (autopistol or SMG), Lightning Shot, Recoil Compensation, Strafe

## SNIPING

Sniping is the art of shooting your enemies from a great distance and from a hidden location. Snipers are trained to adjust their shots to

account for factors like wind and the curved trajectory of their arrows and bullets, allowing them to make incredible shots at a long range. Snipers favor weapons with range and accuracy, such as long bows, crossbows, and rifles.

**Prerequisites:** Far Shot, Firearms Training

**Weapon Elements:** Pick one: All bows, all crossbows, or all rifles

**Skills:** Notice, Stealth

**Feats:** Accurate Attack, Attack Focus, Attack Specialization, Bullseye, Deadly Aim, Defensive Position, Far Shot, Firearms Training, Greater Attack Focus, Greater Attack Specialization, Hamstring, Improved Aim, Improved Critical, Improved Precise Shot, One Shot One Kill, Precise Shot, Sharp-Shooting, Sniper Training

## SUMO

Sumo wrestling is a Japanese martial art, usually practiced by large, heavy fighters. The object of a match is to push the opponent out of the fighting ring or pin him down within the ring. Sumo matches tend to be short, but they involve a great deal of lengthy ritual. Unlike most Asian martial arts, sumo focuses heavily on strength and size.

**Prerequisites:** Improved Grab

**Feats:** All-out Attack, Cleave, Defensive Throw, Improved Grab, Improved Grapple, Improved Pin, Improved Trip, Steadfast, Stunning Attack, Tough

## TAE KWAN DO

The name of this Korean martial art means “the way of kicking and punching.” It’s a forceful fighting style, widely taught in schools throughout the world. As its name implies, tae kwan do relies on both powerful strikes and various types of kicks, including side and flying kicks.

**Prerequisites:** Improved Strike

**Feats:** All-out Attack, Attack Focus (unarmed), Attack Specialization (unarmed), Cleave, Defensive Roll, Flurry of Blows, Improved Cleave, Improved Strike, Parry Focus, Spring Attack, Sweeping Strike

## TAI CHI CHUAN

Tai chi is a “soft,” internal Chinese martial art that has many forms, both modern and traditional. Tai chi is a Mandarin term meaning “great extremes boxing” or “boundless fist.” It emphasizes balance between extremes, defense, and effortless, fluid motions. Most modern forms of tai chi derive from one or more of five traditional schools: Chen, Hao, Wu, Sun, and Yang. The exact origins of tai chi have been forgotten, but the earliest known documentation of this martial art comes from the Chen family in the 1820’s.

**Prerequisites:** Canny Dodge, Improved Strike

**Skills:** Acrobatics, Concentration

**Feats:** Beyond Reach, Canny Dodge, Defensive Roll, Defensive Strike, Defensive Throw, Dodge Focus, Endurance, Improved Defense, Improved Strike, Parry Focus, Sidestep, Stunning Attack, Tireless

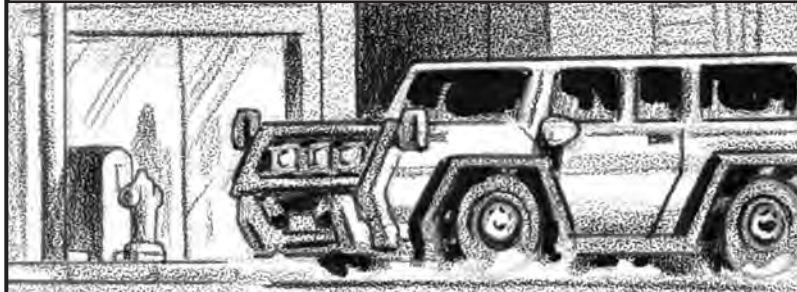
## WRESTLING

Wrestling includes numerous grappling techniques, ranging from Greco-Roman style to modern televised wrestling matches (which may involve more uses of Perform than fighting feats).

**Prerequisites:** Improved Grab

**Feats:** All-out Attack, Chokehold, Crushing Pin, Defensive Throw, Grappling Block, Improved Disarm, Improved Escape, Improved Grab, Improved Grapple, Improved Pin, Improved Trip, Tough, Weapon Bind

CHAPTER  
TWO:  
  
SKILLS  
AND  
FEATS



# SKILLS

This section expands on the uses of several skills that warriors are commonly called upon to use.

## DIPLOMACY (CHA)

*Let the Superior Answer:* When acting under direct orders from a superior, you can transfer blame for your failures or transgressions to that superior with a successful Diplomacy check with a Difficulty of 15 plus the superior's reputation score.

## DRIVE (DEX)

*Force Stop:* When a character with the Drive skill attempts a sideswipe (See the sideswipe option under the **Ram** maneuver under the **Drive** skill in the **True20 Expert's Handbook**) with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal requirements for attempting a sideswipe, the character must have sufficient movement remaining to make a turn. After succeeding on the sideswipe attempt, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a tee. Move them forward a distance equal to half the opposing vehicle's current per round speed. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage. If the character fails the opposed drive check, resolve the sideswipe normally.

## INTIMIDATE (CHA)

*Forceful Command:* Sometimes a commander orders their troops to do things they really do not wish to do, from torturing a captive to a variety of other atrocities or war. In these cases, the commander may add their reputation bonus to their Intimidate checks when commanding those

under their authority. If the Intimidation attempt is successful, their underlings will follow their command despite their misgivings. If the Intimidation attempt succeeds by five or more, the underlings will not dare to tell anyone what has transpired, even if it was against the laws of war under which their outfit is supposedly operating.

## KNOWLEDGE (HISTORY) (INT)

*Historical Battles:* You can use your knowledge of historical battles and skirmishes to aid your tactical ability, by comparing your current situation to similar battles throughout history. With a Difficulty 10 Knowledge (history) check, you can provide your next Knowledge (tactics) roll with a +1 bonus. You gain an additional +1 bonus for every 5 points by which you beat the Difficulty.

## KNOWLEDGE (TACTICS) (INT)

*Gain the High Ground:* By succeeding on an opposed Knowledge (tactics) skill check with the opposing side before a fight breaks out on uneven ground, you can ensure that your side will begin the battle on higher ground. When making this check, make the roll for the character on each side with the highest Knowledge (tactics) skill bonus, while other characters on the same side who have the skill may attempt to aid them.

*Influence Initiative:* You can use your tactical knowledge to aid your allies' initiative checks. At the beginning of a battle, before rolling initiative, you may make a Difficulty 10 Knowledge (tactics) check to provide yourself and your allies with a +1 circumstantial bonus to their initiative checks. You gain an additional +1 bonus for every 5 points by which you beat the Difficulty.

## SEARCH (INT)

*Full Alert:* Whenever a character enters an area they have reason to suspect may contain hidden dangers, as long as they are not moving at an accelerated or all-out pace, they are assumed to maintain a certain basic level of alertness in order to search for and identify such traps or hazards. The Narrator should assume that anytime the heroes enter an area they know might contain traps or other hazards (such as avalanches or quicksand), they are constantly searching for and actively trying to avoid such hazards. Treat each character as though they were taking 10 on a Search check to find such hazards. If this passive searching fails to find anything, characters may still choose to declare they are making Search rolls or taking 20 when searching areas they particularly suspect to contain such hazards. Characters moving at an accelerated or all-out pace are too busy running to be on full alert.

## SENSE MOTIVE (WIS)

*Anticipate Action:* You can make a Sense Motive check, opposed by your opponent's Bluff check or a base combat bonus roll (whichever is higher), to learn what kind of action your opponent is going to attempt next in combat (charge, attack, feint, flee, etc.). If you beat them by five or more, you get an idea of who the target of the attack will be or where they plan to move to next. If you beat them by ten or more, you can also guess when they will act in initiative order, even if they hold their action.

## STEALTH (DEX)

*Reconnaissance:* Performing reconnaissance on a particular building or other stationary location requires a new Stealth check every hour, opposed by the Notice checks of anyone in the building or location you are trying to remain hidden from (no checks are necessary if the



building or location is empty). Notice checks are required to see any significant activity in the location, such as the arrival or departure of individuals. The Difficulty for these checks is 10 + the cover bonus of the individuals involved, based on where you are observing them from, so if they have total cover, you are unable to observe their actions without very specialized gear.

*Sniping:* When firing upon an enemy from hiding, you can try to remain hidden after firing a ranged weapon, but you must make another Stealth check after each shot fired, with a cumulative -10 penalty. This penalty decreases to -5 if you are using a gun with a silencer, but it is still cumulative. The accumulated penalties reset if you successfully use Stealth to move to a new hiding spot while remaining undetected.

*Tailing:* You can use Stealth to tail someone in public. Tailing someone is the art of following and watching them without them noticing you. To tail someone, you must first be capable of moving as fast or faster than their current speed. Normally this is not a problem, unless your target is moving at top speed for some reason, or if they use a form of transport that is much faster than what you have available. Tailing someone without them noticing also assumes there are at least a few other people milling about the area. If it's just you and the person

you are following, you suffer a -10 penalty to your Stealth checks. If your target has reason to suspect they are being tailed, they get a Notice check (opposed by your Stealth check) every time they change course (going around a street corner, exiting a building, and so on). If the target is unsuspecting, they get a Notice check after every hour of tailing. In addition, you may have to make a Difficulty 10 Notice check every hour to avoid losing your target. Particularly large crowds and other complications may increase the Difficulty of your Notice checks, but they will also provide similar bonuses to your Stealth. If you are noticed, a successful Bluff check can be made to convince your quarry you might not be purposefully following them, but this will only work once, and the target will still become suspicious if they were not before, gaining a Notice check every time they change direction.

## SURVIVAL (WIS)

*Blend into Surroundings:* While outdoors in an undeveloped setting, a Difficulty 10 Survival check allows you to camouflage yourself sufficiently to provide you with a +1 bonus to subsequent Stealth checks in the same terrain type. You gain an additional +1 bonus for every 5 points by which you beat the Difficulty.

# FEATS

Feats are one of the main tools a warrior has to modify and specialize their combat abilities. This section provides a wide array of optional feats that allow you to customize your warrior in new ways.

## ADRENALINE RUSH (WARRIOR)

PREREQUISITES: TOUGH

Your character gains a boost of adrenaline when heavily injured. When you become wounded, you gain a temporary +1 bonus to Strength, until you receive healing of any form or the combat ends.

## AGGRAVATE (GENERAL)

You tend to attract an enemy's attention. As a standard action, you can make a Bluff check against your target's Sense Motive check or Will saving throw, whichever has the higher bonus. If you succeed, your target must attack you next round, if it is possible to do so. Targets get +1 on their check or save for each time, after the first, that this feat is used against them in the same encounter (successful or not).

A target not already engaged in combat can make a Will saving throw (in addition to the Sense Motive check or Will save to resist the feat). If successful, the target shows enough restraint to attack you verbally, not physically. Targets engaged in combat (with you or someone else) do not get this save.

You can take this feat a second time (Improved Aggravate), allowing you to make the Bluff check as a move action, rather than a standard action.

## AGILE (GENERAL)

PREREQUISITES: DEX +2

Your movements are exceedingly smooth and graceful. You have a +1 bonus to Dexterity checks and opposed rolls based on Dexterity.

## AMBIDEXTERITY (GENERAL)

The penalty for fighting with two weapons is reduced by two. If you have this feat and Two Weapon Fighting, for instance, you have a -0 and -2 penalty, and no penalty if fighting with a weapon at least two size categories smaller than yourself in your off hand.

## ARMOR TRAINING, POWERED (GENERAL)

You trained to move and fight while wearing powered armor.

## ARMORED COUNTERATTACK (FREE ATTACK, WARRIOR)

PREREQUISITE: HEAVY ARMOR TRAINING

You lock an opponent's weapon in your steely grasp, pulling the foe off balance. You can activate this feat once per round as a free action, when an opponent hits you with a melee weapon but you succeed on your Toughness save and take no damage. Your enemy provokes a free attack from you. If you choose to disarm or trip him, he gets no chance to trip or disarm you on a failed attack.

## BEYOND REACH (WARRIOR)

PREREQUISITE: DODGE FOCUS, LIGHTNING REFLEXES

You have mastered the art of moving to avoid melee attacks. Whenever an opponent moves into a range where they can hit you with their melee attacks, you may make an opposed Reflex save with that opponent. If you win, you may immediately move back five feet, keeping your opponent at bay by leaving the range of their melee attack. The opponent may then continue their turn and may choose to advance on you again, so long as they have movement left.

You cannot take the 5 ft step away if it would carry you into the range of a different foe's melee attacks or if you are cornered and have no place to go.

## BRING 'EM BACK ALIVE (GENERAL)

After making a successful attack, you can choose to inflict nonlethal instead of lethal damage.

## BULLSEYE (WARRIOR)

PREREQUISITES: ATTACK FOCUS, GREATER ATTACK FOCUS

You have become so adept at using the ranged weapon to which you have applied the Attack Focus and Greater Attack Focus feats that your attacks with that weapon can deal extra damage. With a successful attack, before the Toughness save is made, you can spend 1 Conviction point to deal an additional +3 damage.

## CANNIBALIZE (WARRIOR)

You know how to gain the power of your fallen enemies by eating of their flesh. If you take a full minute (10 rounds) to ritualistically remove and eat a helpless enemy's heart, brain, or liver (choose which organ when

## NEW FEATS

General Feat	Summary	Prerequisites
Aggravate	Get under an opponent's skin.	-
Agile	+1 to Dexterity checks.	Dex +2
Ambidexterity	Use both hands equally well.	-
Armor Training, Powered	Fight in powered armor with no penalty.	Heavy Armor Training
Bring 'Em Back Alive	Inflict nonlethal damage without penalty.	-
Defensive Position	+2 to Defense and Reflex saves when taking cover.	-
Defensive Throw*	Gain a free trip attempt against foes who attack you and miss.	-
Direction Sense	Avoid disorientation and retrace your steps infallibly.	-
Distract	Make your enemy hesitate in combat.	-
Double Tap	Fire two bullets at the same target.	-
Estate	Gain a small base.	Leadership, Wealth +15
Flanking Maneuver	Gain a bonus to hit surrounded enemies.	-
Flurry of Blows	Make autofire attacks with your fists or light weapons.	Attack Specialization or Improved Strike
Grappling Block*	Begin a grapple after successfully blocking an attack.	-
Great Estate	Gain a larger base.	Estate, Wealth +20
Heirloom	Inherit a useful weapon or item.	-
Helpful	Increase the bonus you provide when aiding another.	-
Hogtie	Bind a pinned foe with a grapple check.	-
Improved Aggravate	Aggravate multiple targets at once.	4th level, Aggravate
Improved Concealment	+2 to the miss chance you gain with concealment.	-
Improved Escape	+4 to Escape grapples.	-
Improved Overrun	Your overrun attempts are harder to avoid.	Overrun
Improvised Weapons Training	Use improvised weapons without penalty.	-
Infuriate	Inspire blind rage in an opponent.	Aggravate or Taunt
Interpose	Redirect an attack against an adjacent ally to yourself.	-
Knife Trick	Gain a free feint when drawing a light weapon.	Improved Feint, Quick Draw
Lightning-quick	Gain +2 Initiative, +1 to Reflex saves, and +5 ft. speed.	-
Menacing	Add half your Reputation to Intimidate checks.	Untrained in Diplomacy and Gather Information
Mighty Thewed	+1 to Strength checks.	Str +2
Organized	Use your Wisdom to halve the time required for a task.	-
Parry Focus	+1 to your Parry Defense.	-
Rapid Healing	Recover at twice the normal rate.	Con +1, Cannot already have fast healing or regeneration.
Sidestep*	Move 5 ft. instead of taking a free attack.	-
Speed of Thought	Use Int instead of Dex for Initiative.	-
Spring Attack	Deal additional damage with a jumping charge.	Dex +2, base combat bonus +4
Startle	Use Intimidate instead of Bluff to feint.	-
Steadfast	+4 to avoid being pushed or tripped.	-
Strafe	Attack a wider area with autofire attacks.	Firearms Training
Stylish	Add half the purchase Difficulty of your clothes to interaction checks.	-
Swift and Silent	Use Stealth while running.	Dex +3 or more, 8 or more ranks in the Stealth skill.
Totem Animal	Gain benefits from a totem spirit.	Take at character creation
Tough as Nails	+1 to Con checks and Fort saves.	Con +2, Tough
Trance	Place your body in suspended animation.	-
Wounded Veteran	Start with an additional level at a cost.	Take at character creation.

\*This feat requires the use of the Free Attack optional rules in **Chapter 4**. \*\*This feat is also an Expert feat.



## NEW FEATS

Warrior Feat	Summary	Prerequisites
Adrenaline Rush	Gain +1 Strength when wounded.	Tough
Armored Counterattack*	Gain a free attack against an opponent that hits but does not damage you.	Heavy Armor Training
Beyond Reach	Avoid attacks by staying out of reach.	Dodge Focus, Lightning Reflexes
Bullseye	Spend Conviction to do +3 damage with a ranged attack.	Attack Focus, Greater Attack Focus
Cannibalize	Eat a portion of your foe to gain a Strength bonus.	-
Commission	Lead a small military unit.	Leadership, Reputation +3
Counterattack Opportunity*	Gain a free attack when an opponent misses you.	-
Crushing Pin	Inflict unarmed damage on pinned foes.	-
Deadly Aim**	Add half your Dex to damage with crossbows and guns.	-
Defensive Strike	+4 to hit foes who just attacked and missed you.	-
Dervish Dance	Employ the spinning battle-dance of the whirling dervishes.	Trained in Perform (dance)
Dirty Fighting**	Gain an edge in combat by performing cheap tricks.	-
Disrupting Shot	Shoot to stun, rather than injure.	Precise Shot
Draining Defense	Cause an attacking opponent to become fatigued.	-
Drive-By	Negate the penalties for firing from a moving vehicle.	Trained in Drive
Drunken Boxing	Your unarmed attacks become more powerful when drunk.	Improved Strike
Fast Overrun	Make multiple overrun attempts in a single round.	-
Favored Environment	You are specially trained to fight in a particular environment.	-
Fearless	Become immune to fear effects.	-
Fearsome Presence	Inspire fear in others.	Trained in Intimidate
Fight in the Shade	Use your shield to gain cover from ranged attacks.	Shield Training
Finishing Blow	Perform a coup de grace as a standard action.	-
First Strike	Do additional damage to flat-footed opponents.	-
Follow-Up Strike*	Gain a free attack whenever you score a critical hit.	-
Formation Fighting	Gain benefits from fighting in a battle formation.	-
Fury Over the Fallen	Refuel your rage when an ally is struck down.	Rage
Great Commission	Lead a larger military unit.	Commission, Reputation +4
Hamstring	Attack to impair your foe's movement.	-
Improved Aim	Gain a larger bonus when you aim.	-
Improved Grapple	Grapple opponents with one arm.	Str +2
Improved Hamstring	Temporarily immobilize an opponent.	Attack Bonus +10, Hamstring
Indomitable	Frustrate and demoralize ineffective foes.	Heavy Armor Training
Instant Stand**	Stand from a prone position as a free action.	-
Iron Fisted	Increase your unarmed critical threat range.	Dex +1, Str +1, Improved Critical (unarmed), Improved Strike
Juggernaut	Use the weight of your armor to your advantage.	Heavy Armor Training
Knockout Punch	Deal extra unarmed damage against flat-footed foes.	Improved Strike
Light Weapon Specialization	+1 damage with light weapons.	Attack Focus with any two light weapons.
Lightning Shot**	Make two ranged attacks, as if fighting with two weapons.	-
Mighty Heave	Increase your range with thrown weapons.	-
Nerve Pinch	Use a grapple check to knock a foe unconscious.	Improved Strike
One Shot One Kill	Gain a bonus to damage when aiming.	Attack Focus, Improved Aim, Sniper Training
Opportunist*	Gain a free attack when an ally hits a target you threaten.	-
Overwhelming Charge	Gain a trip attempt when you charge.	Str +2
Pain is Power	Refuel your rage when you become wounded.	Rage
Pyromaniac	+2 damage with nonmagical fire.	-
Recoil Compensation	Halve penalties for making autofire attacks.	-
Sharp-Shooting**	Reduce your target's cover bonus by two.	Precise Shot

\*This feat requires the use of the Free Attack optional rules in **Chapter 4**. \*\*This feat is also an Expert feat.



## NEW FEATS

Warrior Feat	Summary	Prerequisites
Skip Shot	Make your ranged attacks ricochet.	Firearms Training, Precise Shot
Smashing Blow	Use half your Str in place of Dex to hit with two-handed melee weapons.	-
Sniper Training**	Take a full round to halve range penalties.	-
Stoke Fury	Spend a full round to increase your bonuses from Rage.	Rage
Supreme Cleave	You can move between cleave attempts.	Cleave, Great Cleave, Move-by Action
Sweeping Strike	Attack and trip an opponent simultaneously.	-
Unbalance Opponent**	Keep a foe off balance.	-
Unbalancing Strike	Knock a foe off balance.	-
Vulnerable Shot	Add your Dex to ranged damage against a foe who has just been hit.	-
War Cry	Make a free Intimidate check at the beginning of a battle.	-
Warning Shot	Make a foe shaken with a deliberate near miss.	Precise Shot
Whirlwind Attack	Attack all foes in reach with a cumulative -2 penalty.	Dex +2, Int +1, base combat bonus +5.
With It or On It	+1 shield bonus and +4 to avoid having it disarmed.	Shield Training
Wolf Pack Tactics	Catch surrounded foes flat-footed for additional damage.	Flanking Maneuver

you take this feat), you gain a bonus to your Strength score based on their level relative to your own, for a duration of ten minutes. You can eat the organ of a dead foe, but the strength bonus gained decreases by one for every ten minutes that have passed since their death.

Enemy's Level is...	Str Bonus
Less than yours	+0
Equal to yours	+1
1 level higher	+2
2-3 levels higher	+3
4-5 levels higher	+4
6 or more levels higher	+5

**COMMISSION (WARRIOR)**

PREREQUISITES: LEADERSHIP, REPUTATION +3

You, your followers, and any associated allies comprise a military unit recognized by governments and other authorities. You may be part of a national military or police force, or you may be independents, such as a mercenary unit or privateer fleet.

Your unit has a Reputation score. When you take the Commission feat, that score is set at two less than your current Reputation. Members of the unit, including you, making a Reputation check may substitute the unit score for their own.

The unit's Reputation increases or decreases according to the unit's actions. Each time the unit accomplishes a notable deed—a great victory, a great loss, a feat never before achieved—the unit's Reputation increases by one. Every six game months that pass without the unit accomplishing a notable deed decreases the unit's Reputation by one.

Once per game month, you may spend a Conviction point and make an inspiring speech to the unit as a whole. For the next day, each member of the unit gains a bonus to attack rolls and Will saves equal to half the unit's Reputation score.

**COUNTERATTACK OPPORTUNITY (FREE ATTACK, WARRIOR)**

If an opponent attacks you in melee combat and misses, you get an immediate melee attack against that opponent as a free action. This counts as your free attack for that round.

**CRUSHING PIN (WARRIOR)**

While grappling, if you pin an opponent, you can also inflict your normal unarmed damage against that opponent each round, for as long as you maintain the pin. You hold your opponent immobile as normal, but you must remain immobile yourself to continue the crushing pin. You suffer a -4 defense penalty while maintaining a Crushing Pin, in addition to losing your dodge bonus against anyone you aren't grappling, as normal.

**DEADLY AIM (WARRIOR OR EXPERT)**

You may add half your Dexterity score (rounded up) to the damage you inflict with all crossbows and guns.

**DEFENSIVE POSITION (GENERAL)**

You gain an additional +2 bonus to Defense and an additional +2 bonus on Reflex saves whenever you take cover.

**DEFENSIVE STRIKE (WARRIOR)**

If an opponent attacks you in melee combat and misses, your next melee attack against that opponent has a +4 bonus to hit. You gain no bonus against opponents who do not attack you or who attack and hit you successfully (whether or not the attack has any effect).

**DEFENSIVE THROW (FREE ATTACK, GENERAL)**

If an opponent attacks you in melee combat and misses, you can make an immediate trip attack against them as a free action at your full attack bonus. This counts as your free attack for that round.

**DERVISH DANCE (WARRIOR)**

PREREQUISITE: TRAINED IN PERFORM (DANCE)

As a free action, you can enter a whirling, trance-like dance that enhances your combat prowess, gaining +2 Dexterity and +2 to your Will saves. While dervish dancing, you can't use skills or powers requiring concentration or patience, and you can't take 10 or take 20 on checks. Your dervish dance lasts five rounds, after which you are fatigued for five rounds (see **Fatigue** in the **Damage and Recovery** section of **Chapter 6** of *True20 Adventure Roleplaying*). You can use Dervish Dance once per day at 1st level and an additional time per day for every four warrior levels (twice at 4th level, three times at 8th level, and so on). You can spend a point of Conviction to use Dervish Dance an additional time that day.

You can take this feat multiple times. Each time, you gain an additional +1 Dexterity and +1 Will save bonus to a maximum of +4 Dexterity and +4 to Will saves total (the other effects remain the same). Instead of increasing your Dervish Dance benefits, taking the Dervish Dance feat an additional time can extend the duration of your Dervish Dance by five rounds (to a maximum of twenty rounds). This extends the duration of your post-rage fatigue by the same amount.

### DIRECTION SENSE (GENERAL)

You have an innate sense of direction. You always know which way is north and can retrace your steps through any place you've been.

### DIRTY FIGHTING (EXPERT OR WARRIOR)

As a standard action, you can use Bluff to perform a dirty trick to gain a +2 bonus on your next attack roll. If your opponent has reason to expect you to fight honorably (a foolhardy expectation), the bonus increases to +5. You may also spend a Conviction point to gain a +5 bonus on your next attack.

### DISRUPTING SHOT (WARRIOR)

PREREQUISITES: PRECISE SHOT

You shoot an arrow or bullet at an opponent's hand, weapon, talon, or paw to disrupt his attacks. Rather than inflict damage, you cause him to become stunned until the end of his next action, unless he succeeds on a Fortitude save (Difficulty = your attack roll).

### DISTRACT (GENERAL)

You can make a Bluff or Intimidate check (choose one when you acquire the feat) to cause an opponent to hesitate in combat. Take a standard action and make a skill check against your target's opposing check (the same skill, Sense Motive, or Will save, whichever has the highest bonus). If you succeed, your target is dazed for one round (defending normally, but taking no action). Targets gain a +1 bonus on checks to resist Distract per attempt against them in the same encounter. You can take this feat twice (gaining the ability to use it with either Bluff or Intimidate).

### DOUBLE TAP (GENERAL)

When using a firearm with the autofire option and at least two bullets loaded, you may fire two bullets as a single attack against a single target. You receive a -2 penalty on this attack but deal +1 damage with a successful hit. Using this feat fires two bullets and can only be done if the weapon has at least two bullets in it.

### DRAINING DEFENSE (WARRIOR)

You coax your opponent into wasting his strength on wild, uncontrolled strikes. With each attack, you sap his stamina until he is left vulnerable to your counterattack. You must designate a single foe as the target of this ability and spend a move action and Conviction point. The target then attempts a Will save (Difficulty 10 + half your warrior level + your Constitution). Failing the save means that, if he attacks you, he automatically suffers a level of fatigue.

### DRIVE-BY (WARRIOR)

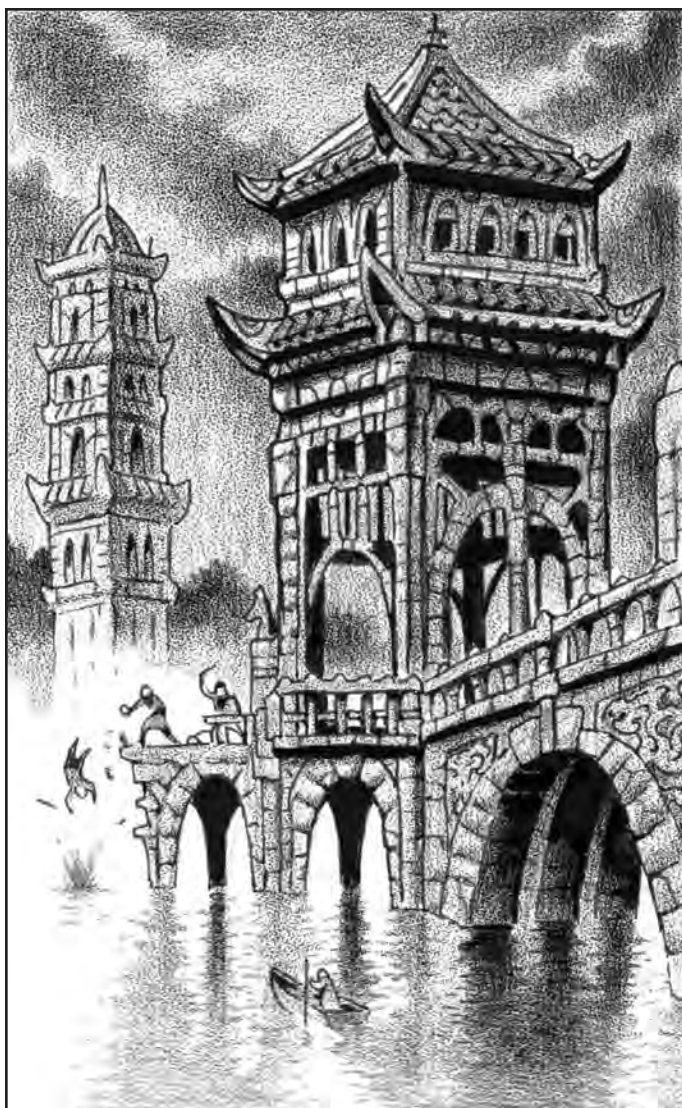
PREREQUISITE: TRAINED IN DRIVE

The penalty you take when using a ranged weapon from a vehicle is halved: -2 instead of -4 if your vehicle is taking a double move, and -4 instead of -8 if your vehicle is going full speed.

### DRUNKEN BOXING (WARRIOR)

PREREQUISITE: IMPROVED STRIKE

You can guzzle a full bottle or skin of wine (or an equivalent amount of another alcoholic drink) as a standard action.



After drinking at least one bottle of wine (or other alcoholic drink), you may begin drunken boxing and gain +2 Strength, +2 to your Fortitude and Will saves, and a -2 penalty to Defense. While drunken boxing, you can't use skills or powers requiring concentration or patience, and you can't take 10 or take 20 on checks. Your drunken boxing state lasts five rounds per bottle consumed, after which you are fatigued for a number of rounds equal to the rounds you spent drunken boxing (see **Fatigue** in the **Damage and Recovery** section of **Chapter 6** in *True20 Adventure Roleplaying*). You can use Drunken Boxing once per day at 1st level and an additional time per day for every four warrior levels (twice at 4th level, three times at 8th level, and so on). You can spend a point of Conviction to use Drunken Boxing an additional time that day.

You can take this feat multiple times. Each time, you gain an additional +1 Strength and +1 Fortitude and Will save bonus to a maximum of +4 Strength and +4 to saves total (the -2 penalty to Defense and other effects remain the same).

### ESTATE (GENERAL)

PREREQUISITES: LEADERSHIP, WEALTH +15

You hold title to a small base and the surrounding land. Your estate has a staff of followers equal to the number of followers you have from the Leadership feat. This is in addition to the followers you have from the feat. Estate followers remain at and care for your estate.

Once every three game months, you or a designated follower must make a Diplomacy check. The Difficulty is equal to your current Wealth score + 5. If the check is successful, your Wealth score increases by one. If the check fails, your Wealth score decreases by one. If your Wealth score falls below +15, you must take action to increase your Wealth or risk losing your estate.

Followers assigned to estate duties are essential to the functioning of the estate and cannot leave their duties for more than a few days at a time.



However, you can detach your followers from your estate and assign them to other duties once per game year, for up to three game months.

If you do this, your next quarterly Diplomacy check for the estate has its Difficulty increased by 5 (current Wealth score + 10).

### FAST OVERRUN (WARRIOR)

If you make a successful overrun attempt (see **Overrun** in the **Actions** section in **Chapter 6** of *True20 Adventure Roleplaying*), you can make another overrun, so long as you have sufficient movement to reach another target. You can continue making overrun attempts until you either run out of movement or miss an attempt. You can change the direction of your movement between overrun attempts, but you must still move at least 10 feet in a straight line before each attempt.

### FAVORED ENVIRONMENT (WARRIOR)

You are especially suited to fighting in a particular environment. Examples include in the air, underwater, in space, in extreme heat or cold, in jungles or woodlands, and so forth. While in your favored environment, you gain either a +1 attack bonus or +1 dodge bonus. Choose at the start of each round whether your bonus applies to attack or dodge.

### FEARLESS (WARRIOR)

You are immune to fear effects of all sorts. You automatically succeed on any saving throw against a fear effect, but you must succeed on a Difficulty 10 Will save to flee a battle.

### FEARSOME PRESENCE (WARRIOR)

PREREQUISITE: TRAINED IN INTIMIDATE

You can inspire fear in others. Take a standard action to strike a suitably fearsome pose or utter an intimidating threat. Anyone within (Intimidate rank × 5) feet able to interact with you must make a Will save (Difficulty 10 + 1/2 your Intimidate skill rank) or become shaken. If the save fails by five or more, the subject flees from you.

If the save fails by ten or more, the subject panics, dropping any held items and fleeing from you as quickly as possible.

### FIGHT IN THE SHADE (WARRIOR)

PREREQUISITES: SHIELD TRAINING

So long as you are equipped with a medium or larger shield, you are considered to have cover against all ranged attacks. This cover benefit is in addition to your shield's normal defensive bonuses. If you have a large shield, you can choose to spend a full round action to gain total cover against all ranged attacks until the beginning of your next turn.

### FINISHING BLOW (WARRIOR)

You can perform a coup de grace as a standard rather than a full-round action. (See **Helpless Defenders** in the **Combat Modifiers** section in **Chapter 6** of *True20 Adventure Roleplaying*.)

### FIRST STRIKE (WARRIOR)

When you make an attack against a flat-footed opponent (someone who hasn't yet acted in combat) whose initiative is lower than yours, increase your attack's damage bonus by +2. Opponents immune to critical hits suffer no additional damage. Taking this feat additional times increases your First Strike damage bonus by +1, to a maximum of +5. First Strike damage stacks with the Sneak Attack feat.

### FLANKING MANEUVER (GENERAL)

When you and at least one other character threaten a single target in melee from opposite sides, you gain a +2 attack roll bonus and may provide a similar bonus to every ally who is attacking that same foe in melee.

**FLURRY OF BLOWS (GENERAL)****PREREQUISITE:** ATTACK SPECIALIZATION OR IMPROVED STRIKE

You may make many swift attacks with your fists or a single melee weapon with which you are specialized (choose which when you take this feat). You may make autofire attacks with this melee attack.

**FOLLOW-UP STRIKE (FREE ATTACK, WARRIOR)**

If you score a critical hit with a melee attack, you may make an additional melee attack against the same opponent immediately, as a free action.

**FORMATION FIGHTING (WARRIOR)**

You trained to fight as part of a battle formation such as a phalanx. If you are using a shield and are flanked on at least one side by an ally who also has a shield, you can use your shield to provide your allies with a +1 bonus to both their Parry and Dodge defenses, and you gain a similar bonus from their shields. Such shields must be of Medium size or larger for this feat to work. If you have yourself and at least two other allies in a row with suitable shields, and they all have this feat, the bonus increases to +2. For each rank of allies you have behind the front line, the warriors in front gain a +2 bonus on Strength checks to push the enemy back and resist being pushed or tripped.

**FURY OVER THE FALLEN (WARRIOR)****PREREQUISITE:** RAGE

If any ally suffers injuries that drop him to disabled or worse condition on the damage track while you are raging, your rage is renewed with the desire for vengeance, and its duration begins again, as though you had just started raging when your ally fell. You gain an additional +1 Str when attacking the foe who struck the felling blow to your ally or when fighting anyone blocking your path to reach them.

**GRAPPLING BLOCK (FREE ATTACK, GENERAL)**

When you successfully parry a melee attack while unarmed, you can initiate a grapple against your attacker as a free action without an initial attack roll.

**GREAT COMMISSION (WARRIOR)****PREREQUISITES:** COMMISSION, REPUTATION +4

You command a military force large enough to defend or overthrow a kingdom. Leading this force is a full-time job, although you can spare some time for other matters. Your followers and associated allies comprise an elite unit and remain subject to the rules for the Commission feat.

Before each battle, you may make a Leadership check (d20 + your Leadership score) against Difficulty 20. If you have not been leading the unit full-time for the last month, the Difficulty increases to 25.

If you succeed, each member of the force who is not part of your elite unit gains a bonus to attack rolls and Will saves equal to half your Reputation score. If you fail the check, each member of the force suffers a penalty to all checks, including attack rolls and saving throws. This bonus or penalty lasts for the duration of the battle.

**GREAT ESTATE (GENERAL)****PREREQUISITES:** ESTATE, WEALTH +20

You hold title to a castle or other type of base and the territory assigned to it. Your great estate has a staff of followers equal to the number of followers you have from the Leadership feat. This is in addition to the followers you have from the Leadership and Estate feats. Great Estate followers remain at and care for your estate.

You or a designated follower must make a Diplomacy check every three game months. This check and its consequences are identical to the Estate feat, except failed checks lower your Wealth score by two instead of one.

Followers assigned to the castle staff cannot leave their duties for more than a few days at a time. However, you can detach your followers from the castle and assign them to other duties once per game year for up to six game months. While your followers are detached, your quarterly Diplomacy checks have their Difficulty increased by 5 (current Wealth score + 10).

**HAMSTRING (WARRIOR)**

You can use a special maneuver to reduce your opponent's mobility in combat. To use this feat, ready an action to attack a target within range when he moves. If your readied attack hits, your opponent must succeed at a Fortitude save (Difficulty 10 + half your warrior level + your Dexterity) or move at half his normal speed until the end of his current action.

**HEIRLOOM (GENERAL)**

Your character has inherited a special heirloom of a type that is useful to him in his adventuring career. This may be a masterwork item or a minor supernatural item. The exact type of item and its powers should be worked out with your Narrator before you purchase this feat for your character.

**HELPFUL (GENERAL)**

Your assistance is particularly valuable. When you make a check to aid someone (see **Aid** in *True20 Adventure Roleplaying*, in **Chapter 1: Introduction** and **Chapter 6: Playing the Game**), you may choose a higher Difficulty for the check and provide your companion with a greater bonus. Some Difficulties require you to reach a certain level before you can choose them.

HELPFUL		
Difficulty	Bonus	Minimum Level
15	+3	1st
20	+4	5th
25	+5	10th

**HOGTIE (GENERAL)**

After successfully grappling and pinning a foe, you can make an additional grapple check to bind them with handcuffs, rope, or similar bindings.

**IMPROVED AGGRAVATE (GENERAL)****PREREQUISITES:** 4TH LEVEL, AGGRAVATE

As Aggravate, except you may attempt to aggravate a number of targets equal to half your level (round down), all at once. Make one Bluff check; each target makes a separate resistance check.

**IMPROVED AIM (WARRIOR)**

When you take a full-round action to aim (see **Aim**, *True20 Adventure Roleplaying*, **Chapter 6: Playing the Game**), you gain double the normal bonus: +10 for a melee attack or a ranged attack adjacent to the target, +4 for a ranged attack at a greater distance.

**IMPROVED CONCEALMENT (GENERAL)**

When you have concealment, the miss chance for attacks against you is improved by two (from 17 to 15, in the case of normal concealment). The miss chance cannot be lower than an 11 (on 1d20), so this feat does not improve total concealment.



### IMPROVED ESCAPE (GENERAL)

You're skilled in escaping grapples and have a +4 bonus on grapple checks to do so.

### IMPROVED GRAPPLE (WARRIOR)

PREREQUISITES: STR +2

You can make grappling attacks with only one hand, leaving the other free, so long as your target is not of a larger size category than you. If you pin your opponent, you can maintain the pin while still using your other hand to perform actions.

### IMPROVED HAMSTRING (WARRIOR)

PREREQUISITES: ATTACK BONUS +10, HAMSTRING

You slash at an opponent's legs, wings, or similar limbs, leaving him unable to move and possibly rendering him vulnerable to additional attacks. When making a melee attack, announce that you are using this ability and spend a Conviction point. If your attack hits, the target must make a Fortitude save (Difficulty 10 + half your warrior level + your Dexterity). Should this save fail, you connect in a painful strike to the target's limbs that reduces his speed to zero for a number of rounds equal to 1 + your Wisdom score.

### IMPROVED OVERRUN (GENERAL)

PREREQUISITES: OVERRUN

When you make an overrun attempt, your opponent cannot choose to avoid you, and you have a +4 bonus on the trip check (see **Overrun** in *True20 Adventure Roleplaying*, **Chapter 6: Playing the Game**).

### IMPROVISED WEAPONS TRAINING (GENERAL)

You can use an improvised weapon (an ordinary object reasonably sized and shaped for use as a weapon) without penalty. Characters without

this feat take a -4 non-proficient penalty on attack rolls made with improvised weapons.

### INDOMITABLE (WARRIOR)

PREREQUISITE: HEAVY ARMOR TRAINING

As your enemy's attacks rebound off your armor, they slowly grow more frustrated and impatient. You are an easy target to hit but a difficult one to injure. Your opponent must succeed at a Will save (Difficulty 10 + half your warrior level + your Constitution) or suffer a -2 morale penalty to attacks against you and to defense against all attacks for the rest of the encounter. Your foe loses faith in their ability and makes wild attacks at you, while ignoring his own defense. Indomitable is a mind-affecting effect.

### INFURIATE (GENERAL)

PREREQUISITE: AGGRAVATE OR TAUNT

You can inspire blind rage in an opponent. As a standard action, you can make a Bluff check against your target's Sense Motive check or Will saving throw, whichever has the higher bonus. If you succeed, your target automatically attacks you and suffers a -2 penalty to attack rolls and Defense but has +2 damage against you. This lasts one round. Targets get a +1 on their resistance check per Infuriate attempt against them in the same encounter (successful or not).

You can take this feat a second time, allowing you to make the Bluff check as a move action, rather than a standard action.

### INSTANT STAND (EXPERT OR WARRIOR)

You can stand up from a prone position as a free action.

**Normal:** Standing up from a prone position requires a move action.

### INTERPOSE (GENERAL)

Once per round, when an ally adjacent to you is targeted by an attack, you can choose to trade places with that ally as a reaction, making you the target of the attack instead. If the attack hits, you suffer the effects normally. If the attack misses you, it also misses your ally. You must declare your intention to trade places with an ally before the attack roll is made. You cannot use Interpose if you are stunned or otherwise incapable of taking free actions.

### IRON FISTED (WARRIOR)

PREREQUISITES: DEX +1, STR +1, IMPROVED CRITICAL (UNARMED), IMPROVED STRIKE

You increase the critical threat range of your unarmed attacks by one. The benefits of this feat stack with the benefits of Improved Critical (unarmed).

### JUGGERNAUT (WARRIOR)

PREREQUISITE: HEAVY ARMOR TRAINING

You use your armor's weight to your advantage in close combat. You may spend a Conviction point as a free action to activate this ability. For a number of rounds equal to your Constitution score, you gain a bonus to your grapple checks, Strength checks, trip attempts, and base combat checks equal to your armor's Toughness bonus.

### KNIFE TRICK (GENERAL)

PREREQUISITES: IMPROVED FEINT, QUICK DRAW

Whenever you draw a weapon two or more size categories smaller than yourself, you may make a Bluff check to feint in combat as part of that action. See the Bluff skill in *True20 Adventure Roleplaying* for details on feinting in combat.

**Normal:** Feinting in combat is a standard action.

**KNOCKOUT PUNCH (WARRIOR)**

PREREQUISITES: IMPROVED STRIKE

When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.

**Special:** Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

**LIGHT WEAPON SPECIALIZATION (WARRIOR)**

PREREQUISITES: ATTACK FOCUS WITH ANY TWO LIGHT WEAPONS

You can add +1 to the damage you deal with any melee or thrown weapon you are proficient with that is at least two size categories smaller than you are.

**LIGHTNING SHOT (EXPERT OR WARRIOR)**

You can make a flurry of ranged attacks with a ranged weapon, at the expense of accuracy. With a lightning shot, you may take a full round action to attack, allowing you to make one extra ranged attack per round with any ranged weapon that you can load and fire in a single round (for example, a bow, but not a standard crossbow). These shots are made with the standard penalties for attacking with two weapons, as if you had the Two Weapon Fighting feat.

**LIGHTNING-QUICK (GENERAL)**

You are fast. Really fast. You gain a +2 bonus to Initiative rolls and a +1 bonus to Reflex saves. You also gain an extra free 5 ft. step each round.

**MENACING (GENERAL)**

PREREQUISITE: UNTRAINED IN DIPLOMACY AND GATHER INFORMATION

You frighten people. You may add half your Reputation score to your Intimidate checks. If you ever take ranks in Diplomacy or Gather Information, you lose your menacing edge and the benefit of this feat.

**MIGHTY HEAVE (WARRIOR)**

Increase your effective Strength by +2 for purposes of determining range on thrown objects.

**MIGHTY THEWED (GENERAL)**

PREREQUISITES: STR +2

You have a mighty frame that increases your capacity for strength beyond that of most others of your race. You have a +1 bonus to Strength checks and opposed rolls based on Strength.

**NERVE PINCH (WARRIOR)**

PREREQUISITES: IMPROVED STRIKE

When you make a successful grapple check, you may choose to do a nerve pinch instead of beginning or continuing the grapple. Your opponent must make a Fortitude save with a Difficulty equal to your grapple check. If they fail, they fall unconscious. Such victims gain a new Fortitude save each round, until they succeed and regain consciousness.

**ONE SHOT ONE KILL (WARRIOR)**

PREREQUISITES: ATTACK FOCUS (CURRENT WEAPON), IMPROVED AIM, SNIPER TRAINING

For each consecutive full round you spend taking the Aim action, you may increase the damage for your next shot by +1, up to a maximum of +5. These bonuses are lost if you take any actions other than aiming, lose concentration, or lose line of sight to your target.

**OPPORTUNIST (FREE ATTACK, WARRIOR)**

When an ally successfully attacks an opponent in an area you threaten, you get an immediate free attack against that opponent. This counts as your free attack for the round. A successful attack is one that hits and against which the opponent fails a saving throw (not necessarily a Toughness save).

**ORGANIZED (GENERAL)**

You perform tasks quickly. You may make a Wisdom check (Difficulty 15) to organize a task requiring a skill check and taking more than one round. This task may be performed by you or another character under your guidance. If you succeed at the check, the task is completed in half the usual time.

**OVERWHELMING CHARGE (WARRIOR)**

PREREQUISITE: STR +2

When using a charge action, you can spend a Conviction point to hurtle into the fray with little concern for your safety or defenses. You literally throw yourself into your opponent. In addition to the standard benefits of a charge, you may make a free trip attack before or after your strike, even if you normally cannot trip a foe with your weapon. If your attempt fails, your foe can try to trip you as normal. Apply the benefits of a charge to this attack.

**PAIN IS POWER (WARRIOR)**

PREREQUISITE: RAGE

As you withstand pain, animal fury naturally rises in you. Like a cornered creature, you summon an inner reserve of courage and anger to defend yourself. When you are damaged by an attack, you may renew your rage as though you just began raging when you were hit. You gain an additional +1 Str on your next attack, provided that it targets the foe that just hit you.

**PARRY FOCUS (GENERAL)**

Your Parry bonus increases by +1. You can acquire this feat multiple times, and its benefits stack.

**PYROMANIAC (WARRIOR)**

You do +2 damage with non-magical fire attacks such as torches, burning oil, flamethrowers, and greek fire. This damage only applies once to each attack you make, and it does not apply to damage that a target may continue to sustain if they have caught on fire, though your victims suffer a -1 penalty to their saving throws to avoid catching fire. This feat doubles the chance to successfully light an inanimate object on fire.

**RAPID HEALING (GENERAL)**

PREREQUISITE: CON +1, CANNOT ALREADY HAVE FAST HEALING OR REGENERATION.

Your body possesses amazing powers of physical recovery. You make recovery checks at twice the normal rate.

**RECOIL COMPENSATION (WARRIOR)**

You are experienced in unloading entire clips with deadly accuracy. When making an autofire attack with an appropriate weapon, such as a firearm, you may reduce all penalties for using autofire by half (round down).

**SHARP-SHOOTING (EXPERT OR WARRIOR)**

PREREQUISITES: PRECISE SHOT

When you use a ranged weapon to attack a target that is taking cover, their cover bonus to Defense is reduced by two.

**SIDESTEP (FREE ATTACK, GENERAL)**

When you are eligible to take a free attack, you can instead choose to take a 5-foot step without provoking a free attack. This counts as your free attack for the round.

**SKIP SHOT (WARRIOR)**

PREREQUISITES: FIREARMS TRAINING, PRECISE SHOT

If the character has a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall) and a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a -2 penalty on his attack roll, and the character's attack deals -1 damage.

**Special:** The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used.

**SMASHING BLOW (WARRIOR)**

You may add half your Strength bonus (rounded up) in place of your Dexterity bonus on your attack rolls with any melee weapon at least one size category larger than you are and requiring two hands to wield. If your target attempts to parry, you may add your full Strength bonus to the attack roll.

**SNIPER TRAINING (EXPERT OR WARRIOR)**

You are well trained in the art of shooting targets at a great distance. By shooting as a full round action, you can halve all attack roll penalties for extended range.

**SPEED OF THOUGHT (GENERAL)**

You can use your Intelligence modifier, rather than your Dexterity modifier, when making initiative checks. Other initiative modifiers stack with your Int modifier normally.

**SPRING ATTACK (GENERAL)**

PREREQUISITES: DEX +2, BASE COMBAT BONUS +4.

If, instead of charging to attack an enemy, you can succeed on a single jump check to cover the distance between them and yourself, you may double the damage bonuses for the charge. You can't use this feat if you are wearing heavy armor. You need a bit of room to build momentum, so you must move at least 5 feet before you make your attack, in order to utilize the benefits of Spring Attack.

**STARTLE (GENERAL)**

You can make an Intimidate check, rather than a Bluff check, to feint in combat (see **Bluff** in *True20 Adventure Roleplaying*, **Chapter 2: Skills**). Targets can resist with Intimidate, Sense Motive, or Will, and they gain a +1 bonus on their resistance check per startle attempt against them in the same encounter.

**STEADFAST (GENERAL)**

You have a +4 bonus against all attempts to push, rush, trip, or throw you, and you also add +1 to your knockback modifier to determine how far you are thrown by an attack.

**STOKE FURY (WARRIOR)**

PREREQUISITE: RAGE

You bite your shield, howl, stomp your feet, and cut yourself with your weapon to stoke the fiery rage that burns within you. Each full round you spend stoking the fury increases the benefits of your Rage feat, as though you had taken that feat a number of additional times equal to the number of rounds you spend doing nothing but stoking your rage.

**STRAFE (GENERAL)**

PREREQUISITE: FIREARMS TRAINING

When using a firearm on autofire against multiple targets, you double the amount of 5 ft. areas you can "walk" the attack, so long as they are in a straight line. As long as you are walking the attack in a straight line, you only suffer a -1 penalty for every 10 ft. targeted.

**Normal:** A firearm on autofire used to attack multiple targets normally affects a number of consecutive 5 ft. areas equal to or less than your attack bonus.

**STYLISH (GENERAL)**

You may spend a Conviction point to apply half the purchase Difficulty of your clothing (round down) as a bonus to one Bluff, Diplomacy, or Gather Information check.

**SUPREME CLEAVE (WARRIOR)**

PREREQUISITES: CLEAVE, GREAT CLEAVE, MOVE-BY ACTION

This feat works like Great Cleave, except you can move between each additional attack so long as you do not exceed your total movement for the round.

**SWEEPING STRIKE (WARRIOR)**

When you make a successful unarmed attack against an opponent, you can split your damage bonus between damaging your opponent and a free and immediate trip attack. So, for example, if you have a +4 unarmed damage bonus, you can inflict +1 damage and make a trip

## TOTEM ANIMAL

Totem Animal	Abilities
Ape	Climb Speed at 1/2 your base land speed, +2 bonus to Intimidate checks
Bear	+3 bonus to grapple checks, and +1 bonus to Strength checks
Boar	+1 bonus to Constitution checks, and +1 bonus to Fortitude saves
Crane	+1 bonus to Dexterity checks, and +2 bonus to initiative
Dragon	+2 bonus on saves against paralysis and sleep, Frightful Presence trait
Eagle	+2 bonus to Notice checks, and +1 to Reflex saves
Horse	+10 ft. speed when running, +2 bonus to Ride checks
Jaguar	+5 ft. speed, +2 to Climb checks, never considered flat-footed
Lion/Tiger	+2 bonus on Stealth checks, and +2 to damage when charging
Serpent	+2 bonus to Stealth checks, grapple checks, and Fortitude saves vs. poison
Wolf	+3 bonus to Trip attempts, and a +2 bonus to Survival checks made for tracking purposes.

attack with a +3 bonus in place of your normal Str bonus, or +2 damage and +2 trip, or any such combination. You must assign at least +1 bonus each to damage and trip to use Sweeping Strike.

The trip attack is resolved normally, including your opponent potentially having the opportunity to trip you.

**SWIFT AND SILENT (GENERAL)**

PREREQUISITES: DEX +3 OR MORE, 8 OR MORE RANKS IN THE STEALTH SKILL.

You may run while using the Stealth skill, without incurring any penalty.

**TOTEM ANIMAL (GENERAL)**

PREREQUISITE: MUST BE TAKEN AT CHARACTER CREATION.

You have a totem animal whose spirit has joined with your own and given you animal-like abilities. Choose your totem from the accompanying table.

**TOUGH AS NAILS (GENERAL)**

PREREQUISITES: CON +2, TOUGH

You gain a +1 bonus to all Constitution checks and Fortitude saves.

**TRANCE (GENERAL)**

Through breathing and bodily control, you can slip into a deep trance. It takes a minute of uninterrupted meditation and a Difficulty 15 Concentration check. While in the trance, you add your Concentration bonus (not rank) to your Constitution score to determine how long you can hold your breath, and you make Concentration checks rather than Constitution checks to avoid suffocation (see **Suffocation** in *True20 Adventure Roleplaying*, **Chapter 6: Playing the Game**). Poison and disease effects are suspended for the duration of the trance. It requires a Notice check with a Difficulty equal to your Concentration check result to determine that you're not dead. You are aware of your surroundings while in trance and can come out of the trance at any time, at will. You cannot take any actions while in the trance.

**UNBALANCE OPPONENT (EXPERT OR WARRIOR)**

You are skilled at keeping opponents off balance. Each round, choose one opponent. That opponent's Strength does not apply to melee attack rolls to hit you, but it does still apply to damage. You can select a new opponent each round or continue to keep the same one off balance.

**UNBALANCING STRIKE (WARRIOR)**

When you hit an opponent with a melee attack, you can choose to throw him off balance rather than inflict damage. Your opponent makes a Reflex saving throw (Difficulty 10 + your attack's damage bonus). A failure means he loses his dodge bonus to defense for the next round.

**VULNERABLE SHOT (WARRIOR)**

To use this feat, you must ready a ranged attack for when your target suffers damage from any other source. Your target loses his active bonus to defense against your readied attack. In addition, you inflict bonus damage equal to your Dexterity. This bonus damage does not stack with the Deadly Aim feat.

**WAR CRY (WARRIOR)**

Once, at the beginning of any battle, you may make an Intimidate check as a free action with a +2 bonus. The bonus increases to +4 if you are charging. Allies with this feat can aid you (see **Aid** in *True20 Adventure Roleplaying*, in **Chapter 1: Introduction** and **Chapter 6: Playing the Game**).

**WARNING SHOT (WARRIOR)**

PREREQUISITES: PRECISE SHOT

You fire an arrow or bullet that nicks a creature's ear, creases his skull, or otherwise demonstrates your uncanny accuracy. Your target must make a Will save (Difficulty 10 + half your warrior level + your Dexterity) or become shaken. They gain a new save each round until they succeed and recover. You cannot use this ability to impose a condition worse than "shaken" upon a creature.

**WHIRLWIND ATTACK (WARRIOR)**

PREREQUISITES: DEX +2, INT +1, BASE COMBAT BONUS +5.

If you do not move more than 5 ft. before you attack, you can choose to make one melee attack against each opponent within reach. Each attack made in this manner suffers a cumulative -1 penalty, so the modifiers on each attack would be -1 on the first attack, -2 on the second, -3 on the third, and so on.

When you use the Whirlwind Attack feat in a round, you cannot use other feats, abilities, or supernatural effects like heroic surge or Cleave that can give you extra attacks in the same round.



## WOUNDED VETERAN

D20	Setback	Effects
1	Eye Destroyed	No depth perception, -2 penalty to all ranged attacks.
2-3	Lame	Decrease total movement rate by half. Cannot take Improved Speed.
4-5	Arm Missing	Cannot wield weapons or perform actions that require two hands.
6-7	Horribly Scarred	-2 Cha, -8 to all social interaction checks. Cannot take the Attractive feat.
8-9	Deaf	Cannot make Notice checks to hear things. Can only understand sign language.
10-11	Persistent Wound	Whenever you engage in heavy physical activities like running or fighting, make a Difficulty 15 Constitution check. Treat failed checks like a failed nonlethal damage save. A new check must be made after every 10 minutes of sustained activity.
12-13	Mind Warped	-2 Wis, Difficulty 10 Wisdom check at the beginning of combat or become Shaken during the fight.
14-15	Memory Loss	-2 Int, -8 to knowledge skill checks. Cannot take Eidetic Memory.
16-17	Insomnia	Each 24 hour period, make a Difficulty 15 Constitution check. If you fail, you cannot sleep for 24 hours and suffer fatigue accordingly.
18-19	Shaky	-1 penalty to all attacks, and -4 to all Dex based skills and checks.
20	Blinded	You are permanently Blind, but you gain Blind Fighting as a bonus feat.

### WITH IT OR ON IT (WARRIOR)

PREREQUISITES: SHIELD TRAINING

So long as you have a shield, you gain an extra +1 bonus to both dodge and parry defenses. You also have a +4 bonus to resist having your shield disarmed or sundered.

### WOLF PACK TACTICS (WARRIOR)

PREREQUISITES: FLANKING MANEUVER

You have cultivated an excellent sense for striking at just the right time. While fighting alongside your allies, you can time an attack to take advantage of the momentary distractions they create. On your turn, if a foe you threaten with a melee attack has suffered damage from any

source other than yourself in the same round, your target loses his active bonus to defense against your attack. You also gain a bonus to damage equal to the number of allies who threaten your target.

### WOUNDED VETERAN (GENERAL)

PREREQUISITE: YOU MUST TAKE THIS FEAT AT CHARACTER CREATION.

You have already seen some heavy fighting in your day. You start the game one level higher than you otherwise would be, but you have suffered a major injury or other setback due to the battles you have fought and the horrors you have seen.

**Special:** You cannot spend Conviction to gain temporary access to this feat.



CHAPTER  
THREE:  
  
THE  
ARSENAL



Over the ages, warriors from around the globe have brought an impressive array of weaponry to bear. These weapons and armor continue to evolve from the simple clubs and spears of the Stone Age

to the high tech weaponry of the information age and beyond. This chapter presents an arsenal of weapons and armor to equip a warrior of any time or technology level.

## ARMOR

Armor has always had to race to keep up with the weaponry of the time. After the middle ages, heavy armor fell out of favor due to the armor piercing capacity of the weapons, and the amount of training heavy armor required was no longer efficient. With the discovery of Kevlar and other composite materials during the information age, armor began to make a comeback and could see more use in futuristic settings.

As with all *True20* settings, the Narrator chooses what armors are appropriate, based on background and technology level. Generally, lower tech-level armors are available (if less useful) in high-tech settings, while higher-tech armors are unavailable (non-existent) in low-tech settings, although supernatural versions of low-tech armors may be.

### STONE AGE ARMOR

#### BONE HAIR PIPE

This ornate ceremonial armor is made from small animal bones and sinew.

#### BONE PLATE

Sections of rib bone from a large animal like a mammoth or whale are strung together with hide or sinew to make this plate armor.



#### HIDE

This crude armor is made from thick animal hides and furs.

#### SHARK TOOTH MAIL

This woven shirt is covered in overlapping sharks' teeth. Anyone grappling the wearer suffers +0 slashing damage each round.

#### SLAT

Slat armor is made from thin wooden slats of wood braided with sinew and covered with hide.

### BRONZE/IRON AGE ARMOR

#### BANDED MAIL

This is chain and leather armor, with horizontal bands of metal sewn over top.

#### CUIRASS

A cuirass is a lighter form of the breastplate.

#### LAMELLAR

This armor consists of a series of metal plates that are laced together in parallel rows.

#### LORICA

This early plate armor was worn by the Roman legions.

#### RING MAIL

Metal rings are fastened over leather armor to make this mail.

#### SCALE MAIL

This is a shirt of interlocking metal scales.

#### SPLINT MAIL

This leather armor has narrow vertical strips of metal riveted to it.

### MIDDLE AGES ARMOR

#### CHAIN SHIRT

This is a light sleeveless shirt made of chainmail.

#### PADDED

Heavily padded cloth armor is commonly worn under full plate, but it provides some protection on its own.

### INDUSTRIAL AGE ARMOR

#### FLACK JACKET

A bulky, early form of "bullet proof" vest, this jacket contains ceramic and metal plates.

### INFORMATION AGE ARMOR

#### CONCEALABLE SCALAR VEST

This flexible armored vest uses overlapping scales of ceramic and titanium composite disks. This version is concealable.

## ARMOR THROUGH THE AGES

Armor Type	Toughness Bonus	Cost	Weight	Armor Type	Toughness Bonus	Cost	Weight
<b>Stone Age Armor</b>				<b>Information Age Armor</b>			
Bone hair pipe (light)	+1	9	5 lb.	Flight suit & helmet (light)	+1	10	2 lb.
Shark tooth mail (light)*	+1	10	18 lb.	Undercover shirt (light)**	+2	13	2 lb.
Slat (medium)	+1	11	18 lb.	Concealed scalar vest (light)	+3	18	3 lb.
Bone plate (medium)	+2	10	15 lb.	Undercover vest (medium)**	+3	14	3 lb.
Hide (medium)	+2	11	25 lb.	Armored jumpsuit (medium)**	+3	15	3 lb.
<b>Bronze/Iron Age Armor</b>				Tactical vest (medium)**	+4	17	10 lb.
Leather (light)**	+1	12	15 lb.	Interceptor (medium)	+5	20	6 lb.
Studded leather (light)**	+2	13	20 lb.	Tactical scalar vest (medium)	+5	26	7 lb.
Cuirass (light)	+2	14	25 lbs.	Land warrior (heavy)	+4	20	10 lb.
Ring mail (medium)	+2	14	35 lb.	Space suit (heavy)*	+5	26	50 lb.
Scale mail (medium)	+3	15	30 lb.	Forced entry unit (heavy)	+6	19	20 lb.
Lamellar (medium)	+3	20	32 lb.	<b>Fusion Age Armor</b>			
Breastplate (medium)**	+4	19	30 lb.	Survival suit (light)*	+1	16	3 lb.
Banded mail (heavy)	+4	19	35 lb.	Scout armor (light)*	+2	11	4 lb.
Lorica (heavy)	+4	20	40 lbs.	Light combat armor (light)	+3	12	6 lb.
Splint mail (heavy)	+4	19	45 lb.	<b>Gravity Age Armor</b>			
<b>Middle Ages Armor</b>				Silent suit (light)*	+1	18	1 lb.
Padded (light)	+1	11	14 lb.	Medium combat armor (medium)	+4	14	8 lb.
Chain shirt (light)	+2	15	30 lb.	Space combat suit (powered)*	+7	17	40 lb.
Chainmail (medium)**	+3	18	40 lb.	<b>Energy Age Armor</b>			
Plate-mail (heavy)**	+5	21	50 lb.	Energy Shield (light)	Energy Resistance 2	16	0.5 lb.
Full plate (heavy)**	+6	23	55 lb.	Personal Force Field (light)	+6	22	0.5 lb.
<b>Age of Reason Armor</b>				Heavy combat armor (heavy)	+8	19	30 lb.
Leather jacket (light)**	+1	10	12 lb.	Boost armor (powered)*	+6	18	20 lb.
<b>Industrial Age Armor</b>				Recon power armor (powered)*	+6	23	35 lb.
Flack jacket (medium)	+2	13	25 lb.	Battle suit (powered)*	+7	19	30 lb.

\* = See description for details.

\*\* = Described in *True20 Adventure Roleplaying*.

### FLIGHT SUIT & HELMET

This Kevlar-lined flight suit has pouches on the chest, back, arms, legs, and abdomen into which armor plates are inserted.

### FORCED ENTRY UNIT

A heavy jacket is reinforced with ceramic plates, neck and groin guards, arm protection, and a helmet to make up this armor.

### INTERCEPTOR

This is a Kevlar vest with ceramic plate inserts.

### LAND WARRIOR

This is a suit of bullet-resistant plating and kevlar protective gear. Each suit has a built-in computer that is capable of sending and receiving text and image transmissions (via a display built into the armor), including images captured from the scope of a linked assault rifle or sniper rifle. Additionally, the display can be linked to the scopes on those weapons to provide real-time representations of what the scope can see, allowing the wearer to fire around corners with ease. The armor allows for instantaneous transmission of coordinates and targeting information, allowing teams of Land Warrior-capable soldiers to communicate and coordinate with ease and efficiency.

### SPACE SUIT

This completely enclosed environment suit is capable of sustaining life in extremes of temperature and a lack of breathable air. The suit is large and bulky, composed of a thick body suit and helmet with a transparent mask, all parts of which are capable of deflecting micro-meteors and other space-borne projectiles. Inside the suit, internal air tanks and environmental filters maintain temperature and pressure. Additionally, a communications system allows for radio transmissions to the space shuttle and internal sensors to monitor biological functions, which can be observed from mission control.

### TACTICAL SCALAR VEST

This is a heavier, non-concealable version of the scalar vest.

## BRONZE, IRON, AND STEEL ARMOR

Metal armor gains damage reduction against all non-supernatural weapons made of a softer metal.

- Armor made from iron provides Damage Reduction 2/iron
- Armor made from steel provides Damage Reduction 2/steel



## FUSION AGE ARMOR

### LIGHT COMBAT ARMOR

This armor consists of a reinforced blast vest, shoulder and upper arm pads, thigh and abdomen pads, and kneepads. Some also include helmets and visors.

### SCOUT ARMOR

Similar to light combat armor, scout armor lacks the kneepads and legwear of the light combat armor, increasing mobility but decreasing protection. It is painted with camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, the armor grants a +4 bonus on Stealth checks.

### SURVIVAL SUIT

The survival suit, which looks much like a modern-day wetsuit covered with matte-black pads, is able to control the intake and waste of the human body in an efficient manner. Water is stored in small pouches all over the survival suit and can be drawn through a small tube that protrudes from the collar. The suit recycles sweat and urine, which it chemically purifies, and then refills those pouches as needed. The outside of the survival suit bears a number of partially reflective black pads,

## LOW-TECH VS. HIGH-TECH

In some settings, the Narrator may wish to reduce the effective Toughness bonus of low-tech armor against high-tech weapons. A minimum of -1 per difference in Tech Rating is recommended, so medieval armor is at -2 against industrial age weapons (a TR of two greater) and -6 against energy age weapons!

which absorb solar energy and heat and store that energy in tiny heat cells throughout the suit. If the temperature begins to drop, these heat cells can release energy and sustain a comfortable temperature for the human body for up to 8 hours without needing to recharge. If these cells are empty, the suit also has chemical pouches that can be activated one time for another 8 hours of heat. A tiny intravenous feeding system provides nourishment for up to six days when rations and food run out. Tiny fans and vents built into the suit cool the body in temperatures of extreme heat, without losing any body moisture.

## GRAVITY AGE ARMOR

### MEDIUM COMBAT ARMOR

Medium combat armor covers the user almost head to toe in advanced armor plating. It comes with a helmet that does not interfere with the soldier's field of vision.

### SILENT SUIT

A form-fitting bodysuit with padding on the shoulders, elbows, and knees, the silent suit uses cutting-edge sonic dampening technology to increase the stealth of the user. Sonic dampening field generators are built into the suit, minimizing the noise made by movement. A character wearing a silent suit gains a +8 bonus on all Stealth checks.

### SPACE COMBAT ARMOR

This heavy power armor has an environmental seal and built-in communications gear. Additionally, space combat armor boasts a jetpack specifically designed to function in space, allowing the user to maneuver in zero-g conditions.

## ENERGY AGE ARMOR

### BATTLE SUIT

This powered armor provides a +2 Strength boost, and it contains an environmental seal.

### BOOST ARMOR

This powered armor augments the character's physical abilities. A character wearing boost armor is stronger, faster, and more nimble than ever before. Special mechanisms augment physical strength, granting a +2 bonus to the character's Strength score. Sensors can detect incoming attacks and augment reaction times, granting a +2 bonus on all Reflex saves.

Additionally, boost armor can improve traction and augment the ability to move quickly, increasing the character's movement speed by 10 feet.

### ENERGY SHIELD

An energy shield only protects against one energy type at a time. The wearer can change the energy type protected against as a standard action.

### HEAVY COMBAT ARMOR

The wearer is covered from head to toe in this armor. The helmet includes a built-in heads-up display and a visor that changes tint to dampen the effect of sudden bright lights, making flash-bang grenades useless against the wearer. Additionally, the armor usually has built-in slots for the addition of onboard computer systems, though not all armors make use of the option.

### RECON POWERED ARMOR

This armor provides a +1 Strength bonus and an environmental seal. It also has a jet pack that allows the wearer to fly at a speed of 250 ft./round.

# WEAPONS

The following weapons follow the same format as those found in **Chapter 5** of *True20 Adventure Roleplaying*, with the addition of information about weight and technology level.

## STONE AGE WEAPONS

### ADZE

This stone weapon resembles an axe with a horizontal piercing edge.

### ATLATL

This length of wood is braced in the hand or along the arm and is used to extend the throwing range and force of a dart.

### LASSO

A rope with a noose-like loop tied in it is called a lasso. You can use it to make disarm attempts with a +2 bonus, like the Improved Disarm feat. This benefit stacks if you already have the feat.

A lasso can also be used to entangle enemies like a net, but entangled foes only take a -1 penalty to attacks and Dexterity rolls, and they aren't reduced to half speed.

### NET

A net is used to entangle enemies. When you throw a net, you make a ranged attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing

rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to use a supernatural power, it must make a Difficulty 15 Concentration check or be unable to cast the power.

An entangled creature can escape with a Difficulty 20 Escape Artist check (a full-round action). The net has +2 Toughness and can be burst with a Difficulty 25 Strength check (also a full-round action).

A net is useful only against opponents or creatures within one size category of yours.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes two rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

### SHARK TOOTH SWORD

This is a wooden paddle with a blade made of shark teeth.

### SLING

Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals 1 point less damage, and you take a -1 penalty on attack rolls.

## STONE AGE MELEE WEAPONS

Weapon	Damage	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<b>Stone Age Simple Weapons</b>							
Unarmed attack**	+0	20/+3	Bludgeoning	—	—	—	0 lb.
Knife**, stone/bone	+1	20/+3	Piercing	10 ft.	Tiny	7	1 lb.
Mace, light stone	+2	20/+3	Bludgeoning	—	Small	6	4 lb.
Rock	+2	20/+3	Bludgeoning	10 ft.	Small	—	3-10 lb.
Adze, stone	+2	20/+3	Piercing	—	Med	4	5 lb.
Club**, wood/bone	+2	20/+3	Bludgeoning	10 ft.	Med	4	3 lb.
Spear**, stone/bone	+3	19-20/+4	Piercing	20 ft.	Large	6	6 lb.
Staff**	+2	20/+3	Bludgeoning	10 ft.	Large	4	4 lb.
<b>Stone Age Martial Weapons</b>							
Axe, throwing stone	+1	20/+3	Slashing	10 ft.	Small	5	2 lb.
Hammer, light stone	+1	20/+3	Bludgeoning	20 ft.	Small	4	2 lb.
Handaxe, stone	+1	20/+4	Bludgeoning	—	Small	4	3 lb.
Sword, flint short**	+2	19-20/+3	Slashing	—	Small	7	2 lb.
Sword, shark tooth	+2	20/+4	Slashing	—	Small	8	5 lb.
Tomahawk	+2	20/+4	Slashing	10 ft.	Small	6	3 lb.
Battleaxe**, stone	+3	20/+4	Slashing	—	Med	9	6 lb.
Hammer, stone	+3	20/+3	Bludgeoning	—	Med	6	5 lb.
War club (macahuitl)	+3	20/+3	Bludgeoning and slashing	—	Med	8	6 lb.
Greataxe, stone	+5	20/+3	Slashing	—	Large	11	12 lb.
Greatclub	+3	20/+3	Bludgeoning	—	Large	5	8 lb.
<b>Stone Age Exotic Weapons</b>							
Throwing club	+1	20/+3	Bludgeoning	20 ft.	Small	5	0.5 lbs.

\* = See description for details. \*\* = Described in *True20 Adventure Roleplaying*.

## STONE AGE RANGED WEAPONS

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<b>Simple Weapons</b>							
Dart, bone	+1	20/+2	Piercing	20 ft.	Tiny	3	½ lb.
Rock, throwing	+1	20/+3	Bludgeoning	20 ft.	Tiny	—	1-2 lb.
Sling*	+1	20/+3	Bludgeoning	50 ft.	Small	3	0 lb. +5 lb/ stone
Blowgun	+0	20/+1	Piercing	20 ft.	Medium	2	2 lb.
Javelin**, wooden	+2	20/+3	Piercing	30 ft.	Medium	4	2 lb.
<b>Martial Weapons</b>							
Atlatl*	as dart +1	as dart +1	as dart	x3	Med	4	1 lb.
Spear Thrower*	as spear +1	as spear	as spear	x2	Med	2	2 lb.
Bow**	+3	20/+4	Piercing	40 ft.	Large	10	3 lb. +3 lb/20 arrows
Harpoon, stone	+4	20/+4	Piercing	10 ft.	Large	8	10 lb.
<b>Exotic Weapons</b>							
Bolo**	—	—	—	40 ft.	Small	3	2 lb.
Boomerang**	+2	20/+4	Bludgeoning	20 ft.	Small	2	1 lb.
Lasso*	—	—	—	15 ft.	Small	4	2 lb.
Net*	—	—	—	10 ft.	Med	12	6 lb.

\* = See description for details. \*\* = Described in *True20 Adventure Roleplaying*.

SPEAR THROWER

This is a wooden lever held on the arm, with a small groove on which a spear or javelin may be braced. The groove helps anchor the spear and acts as an extension of the arm when it is thrown, increasing its range and adding to its damage.

BRONZE/IRON AGE WEAPONSCESTUSE

This metal studded, leather band is wrapped around the fist. It can be used with Improved Strike, and it cannot be disarmed.

GREEK FIRE

Greek fire requires a move action to light before it can be thrown (a standard action).

KHOPESH

This large blade has a hook at the end. It is particularly useful for making trip attacks or sundering attempts, providing you with a +2 bonus. Its benefits stack the Improved Trip and Improved Sunder feats.

MAUL

A massive hammer, the maul grants a +2 bonus on sunder and trip attempts. These bonuses stack with the Improved Sunder and Improved Trip feats. In order to even lift the maul, a character must have Strength +1 or greater.

OIL FLASK

An oil flask requires a move action to light before it can be thrown (a standard action).

SCYTHE

A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

SICKLE & SICKLE SWORD

This curved, bladed weapon can be used to make trip attacks with a +2 bonus, like the Improved Trip feat. Its benefits stack if you already have the feat.

MIDDLE AGES WEAPONSADARGA

This is a pole with a spearhead at either end and a small shield in the middle with a short blade sticking out from it. The wielder can attack with one or both (using the rules for two-weapon fighting) of the spearheads (+3 damage each), or they can attack with the bladed shield (+2 damage). The wielder gets a +1 shield bonus to defense on any round they do not attack with the spears.

BAGH NAKH

This metal claw can be used in a grapple or with the Improved Strike feat. It has a +10 bonus to resist disarm attempts.

CHAKRAM

This is a Frisbee-like circular throwing blade. In cinematic-style games, the Narrator may permit a combat challenge (see page 51) to throw a chakram so it returns to the wielder's hand.

CLAYMORE

A claymore is slightly smaller, lighter, and far more maneuverable than the greatsword. A proficient wielder gains a +1 bonus to parry attempts and can choose to add half their Strength score (rounded up) to attack rolls in place of their Dexterity. If the wielder has the Smashing Blow feat, they may instead add their whole Strength score to their attack roll.

COMPOSITE LONGBOW

Composite longbows add the wielder's Strength bonus to their damage, up to a maximum of +5 Str bonus.

CROSSBOW, REPEATING

The repeating crossbow holds five crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of five bolts is a full-round action.

You can fire a repeating crossbow with one hand, or you can fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, two hands are required to use the reloading lever or to load a new case of bolts.

## BRONZE/IRON AGE MELEE WEAPONS\*\*\*

Weapon	Damage	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<b>Simple Weapons</b>							
Cestuse*	+1	20/+3	Bludgeoning/piercing	—	Tiny	4	1 lb.
Dagger**, bronze/iron	+1	19-20/+3	Piercing	10 ft.	Tiny	7	1 lb.
Sickle*, bronze/iron	+1	20/+3	Slashing	—	Small	7	2 lb.
Sickle Sword*, bronze	+2	20/+3	Slashing	—	Small	8	3 lb.
Thresher (Proto-flail)	+2	20/+3	Bludgeoning	—	Small	6	3 lb.
Warhammer, light	+1	20/+3	Bludgeoning	20 ft.	Small	4	2 lb.
Mace, heavy bronze/iron	+3	20/+3	Bludgeoning	—	Med	7	8 lb.
Warhammer**	+3	20/+4	Bludgeoning	10 ft.	Med	6	5 lb.
Longspear, bronze/iron	+3	19-20/+4	Piercing	—	Large	6	9 lb.
<b>Martial Weapons</b>							
Khopesh*	+3	20/+3	Slashing	—	Med	10	7 lb.
Machete	+3	20/+3	Slashing	—	Med	8	5 lb.
Scimitar	+2	18-20/+3	Slashing	—	Med	10	4 lb.
Sword**, bronze/iron	+3	19-20/+3	Slashing	—	Med	11	4 lb.
Trident	+3	20/+4	Piercing	—	Med	7	4 lb.
Maul*	+4	20/+4	Bludgeoning	—	Large	10	10 lb.
Scythe*, bronze/iron	+3	20/+5	Piercing or slashing	—	Large	10	10 lb.
<b>Exotic Weapons</b>							
Scourge	+1	20/+3	Slashing	—	Small	4	2 lb.
Whip**	+0	20/+3	Bludgeoning	15 ft.	Small	4	2 lb.

\* = See description for details. \*\* = Described in *True20 Adventure Roleplaying*. \*\*\* = Bronze and iron versions of many stone age weapons are also available.

## BRONZE/IRON AGE RANGED WEAPONS\*\*\*

Weapon	Bonus	Critical	Descriptor	Increment	Size	Cost	Weight
<b>Simple Weapons</b>							
Staffsling	+2	20/+3	Bludgeoning	20 ft.	Med	5	2 lb.

\*\*\* = Bronze and iron versions of many stone age weapons are also available.

## BRONZE/IRON AGE GRENADES AND EXPLOSIVES

Item	Effect	Radius	Reflex Save	Size	Cost	Weight
Greek fire*	+3 fire damage/round	5 ft.	15	Small	15	1 lb.
Oil flask*	+2 fire damage/round once lit	5 ft.	15	Small	10	1 lb.

\* = See description for details.

FLAIL (ALL)

With a flail, you can make trip attacks and disarm opponents with a +2 bonus, like the Improved Trip and Improved Disarm feats. Its benefits stack if you already have those feats.

LANCE

A lance deals +3 damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. While mounted, you can wield a lance with one hand.

MANOPIE

This is a gauntleted sword with two smaller curved blades extending on either side of the main one. It grants a +10 bonus to resist disarm attempts. In addition, it has a +2 bonus on disarm checks.

PIKE

This long, sharpened pole provides a Medium-size wielder with a 15ft. reach, but it cannot be used in close quarters.

POLEARM

A polearm can refer to any of a number of weapons consisting of a bladed metal head atop a long wooden pole.

PUNCHING DAGGER

These piercing daggers can be used in conjunction with the Improved Strike feat.

SWORD, BASTARD

A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

AGE OF REASON WEAPONSCATCHPOLE

A catchpole is a polearm with a spring-loaded mechanism in place of a head. The forklike mechanism is used to ensnare opponents around



## MIDDLE AGES MELEE WEAPONS\*\*\*

Weapon	Damage	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<b>Simple Weapons</b>							
Gauntlet	+0	20/+3	Bludgeoning	—	Tiny	5	1 lb.
Gauntlet, spiked	+1	20/+3	Piercing	—	Tiny	5	1 lb.
Punching Dagger*	+1	20/+4	Piercing	—	Tiny	8	1 lb.
Morningstar	+3	20/+3	Bludgeoning and piercing	—	Med	7	6 lb.
Tonfa**	+1	20/+3	Bludgeoning	—	Med	6	2 lb.
Quarterstaff**	+2	20/+3	Bludgeoning	10 ft.	Large	4	4 lb.
<b>Martial Weapons</b>							
Bagh nakh*	+1	20/+3	Piercing and slashing	—	Tiny	3	2 lb.
Flail, horseman's*	+2	20/+3	Bludgeoning	—	Small	7	4 lb.
Mace & chain (spiked)	+3	20/+3	Bludgeoning and piercing	—	Small	8	5 lbs.
Warpick, light	+1	+5	Piercing	—	Small	6	3 lb.
Flail*	+3	20/+3	Bludgeoning	—	Med	8	5 lb.
Warpick, heavy	+3	20/+5	Piercing	—	Med	8	6 lb.
Claymore*	+3	19-20/+4	Slashing	—	Large	12	6 lb.
Falchion	+3	18-20/+4	Slashing	—	Large	10	8 lb.
Flail, heavy*	+4	19-20/+3	Bludgeoning	—	Large	11	10 lb.
Greataxe	+3	18-20/+3	Slashing	—	Large	9	8 lb.
Greataxe	+4	19-20/+3	Slashing	—	Large	11	8 lb.
Lance*	+3	20/+4	Piercing	—	Large	9	10 lb.
Lance, jousting	+0	20/+3	Bludgeoning	—	Large	6	10 lb.
Pike*	+3	20/+4	Piercing	—	Large	7	12 lb.
Polearm	+3	20/+4	Piercing or slashing	—	Large	8	12 lb.
<b>Exotic Weapons</b>							
Bull Whip	+1	20/+3	Bludgeoning	15 ft.	Small	5	2 lb.
Nunchaku**	+2	20/+3	Bludgeoning	—	Small	3	2 lb.
Manopla*	+3	19-20/+3	Slashing	—	Med	12	6 lbs.
Sword, bastard	+4	19-20/+3	Slashing	—	Med	14	6 lb.
Adarga*	+3/+2	20/+3	Piercing or slashing	—	Large	8	13 lbs.
Chain**	+2	20/+3	Bludgeoning	10 ft.	Large	5	10 lb.
Chain, spiked	+2	20/+3	Piercing	10 ft.	Large	8	10 lb.

\* = See description for details. \*\* = Described in *True20 Adventure Roleplaying*. \*\*\* = Steel versions of many stone age and bronze/iron age weapons are also available.

the neck. If you hit an opponent, the target is entangled just like a character caught in a net, except the catchpole has +5 Toughness.

If you hit an opponent, the target is entangled. An entangled creature takes a -2 penalty on attack rolls, a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you keep control of the catchpole by succeeding on an opposed Strength check while holding it, the entangled creature cannot move.

An entangled creature can escape with a Difficulty 20 Escape Artist check (a full-round action). The catchpole has +5 Toughness and can be burst with a Difficulty 25 Strength check (also a full-round action).

A catchpole is useful only against creatures within one size category of you.

### CUTLASS

When wielding this weapon, you gain a +2 bonus to disarm attempts. This bonus stacks with the bonus conferred by the Improved Disarm feat.

### GUNPOWDER GRENADE

A gunpowder grenade requires a move action to light before it can be thrown (a standard action).

### KATANA

This is a high quality Japanese sword.

### MAIN-GAUCHE

This specialized fencing dagger is often used in the off hand to parry while attacking with a longer weapon.

### PONIARD

This is a dagger-like piercing weapon with a square or triangular blade.

### SAP

This bludgeoning weapon is intended to knock out targets without permanently injuring them.

### STILETTO

You get a +5 bonus on Sleight of Hand checks made to conceal a stiletto on your body (see the Sleight of Hand skill).

### SWORD BREAKER

This blade has notches that allow you to catch and break an opponent's weapon. After you have successfully parried a sword, if you make a sundering attempt on your next turn, you gain a +2 bonus.

## MIDDLE AGES RANGED WEAPONS\*\*

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<b>Simple Weapons</b>							
Crossbow**	+3	19-20/+3	Piercing	40 ft.	Medium	11	8 lb +1 lb/10 bolts
Crossbow, light**	+2	19-20/+3	Piercing	80 ft.	Medium	10	4 lb +1 lb/10 bolts
<b>Martial Weapons</b>							
Shuriken**	+1	20/+3	Autofire, Piercing	10 ft.	Tiny	3	1/10 lb
Crossbow, hand	+1	19-20/+3	Piercing	30 ft.	Small	12	2 lb.
Bow, short**	+2	20/+4	Piercing	60 ft.	Med	9	2 lb. +3 lb/20 arrows
Composite longbow*	+3	20/+4	Piercing	120 ft.	Large	12	3 lb. +3 lb/20 arrows
Longbow**	+3	20/+4	Piercing	100 ft.	Large	11	3 lb. +3 lb/20 arrows
<b>Exotic Weapons</b>							
Chakram	+2	20/+4	Slashing	30 ft.	Small	6	1 lb
Crossbow, repeating	+3	19-20/+3	Autofire, Piercing	80 ft.	Med	21	6 lb +1 lb/10 bolts

## AGE OF REASON MELEE WEAPONS

Weapon	Damage	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<b>Simple Weapons</b>							
Bayonet	+2	19-20/+4	Piercing	—	Tiny	6	1 lb.
Dirk	+2	20/+3	Slashing	—	Tiny	4	1 lb.
Stiletto	+0	19-20/+3	Piercing	—	Tiny	3	½ lb.
Sap*	+2	20/+3	Bludgeoning, nonlethal	—	Small	2	1 lb
<b>Martial Weapons</b>							
Triple knife*	+1	19-20/+3	Slashing	—	Tiny	7	1 lb.
Sword breaker*	+1	19-20/+3	Slashing	—	Tiny	9	1 lb.
Main-gauche	+1	20/+3	Piercing and slashing	—	Small	7	2 lb.
Poniard	+2	19-20/+3	Piercing	—	Small	5	1 lb.
Wakizashi	+2	19-20/+3	Slashing	—	Small	9	3 lbs.
Cutlass	+3	20/+4	Piercing and slashing	—	Med	9	3 lb.
Foil	+0	18-20/+3	Piercing	—	Med	9	1.5 lb.
Katana	+4	19-20/+3	Slashing	—	Med	14	6 lbs.
Rapier/Epee	+2	18-20/+3	Piercing	—	Med	9	2 lb.
Saber	+2	19-20/+4	Slashing	—	Med	9	5 lb.
Sword cane*	+2	19-20/+3	Slashing	—	Med	9	2 lbs.
<b>Exotic Weapons</b>							
Catchpole*	—	—	—	10 ft.	Large	8	17 lbs.

\* = See description for details. \*\* = Described in *True20 Adventure Roleplaying*. \*\*\* = Steel versions of many stone age and bronze/iron age weapons are also available.

## AGE OF REASON FIREARMS

During the Age of Reason, the first primitive firearms were developed. Unlike later, more reliable firearms with negligible reloading times, these required a number of full round actions to reload (see table) and had a chance of misfiring. Whenever a natural 1 is rolled on the attack roll with one of these firearms, roll a d20 and consult the following table.

## MISFIRES

Roll	Result
1-3	<b>Kaboom!</b> Weapon explodes, dealing normal damage to wielder. The weapon is destroyed in the process.
4-8	<b>Fouled:</b> The barrel becomes fouled. You must spend an hour cleaning it before it can be fired again.
9-12	<b>Jammed:</b> The firing mechanism jams. Clearing the jam requires three rounds of work. It may be fired the round after clearing it.
13-16	<b>Weak Charge:</b> You used too little powder to prime the weapon, so the shot was fired to no effect.
17+	<b>Failed Ignition:</b> Either the firing mechanism fails to produce a spark, or the powder fails to ignite. The weapon doesn't go off, but it can be fired again the next round.

## AGE OF REASON RANGED WEAPONS

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight	Reload Time
<b>Firearms</b>								
Flintlock pistol	+4	20/+4	Ballistic	15 ft.	Small	12	3 lbs.	2 rounds*
Matchlock pistol	+4	20/+4	Ballistic	10 ft.	Small	10	5 lbs.	5 rounds*
Snaphaunce pistol	+4	20/+4	Ballistic	15 ft.	Small	11	4 lbs.	3 rounds*
Wheellock pistol	+4	20/+4	Ballistic	15 ft.	Small	11	4 lbs.	3 rounds*
Handcannon	+4	20/+4	Ballistic	10 ft.	Medium	11	9 lbs.	6 rounds*
Arquebus	+5	20/+4	Ballistic	30 ft.	Large	12	11 lbs.	4 rounds*
Flintlock musket	+5	20/+4	Ballistic	60 ft.	Large	14	10 lbs.	2 rounds*
Long rifle	+5	20/+3	Ballistic	80 ft.	Large	15	12 lbs.	3 rounds*
Snaphaunce musket	+5	20/+4	Ballistic	45 ft.	Large	13	10 lbs.	3 rounds*
Wheellock musket	+6	20/+4	Ballistic	40 ft.	Large	13	10 lbs.	3 rounds*

## AGE OF REASON GRENADES AND EXPLOSIVES

Item	Effect	Radius	Reflex Save	Size	Cost	Weight
Gunpowder grenade**	+3 damage explosion	50 ft.	15	Small	12	1 lb.

\* = The Quick Draw feat reduces the number of full-round actions required to reload a weapon by one. Note that each of these Age of Reason firearms can only be fired once before they must be reloaded. \*\* = See description for details.

SWORD CANE

This is a sword and sheath disguised as a (functional) walking cane. When sheathed, someone looking specifically at the cane can guess its true nature with a Difficulty 15 Notice check.

TRIPLE-KNIFE

This is a knife with extra blades that can be retracted. The extra blades provide a +2 bonus on disarm and weapon bind attempts.

WAKIZASHI

This Japanese short sword is often used with a katana.

## INDUSTRIAL AGE WEAPONS

MOLOTOV COCKTAIL

A molotov cocktail requires a move action to light before it can be thrown (a standard action).

SHOTGUN, SAWED OFF

Sawing off the barrel of a shotgun increases the attack bonus to +3, due to a wider spread, but it also decreases the range.

## INFORMATION AGE WEAPONS

PEPPER SPRAY

On a successful hit, the target must make a Difficulty 15 fortitude save or be blinded. They gain a new save each round to regain their vision, with a +1 bonus per previous save.

SAM, HANDHELD

This is a handheld surface-to-air missile launcher.

## FUSION AGE WEAPONS

CHAIN SWORD

This sword has a chainsaw-like blade with rapidly rotating metal teeth.

EMP GRENADE

This grenade generates an electromagnetic pulse that disables electronic items, vehicles, and constructs. Constructs with a level greater than 0 may make a successful Difficulty 15 Will save to avoid this. A successful Craft skill check with a Difficulty based on the item's complexity can repair a disabled item.

HIGH FREQUENCY SWORD

Microscopic machines cause this sword's blade to vibrate at high speeds, giving the blade extra cutting power.

## INDUSTRIAL AGE MELEE WEAPONS

Weapon	Damage	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<b>Simple Weapons</b>							
Cleaver	+2	19-20/+3	Slashing	—	Small	5	2 lb.
<b>Martial Weapons</b>							
Straight razor	+1	19-20/+3	Slashing	—	Tiny	4	0.5 lb.

## INDUSTRIAL AGE RANGED WEAPONS

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight	Reload Time
<b>Firearms</b>								
Derringer (.41)	+3	20/+3	Ballistic	10 ft.	Small	9	1 lb.	
Revolver (.32)	+3	20/+3	Ballistic	15 ft.	Med	13	2 lb.	
Revolver (.45)	+4	20/+3	Ballistic	15 ft.	Med	14	3 lb.	
Shotgun, sawed off*	+4/+5*	20/+3	Ballistic	10 ft.	Med	13	4 lb.	
Bolt Rifle (.30)	+5	20/+3	Ballistic	60 ft.	Large	16	6 lb.	
Lever Rifle (.44)	+5	20/+3	Ballistic	50 ft.	Large	15	6 lb.	
Shotgun** (12-gauge)	+4/+5	20/+3	Ballistic	30 ft.	Large	14	8 lb.	
Tommy gun (.45)	+3	20/+3	Autofire, Ballistic	30 ft.	Large	16	10 lb.	
<b>Heavy Weapons (Exotic)</b>								
Flame thrower**	+6	—	Fire	—	Large	17	50 lb.	
Rocket launcher**	+10	—	Explosive	150 ft.	Large	15	5 lb.	
Gatling gun (.50)	+5	20/+3	Autofire, Ballistic	100 ft.	Huge	24	150 lb.	
Machine gun (.30)	+4	20/+3	Autofire, Ballistic	100 ft.	Huge	22	33 lb.	

\* = See description for details. \*\* = Described in *True20 Adventure Roleplaying*. Note: Numbers in parenthesis refer to the type of ammunition required.

## INDUSTRIAL AGE GRENADES AND EXPLOSIVES

Item	Effect	Radius	Reflex Save	Size	Cost	Weight
Dynamite**	+5 damage explosion	50 ft.	15	Tiny	15	1 lb.
Fragmentation grenade**	+5 damage explosion	50 ft.	15	Tiny	15	1 lb.
Molotov cocktail	+2 fire damage explosion	5 ft.	15	Small	6	1 lb.

\*\* = Described in *True20 Adventure Roleplaying*

POWER GAUNTLET

This mechanically powered gauntlet improves punching force and can be used with Improved Strike. It cannot be disarmed.

ROCKET-MAUL

This warhammer mounted with a miniature rocket engine lends jet-propelled force behind every swing.

STUN BATON

This long rod emits a pulse of stunning energy when it strikes a target. Victims must make a Difficulty 15 Fortitude save or become stunned. Stunned characters get a new Fortitude save each round to recover, with a +1 bonus per previous save.

TANGLER GUN

This gun fires condensed spheres that expand on impact into a sticky foam. Each hit gives the target a cumulative -2 penalty to Dexterity. At -5 Dex, a character is immobilized.

TANGLER GRENADE

This is the same as a tangler gun, except it only covers an area.

VIBRO BLADE

This is a one-handed version of the high frequency sword.

GRAVITY AGE WEAPONSCONCUSSION ROD

This mace-like weapon has a miniature artificial gravity generator embedded in its alloy head, which increases in mass at the instant of impact.

GRAV-HAMMER

This is a warhammer with a miniature artificial gravity generator embedded in its alloy head, which increases in mass at the instant of impact.

PLASMA WEAPONS

Plasma occurs when gases become electrically charged after losing electrons. Plasma weapons condense this electrically charged gas into a destructive force that can eat through solid objects and cause severe damage.

RAIL GUN

A rail gun uses gravity pulses to propel a projectile at high velocities. Metal shards are accelerated along the rail gun's length, leaving the barrel at an extremely high velocity.

SONIC SWORD

The metal handle of this sword generates a blade of sonic energy.

## INFORMATION AGE MELEE WEAPONS

Weapon	Damage	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<b>Simple Weapons</b>							
Combat knife	+2	19-20/+3	Slashing	10 ft	Tiny	6	1 lb.
<b>Exotic Weapons</b>							
Chainsaw**	+6	20/+4	Slashing	—	Large	9	10 lb.

\*\* = Described in *True20 Adventure Roleplaying*

## INFORMATION AGE RANGED WEAPONS

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight	
<b>Simple Weapons</b>								
Pepper spray*		Blinds	—	Chemical	5 ft.	Tiny	5	0.5 lb.
Taser**		Stun	—	Electricity	5 ft.	Small	7	2 lb.
<b>Firearms</b>								
Revolver (.22)	+2	20/+3	Ballistic	20 ft.	Tiny	14	1 lb.	
Autoloader pistol (9 or 10mm)	+3	20/+3	Ballistic	40 ft.	Small	16	3 lb.	
Autoloader pistol (.32)	+2	20/+3	Ballistic	30 ft.	Small	15	1 lb.	
Autoloader pistol (.45)	+3	20/+3	Ballistic	30 ft.	Small	15	3 lb.	
Revolver (.38S)	+3	20/+3	Ballistic	30 ft.	Small	14	2 lb.	
Desert eagle (.50AE)	+4	20/+3	Ballistic	50 ft.	Med	18	4 lb.	
Machine pistol** (9mm)	+4	20/+3	Autofire, Ballistic	40 ft.	Med	18	4 lb.	
Machine pistol** (.32)	+2	20/+3	Autofire, Ballistic	40 ft.	Med	15	4 lb.	
Machine pistol** (.45)	+3	20/+3	Autofire, Ballistic	40 ft.	Med	17	6 lb.	
Magnum revolver (.44)	+4	20/+3	Ballistic	50 ft.	Med	15	3 lb.	
Revolver (.357)	+3	20/+3	Ballistic	40 ft.	Med	15	3 lb.	
Assault rifle** (5.56mm)	+4	20/+3	Autofire, Ballistic	80 ft.	Large	16	8 lb.	
Assault rifle** (7.62mm)	+5	20/+3	Autofire, Ballistic	90 ft.	Large	19	10 lb.	
Hunting rifle (7.62mm)	+5	20/+3	Ballistic	80 ft.	Large	17	8 lb.	
Hunting rifle (.444)	+5	20/+3	Ballistic	90 ft.	Large	15	7 lb.	
Shotgun** (10-gauge)	+5/+6	20/+3	Ballistic	40 ft.	Large	15	11 lb.	
Sniper rifle** (7.62mm)	+5	20/+3	Ballistic	90 ft.	Large	22	16 lb.	
Submachine gun** (9mm)	+3	20/+3	Autofire, Ballistic	40 ft.	Large	19	7 lb.	
Sniper rifle** (.50)	+6	20/+3	Ballistic	120 ft.	Huge	22	35 lb.	
<b>Heavy Weapons (Exotic)</b>								
Grenade Launcher**	+5	—	Explosive	70 ft.	Large	14	7 lb.	
SAM, handheld	+8	—	Explosive	1000 ft.	Large	18	24 lb.	
Machine Gun, Medium	+4	20/+3	Ballistic	100 ft.	Huge	21	22 lb.	
Machine Gun, Heavy	+6	20/+3	Ballistic	110 ft.	Huge	22	75 lb.	

## INFORMATION AGE GRENADES AND EXPLOSIVES

Item	Effect	Radius	Reflex Save	Size	Cost	Weight
Flash-bang grenade	**blinding/deafening	20 ft.	14	Tiny	16	1 lb.
Sleep gas canister**	fatigue	40 ft.	14	Tiny	12	2 lb.
Sonic pulse grenade	+3 nonlethal sonic damage	15 ft.	14	Tiny	15	2 lb.
Incendiary grenade	+5 fire damage explosion	50 ft.	15	Small	15	1 lb.
Phosphorous grenade	+4 fire damage explosion	20 ft.	12	Small	15	2 lb.
Plastic explosives*	*+10 damage explosion	100 ft.	20	Small	30	1 lb.
Smoke grenade**	visual cover	10 ft.	—	Small	4	2 lb.
Tear gas canister**	blinding/nauseating	40 ft.	14	Small	18	2 lb.
Thermite grenade	+8 fire damage explosion	5 ft.	12	Small	17	2 lb.

\* = See description for details. \*\* = Described in *True20 Adventure Roleplaying Note: Numbers in parenthesis refer to the type of ammunition required.*

## FUSION AGE MELEE WEAPONS

Weapon	Damage	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<b>Simple Weapons</b>							
Power gauntlet*	+2	20/+3	Bludgeoning	—	Tiny	12	3 lb.
Stun baton*	+2 +Stun	20/+3	Bludgeoning	—	Med	16	1 lb.
<b>Martial Weapons</b>							
Chainsword	+5	20/+4	Slashing	—	Med	13	3 lb.
Rocket-maul	+6	20/+3	Bludgeoning	—	Med	13	5 lb.
Vibro blade	+5	19-20/+3	Slashing	—	Med	14	2 lb.
High frequency sword	+6	19-20/+3	Slashing	—	Large	15	2 lb.

## FUSION AGE RANGED WEAPONS

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<b>Fire Arms</b>							
Compressed air gun	+4	20/+3	Nonlethal	40 ft.	Medium	15	4 lb.
IR laser pistol	+5	20/+3	Energy	50 ft.	Medium	17	3 lb.
Mini-grenade launcher	+7	20/+3	Varies	70 ft.	Medium	20	4 lb.
Mini-rocket launcher	+15	20/+3	Varies	150 ft.	Medium	23	5 lb.
Compressed air rifle	+6	20/+3	Nonlethal	60 ft.	Large	16	10 lb.
IR laser rifle	+6	20/+3	Energy, Autofire	60 ft.	Large	19	8 lb.
IR laser sniper rifle	+6	20/+3	Energy	160 ft.	Large	21	14 lb.
Tangler gun*	Special	—	Automatic	20 ft.	Large	16	8 lb.

## FUSION AGE GRENADES AND EXPLOSIVES

Item	Effect	Radius	Reflex Save	Size	Cost	Weight
Concussion grenade	+5 nonlethal damage	15 ft.	15	Tiny	15	1 lb.
Tangler grenade*	Special	5 ft.	12	Tiny	14	1 lb.
EMP grenade*	Special	20 ft.	15	Small	16	2 lb.
Fireflash grenade	+6 fire damage	10 ft.	15	Small	18	2 lb.

## GRAVITY AGE MELEE WEAPONS

Weapon	Damage	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<b>Simple Weapons</b>							
Concussion rod	+5	20/+3	Bludgeoning/Concussion	—	Med	17	3 lb.
<b>Martial Weapons</b>							
Monofilament blade	+4	18-20/+3	Slashing	—	Small	15	1 lb.
Grav-hammer	+6	20/+3	Bludgeoning/Concussion	—	Med	18	4 lb.
Sonic sword	+6	19-20/+3	Sonic	—	Med	17	1 lb.

## GRAVITY AGE RANGED WEAPONS

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<b>Fire Arms</b>							
Plasma pistol	+6	20/+3	Energy	60 ft.	Medium	17	3 lb.
UV laser pistol	+6	20/+3	Energy	60 ft.	Medium	17	2 lb.
Plasma rifle	+8	20/+3	Energy	80 ft.	Large	19	8 lb.
Rail gun	+7	20/+3	Ballistic	170 ft.	Large	24	18 lb.
UV laser rifle	+7	20/+3	Energy, Autofire	70 ft.	Large	20	7 lb.
UV laser sniper rifle	+7	20/+3	Energy	170 ft.	Large	22	12 lb.

\* = See description for details.



## GRAVITY AGE GRENADES AND EXPLOSIVES

Item	Effect	Radius	Reflex Save	Size	Cost	Weight
Gravitic grenade	+6 bludgeoning damage	10 ft.	15	Tiny	20	1 lb.
Stun grenade*	Stun	10 ft.	18	Tiny	17	1 lb.
Dissolver grenade	+4 Acid damage	5 ft.	15	Small	14	2 lb.
Plasma grenade	+10 Energy damage	15 ft.	16	Small	22	2 lb.

## ENERGY AGE MELEE WEAPONS\*

Weapon	Damage	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<b>Martial Weapons</b>							
Plasma sword	+7	19-20/+3	Energy	—	Med	17	1 lb.

## ENERGY AGE RANGED WEAPONS

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<b>Fire Arms</b>							
Sonic beam*	+5 plus Stun	20/+3	Sonic	50 ft.	Medium	18	3 lb.
Cryonic rifle*	+7	20/+3	Cold	70 ft.	Large	21	8 lb.
Disintegrator*	+9	20/+3	Disintegration	90 ft.	Large	23	6 lb.
Lightning gun	+8	20/+3	Electricity, Autofire	80 ft.	Large	19	30 lb.
Pulse rifle	+7	20/+3	Energy, Autofire	170 ft.	Large	21	11 lb.

## ENERGY AGE GRENADES AND EXPLOSIVES

Item	Effect	Radius	Reflex Save	Size	Cost	Weight
Cryonic grenade	+8 Cold damage	10 ft.	15	Small	19	2 lb.
Singularity grenade	+15 Energy damage	5 ft.	15	Small	26	2 lb.

\* = See description for details.

STUN GRENADE

Targets who fail the initial Reflex save are stunned. On consecutive rounds, they can make a Fortitude save to shake off the effects, with a +1 bonus per previous save.

ENERGY AGE WEAPONSCRYONIC RIFLE

A cryonic rifle fires beams of freezing energy. A target reduced to dying status by this weapon automatically stabilizes.

DISINTEGRATOR

Resembling a laser rifle, a disintegrator fires a micro-singularity that obliterates the target's molecular structure on impact. Anything killed or destroyed by the weapon completely disintegrates.

LIGHTNING GUN

The lightning gun fires a crackling ray of electricity capable of sweeping large areas quickly.

PLASMA SWORD

The small metal handle generates a solid beam of plasma contained by a gravity-induced force field.

PULSE RIFLE

The pulse rifle is a fully automatic laser assault rifle capable of firing a rapid barrage of laser rounds.

SONIC BEAM

The sonic beam fires a pulse of destructive sound at the target. In addition, any creature damaged by the sonic pulse must make a Difficulty 15 Fortitude save or become stunned. Stunned characters get a new Fortitude save each round to recover, with a +1 bonus per previous save.



CHAPTER  
FOUR:  
EXPANDED  
COMBAT





## ADVANCED DAMAGE

Damage in *True20* is somewhat abstract, addressing a character's overall condition. The options in this section provide for ways to add greater detail and customize the basic damage rules to achieve particular effects. They all make damage potentially more serious and are better suited to harsher, more realistic settings.

### ADVANCED CRITICALS

This optional rule assigns additional damage effects when a critical hit is scored, based on the damage type and the result of the Toughness save. Heroes may spend a Conviction point to negate the additional damage effects caused by these advanced criticals.

Advanced criticals come up rarely enough that they won't slow down combat too much and require no additional die rolls, but they can add some severe risks to combat. This optional rule is best suited to

particularly realistic or gritty games rather than games with a more heroic or epic tone.

- **Bleeding:** Target suffers +0 bleeding damage at the end of each round until they make a successful recovery check or receive a use of the Medicine skill or Cure power (Difficulty 10).
- **Disfigured:** The target suffers 2 points of Cha damage and 1 point of Dex damage.
- **Internal bleeding:** Mechanically, this is the same as bleeding.
- **Limb broken:** As a disabled limb (or eye), but the condition remains until the victim is fully healed, and the Difficulty for removing the Disabled condition is now 15 instead of 10.
- **Limb destroyed:** As a disabled limb (or eye), except the limb is permanently destroyed and can only be replaced with a prosthetic.
- **Limb disabled:** A limb of the attacker's choice has become disabled and hangs limply until the disabled damage condition is removed. A disabled leg reduces the target's land speed by half. A disabled arm cannot be used to wield weapons or shields. Instead of disabling a limb, the attacker may choose to disable an eye. Targets with one working eye suffer a -2 penalty to ranged attacks.
- **Limb severed:** As a disabled limb, except the limb (or eye) has been hacked completely off the body and can only be replaced with a prosthetic.
- **Run Through:** As a vital shot, but the attacker's weapon is also stuck in the victim (see Stuck Weapons).
- **Secondary damage:** The round after the target is hit by this attack, they suffer half the original attack's damage (round down) as acid or fire continues to burn, frostbite sets in, etc.
- **Severe Bleeding:** Target suffers +3 bleeding damage at the end of each round until they make a successful recovery check or receive a use of the Medicine skill or Cure power (Difficulty 15).
- **Shaken:** Target is shaken for one round.
- **Stunned:** Target is stunned for one round.
- **Vital Shot:** One of the target's major vital organs ruptures. The target suffers two points of Con damage, plus another point of Con damage each round if they fail a Difficulty 10 Fortitude save. This damage continues each round until they make a successful recovery check or receive a use of the Medicine skill or Cure power (Difficulty 15).

### ADVANCED CRITICALS

Damage Type	Hurt	Wounded	Disabled	Dying
Ballistic	Bleeding	Severe bleeding	Limb disabled	Vital shot
Bludgeoning/ Concussion	Stunned	Internal bleeding	Limb disabled	Limb broken
Energy (any)	Shaken	Secondary damage	Disfigured	Limb destroyed
Piercing	Bleeding	Severe bleeding	Limb disabled	Run through
Slashing	Bleeding	Severe bleeding	Limb disabled	Limb severed



### MARGIN OF SUCCESS

Normally, a successful attack roll in *True20* has no effect on an attack's damage except on a critical hit. In this variant, for every 5 points the attack roll exceeds the target's Defense score, add +1 to the damage of the attack, to represent the effect of precise targeting.

### INSTANT DEATH

At the Narrator's option, a Toughness saving throw against lethal damage that fails by 20 or more can result in immediate death, rather than changing the character's condition to dying. This is suitable for campaigns with more realistic lethal damage; such massive damage is almost certain to kill poorly protected or unlucky characters. The players can, of course, still spend Conviction points to improve such poor Toughness saves.

## AUTOMATIC DAMAGE

In this variant, any time a character must make a Toughness save, the character will suffer *some* damage. Even a *successful* Toughness save results in a bruised or injured result, with failure having its normal effects. This means the only way a character will suffer *no* damage from an attack is by avoiding the attack and not having to make a Toughness save at all.

In this variation, it's possible to wear down even the toughest characters with small attacks, since every successful attack is a Toughness save modifier; even a foe with Toughness +50 will accumulate enough penalties to badly fail a save eventually. High defense scores become more valuable as a means of truly ignoring damage with this variant. Optionally, the Narrator may only apply this Automatic Damage rule to characters who are completely unarmored (including natural armor).

## FREE ATTACKS

The standard combat rules assume combatants actively avoid attacks. You don't have to declare anything special for your character to be on the defensive. Sometimes, however, a combatant lets his guard down. In this case, combatants near him can take advantage of this lapse in defense to get a free attack as a reaction.

Free attacks add an element of complexity to combat not appropriate for all *True20* campaigns. Therefore, the Narrator can decide whether or not free attacks are allowed in the game. They add a realistic edge to combat, but they also tend to slow things down and make combatants more cautious. Free attacks are most appropriate for gritty or realistic campaign settings.

## WEAPON TYPE

You can use a melee weapon to make free attacks whenever the conditions for such an attack are met (see **Provoking a Free Attack**). In addition, you can make free attacks with unarmed attacks if your unarmed attacks count as armed due to natural weapons or the Improved Strike feat.

## THREATENED AREAS

Each character threatens an area around them with a radius equal to their melee reach, even when it is not their action. Generally, that's a 5 ft. radius, but some characters may have an extended reach for melee attacks due to size or weaponry. An enemy taking certain actions that let their guard down while in a threatened square gives you a free attack against them. You can only make free attacks with melee attacks, never with ranged attacks.

## PROVOKING A FREE ATTACK

Two actions provoke free attacks:

- Moving more than 5ft. into or through a threatened area without the Move-by Action feat.
- Performing an action that distracts you while in a threatened area.

### MOVING MORE THAN 5 FT. INTO OR THROUGH A THREATENED AREA

When you move more than 5 ft. into or through an area threatened by any given enemy during a single round, you provoke a free attack.

You don't provoke a free attack if you only move up to 5 feet through a threatened area in a single round.

If you don't start in a threatened area but move up to 5 ft. into one, you have to stop there, or else you provoke a free attack as you continue to move more than 5 ft. into or through the threatened area.

### EXCEPTION: ACROBATIC MOVEMENT

As an option, you can allow characters to make an Acrobatics check to "move acrobatically" and avoid free attacks as they move through

a threatened area. The Difficulty of the Acrobatics check is usually 15, more for particularly difficult acrobatic feats, in the Narrator's opinion. If the Acrobatics check fails, the character provokes free attacks normally.

## PERFORMING A DISTRACTING ACTION

Performing some actions while in a threatened area provoke a free attack, because they divert your attention from the fight. The following actions provoke free attacks:

- Making unarmed attacks without the Improved Strike feat.
- Using a skill, power, or other effect requiring concentration.
- Picking up, putting away, or retrieving an object.
- Putting away or reloading a weapon.
- Moving All Out.
- Moving into or through an enemy's space (including starting a grapple).
- Aiming.

You can "fine tune" the use of free attacks in your campaign by varying the list of actions that provoke them. So, if you want to make certain effects less useful in combat, have them provoke free attacks when used. Then, characters will be less inclined to use them. For example, if all powers requiring a standard action or more provoke a free attack, things become very different, with Concentration a much more vital combat skill.

### EXCEPTION: ACTING ON THE DEFENSIVE

As an option, you can allow characters to make a Concentration check to "act on the defensive" and avoid giving your foes any free attacks on you that distracting actions would normally provoke. The Difficulty of the Concentration check is usually 15, more for particularly distracting actions, in the Narrator's opinion. Using a supernatural power on the defensive that usually provokes a free attack requires a check with a Difficulty of 10 + the power's rank. Characters can lower a power's effective rank to make it easier to concentrate.

The drawback to acting on the defensive is, if the Concentration check fails, the character does not accomplish the intended action. The time it would have normally required is simply wasted and nothing happens. The character does not provoke a free attack, however.

## MAKING A FREE ATTACK

A free attack is a single melee attack, and you can only make one per round. You do not have to make a free attack if you don't want to.

## OPTIONAL FEATS

Some of the optional feats in the feat section apply to making or avoiding free attacks. See the individual feat descriptions for details.

## KNOCKDOWNS AND KNOCKBACK

Especially powerful attacks can send opponents flying. A character who is dazed (or worse) by an attack may be knocked back. The distance is based on the power of the attack and the target's mass and durability. Take the attack's damage bonus and subtract half the target's Toughness save bonus (round down). Toughness save bonuses from Damage Reduction are *not* halved; subtract the full amount instead. Subtract 4 for each size category larger than Medium (a Huge character subtracts 8, for example). Add 1 for each size category smaller than Medium (a Small character adds 1, for example).

**Knockback = attack's damage bonus - one-half  
Toughness save bonus - modifiers**

You can determine most of the modifiers for knockback in advance (adding together half the character's Toughness save and size) and note a single knockback modifier on the character sheet. Then, simply compare the attack's damage bonus against the knockback modifier to determine if there's any knockback.

If the result is positive, the target is knocked back that distance in feet. A result of less than 5 feet means the character falls prone in roughly the same spot (although a short knockback distance may matter if the character is standing on a ledge, for example).

The character suffers damage equal to the knockback result or the Toughness of any obstacle (such as a wall), whichever is less. The obstacle suffers damage equal to the knockback result (which may damage or break it). If the character breaks through the obstacle, he keeps going the remainder of the knockback distance. If the obstacle is another character, treat the result as a bludgeoning attack doing damage equal to the knockback result to both parties. The character ends up prone and must get back up normally.

*Example: A human warrior with +2 Con and chainmail (+5 Toughness, Knockback Modifier -2) is struck by an ogre with a club for a total of +9 damage. The warrior thus gets thrown back 7 ft. (9-2=7), where he falls prone. If he lands on a hard surface, he must make an additional save against +7 bludgeoning damage.*

## MINIATURES

Many people who play RPGs choose to represent their characters with some form of tokens or miniatures that they move about some form of "battle mat" bearing a grid. Such tools can be particularly useful when combat breaks out, to illustrate where everyone is, who they have a clear shot at, and who is within the area affected by supernatural powers, autofire attacks, and grenades. This set of optional rules provides guidelines for the use of such resources with the *True20* game.

### THE BATTLE MAT

The optional rules in this section assume the use of a "battle mat," which is some form of mat or board that contains a grid of 1 inch squares (a mat with 1 inch hexes is equally acceptable). A number of game accessories can be used as a battle mat, from boardgame and chess boards to gridded dry-erase boards, washable mats, overhead transparencies, or even pre-made poster maps and dungeon tiles.

### SCALE

There are three potential scales of combat in a *True20* game.

- **Personal Combat Scale:** The personal combat scale employs a scale where each 1" square represents 5 ft. It is meant for battles that mostly involve characters on foot, mounted on horses, or on non-motorized transport. The average human can move at a normal pace of 30 ft. (6 squares)/round, jog at an accelerated pace of 60 ft. (12 squares)/round, or move at an all-out run of 120 ft. (24 squares)/round.
- **Vehicular Combat Scale:** The vehicular combat scale employs a scale where each 1" square represents 50 ft. It is meant for battles between any number of vehicles moving on the ground or through the air. Vehicles have their maximum movement rates listed in miles per hour. To approximate their speed in feet per round, simply multiply their MPH speed by 10. So, a modern day midsize car with a max speed of 150 MPH can move up to 1,500 ft. in a round, which is up to 30 squares/round at this scale. An average human running all-out will travel about two squares in the same time, at 120 ft./round. Most vehicles take up no more than one square, and more than one vehicle can occupy the same square. Vehicles in the same square are considered to be 20 ft. apart for purposes of determining range.

- **Space Combat Scale:** The space combat scale employs a scale where each 1" square represents 50,000 ft. (about 9.5 miles), and it is intended for battles between spacecraft taking place outside of a planetary atmosphere. At this scale, a space fighter with a max speed of 50,000 MPH can move up to 500,000 ft. (10 squares)/round. Most ships take up no more than one square, and more than one ship can occupy the same square. Ships in the same square are considered to be 20,000 ft. (almost four miles) apart, for purposes of determining range.

### DIAGONAL MOVEMENT

When moving diagonally, every second diagonal move costs two squares.

### MINIATURE FIGURES AND THE PERSONAL SCALE

In combat, every hero, narrator character, and creature is represented by some sort of figurine, counter, poker chip, or cardboard standup. A variety of 25mm and 26mm scale miniatures are available for the representation of such characters and work great for this purpose. In the personal combat scale, each medium size character fills one 5 ft. square, with two exceptions. Grappling characters occupy the same square, and any two Medium-size allies may squeeze into the same square. For more information on the space that different size creatures normally fill on the battle mat, and how long their reach is, refer to the accompanying table.

- **Space:** This is the amount of space a creature takes up on the battle mat.
- **Reach:** Each creature has a reach based on their size. Add this to their weapon's reach (if any) to determine how far away they can strike targets in melee.
- **Squeezing & Close Rank:** Non-construct creatures can squeeze through passages and other areas with a width smaller than their normal space but not narrower than half their normal space (assuming height is not also a problem). While squeezing, all movement costs are doubled, so each 5 ft. square costs 10 ft. of movement. While squeezing, a character suffers a -2 penalty to attacks and damage

with slashing and bludgeoning weapons that aren't at least one size class smaller than they are, due to limited swinging room. Squeezing creatures also suffer a -2 penalty to their Dodge defense.

Characters can also squeeze into "close rank," to fight standing shoulder to shoulder. While fighting in close ranks, two creatures of Small size or larger can fit within the space normally occupied by just one of them. Tiny and smaller creatures use the Swarm rules (see **Swarm** in *True20 Adventure Roleplaying*, **Chapter 8: Adversaries**) to determine how many can fit into a single square. Creatures fighting in close rank take the normal penalties to movement and attacks for squeezing.

#### SIZE AND THE BATTLE MAT (PERSONAL SCALE)

Size	Space	Reach
Colossal	30 ft. (6 sq. x 6 sq.)	15 ft. (3 squares)
Gargantuan	20 ft. (4 sq. x 4 sq.)	15 ft. (3 squares)
Huge	15 ft. (3 sq. x 3 sq.)	10 ft. (2 squares)
Large	10 ft. (2 sq. x 2 sq.)	10 ft. (2 squares)
Medium	5 ft. (1 square)	5 ft. (1 square)
Small	5 ft. (1 square)	5 ft. (1 square)
Tiny	2.5 ft. (4/square)	0 ft. (same square)
Diminutive	1 ft. (25/square)	0 ft. (same square)
Fine	6 in. (100/square)	0 ft. (same square)

## PASSING THROUGH

You cannot normally pass through an area occupied by an opponent, since they are ready to fight you. The only way to pass through the area is to overcome the opponent first. Sometimes, you can pass through an area occupied by another character.

- **Friendly Character:** You can move through an area occupied by a friendly character, since they don't oppose you.
- **Unfriendly Character Not an Obstacle:** You can move through an area occupied by an unfriendly character who doesn't present an obstacle, such as one who is dead, unconscious, bound, stunned, grappled, or just cowering. The character must be unable to take actions to be considered no obstacle.
- **Acrobatics:** You can use Acrobatics (Difficulty 15) to move through an area occupied by an enemy.
- **Area Occupied by Larger/Smaller Targets:** You can move through an area occupied by an opponent three size categories larger or smaller than you.

## CLEAR OR THREATENED

Each character with a melee attack that deals lethal damage threatens all squares around them within their reach. Characters are considered "threatened" if any part of the space they occupy on the battle mat is within the reach of an enemy's melee attack, provided it can do lethal damage to them (so creatures are not threatened by attacks they are



immune to or attacks that only do nonlethal damage). Characters who are not threatened by any hostile creatures are "clear." If you aren't using the optional rules for free attacks in this chapter, clear characters can move freely but must stop all movement once they enter an area threatened by a foe. Threatened characters may move freely to leave a threatened area, but they must stop again as soon as they enter another threatened area, or they may use a move action to move 5 ft. through the threatened area they are already in. Characters with the Move-by Action feat may move freely through threatened areas.

## VEHICLES AND MOVEMENT

**Turning:** In the Personal Scale, use the turning limitations listed under Vehicular Combat in this chapter. In the Vehicular and Space Combat scales, the only limitation to vehicular movement is that a vehicle cannot re-enter a square it just left.

**Moving:** On his action, the driver moves the vehicle a number of squares that falls within the vehicle's speed category.

Unlike moving characters, a vehicle's facing is important. Unless it changes direction, a vehicle always moves in the direction of its facing (or in the opposite direction, if it is moving in reverse).

## VEHICLE COMBAT

This section lists some general guidelines you can use when dealing with vehicles in combat, leaving the specifics up to the Narrator and common sense.

## ACTIONS

Actions in vehicle combat are very much like actions on the character scale (*True20*, **Chapter Six**, under **Action Types**), except vehicle combat differentiates between actions taken by the pilot of a vehicle,

and those taken by other characters on-board the vehicle, designated as "passengers."

## PILOT ACTIONS

The pilot (or driver) of a vehicle must take a move action each round to handle and direct the vehicle. The pilot can also take a standard action each round, but he suffers a -4 to any maneuver check that round when doing so.



## PASSENGER ACTIONS

Passengers in a vehicle (anyone not piloting) suffer a –2 penalty to attack rolls while the vehicle is in motion. The Narrator may require Acrobatics checks for characters to maintain their balance in fast-moving vehicles.

## VEHICLE SPEED

A vehicle's maximum speed is expressed in mph, miles per hour. This represents its all-out movement. Each vehicle also has an accelerated speed equal to half its all-out speed and a normal speed equal to half its accelerated speed (or 1/4 its all-out speed). To convert from mph to feet per round, multiply by ten.

VEHICLE SPEED	
Vehicle Speed	Dodge Bonus
0-10 MPH	+0
11-100 MPH	+2
Over 100 MPH	+4

## DECLARING SPEED

At the beginning of his action, a driver must declare his speed category for the round. The driver can choose to travel up to one category faster or slower than the vehicle's speed category at the end of the previous round. He can slow to an even lower speed category or come to a complete stop by making a Drive check. The Difficulty is 10 if stopping from accelerated speed or 15 for stopping from all-out speed. Usually, only land and water vehicles can go in reverse, and most cannot go faster than their normal speed in reverse.

### TURNING AND SPEED

Vehicles can turn at different rates based on their speed category.

## VEHICLE SPEED AND TURNING RATE

Speed Category	Turn Rate
All-out Speed	45°/10 ft.
Accelerated Speed	45°/5 ft.
Normal Speed	90°/5 ft.
Stationary	-
Reverse	90°/5 ft.

## FALLING FROM A VEHICLE

Falling from a vehicle inflicts damage as if the character fell from a height equal to half the distance in feet the vehicle moved during its last move action, to a maximum of +20 damage, or based on the distance fallen (whichever is greater). It is treated like falling damage in all other respects.

## VEHICLE COMBAT ACTIONS

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one standard action, or one full-round action in a round. Free actions can be performed normally, in conjunction with other actions. If not specified otherwise, actions take the same time in vehicles as outside of them.

- **Free Actions:** Communicating and ducking down behind a door are examples of free actions. Characters can perform as many free actions in a single round as the Narrator permits.
- **Move Actions:** Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.
- **Standard actions:** Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.
- **Full-Round Actions:** Since the driver must use a move action to control the vehicle, he can't take a full-round action unless starting it in one round and completing it on the next turn.

## ATTACKING VEHICLES

Attacking a vehicle is just like attacking a character. Vehicles generally have an applicable size modifier included in their Defense, and they tend to be easier to hit than characters.

The driver of a vehicle can take a standard action for "evasive maneuvers" during a round. If so, substitute the result of the character's relevant skill check (Drive or Pilot), modified by the vehicle's size, for the vehicle's normal Defense that round.

Just as in melee combat, one can also "fight defensively" while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defense and applies a –4 penalty on attack rolls made by any occupants of the vehicle.

## TARGETING OCCUPANTS

You make an attack against a vehicle occupant like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defense from both the vehicle's speed and any cover it provides. The speed bonus to Defense does not apply to attackers moving at the same or greater relative speed to the vehicle.

## VEHICLE DAMAGE

### WOUNDED

A “wounded” vehicle suffers the normal –1 penalty to Toughness saves per injured result, plus either a –1 penalty to checks involving the vehicle or the loss of a feature.

### DISABLED

A disabled vehicle can only take a single move or attack action each turn (not both); it cannot take any full-round actions. If its weapon systems are used to attack while moving, it attempts to escape at accelerated or all-out speed, or it performs any other action that would strain its systems, it suffers +5 damage after completing the act.

### DYING

A “dying” vehicle is beginning to break apart. The vehicle is immobilized, decreasing one speed category per round until it stops. The driver cannot attempt any maneuvers except a 45-degree turn. It is helpless and beyond repair. While a vehicle is dying, its crew may attempt to evacuate. The vehicle suffers +5 damage each round. Armor does not protect against this damage. A disabled water vehicle may begin to sink slowly.

### DEAD

A “dead” vehicle explodes, dealing damage equal to its base Toughness bonus due to size to any crew left onboard. The vehicle is completely destroyed.

## REPAIRING VEHICLES

Repairing vehicle damage requires the proper tools and a garage, hangar, or similar facility. A character without the proper tools suffers a –4 penalty on the Craft (mechanical) skill check, as usual.

Repairing a hurt or wounded result is a simple Craft check (Difficulty 15, one hour), and repairing a disabled result is an extended Craft check (Difficulty 25, one day). Destroyed vehicles cannot be repaired; they must be rebuilt from scratch.

## CRASH CHECKS

Crash checks are required when a maneuver calls for a crash check or the vehicle suffers damage that causes a crash check. For example, crash checks may be called for if there are obstacles that the vehicle may crash into when it takes damage. A disabled or worse result in tricky terrain or while pulling off a particularly difficult maneuver could

call for a crash check. Likewise, if a pilot of a vehicle is dazed or worse while negotiating tough terrain or performing a tough maneuver, the Narrator may call for a crash check.

The crash check is a maneuver check, with Difficulty 15 for ground and water vehicles and Difficulty 10 for air and space vehicles. You make only one crash check per round per vehicle, even if more than one is called for. Every additional crash check required increases the check Difficulty by +5. Open terrain is –5 Difficulty, tight terrain is +5 Difficulty, and close terrain is at the normal Difficulty. See **Terrain** in the **Pursuit** section for more details on terrain.

On a failed check, the vehicle crashes into an obstacle (or another vehicle, if a maneuver specifies). The vehicle and the obstacle (and any occupants of either) suffer damage equal to one-tenth of either the object’s toughness or vehicle’s Strength, multiplied by the collision speed modifier (see **Collision Speed Table**), rounded down.

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

\* This is 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.

Occupants can make Reflex saves (Difficulty equal to the Difficulty of the crash check) to suffer half damage from the crash.

If there is no hard terrain or other obstacle for an air or space vehicle to crash into, the vehicle may stall instead. The pilot can restart the vehicle with a successful Craft (mechanical) check (Difficulty equal to the crash check).

A failed crash check for a character is the same as for a vehicle: the character collides with an obstacle and suffers damage. A character that fails the Reflex save against crash damage falls prone after the collision.

## MOUNTED COMBAT

Characters may ride into combat on various sorts of mounts, from horses to dragons, griffons, or sea-monsters. Use the following guidelines for mounted characters in combat.

### COMBAT WHILE MOUNTED

Your mount acts on your initiative count as you direct. You move at the mount’s speed, but the mount uses its action to move.

With a Difficulty 5 Ride check, you can guide your mount with your knees and use both hands to attack or defend yourself. This is a free action.

You can “ride defensively” while mounted, using the evasive maneuvers and defensive options for vehicles, but substituting a Ride skill check

for a Drive or Pilot skill check. See **Attacking Vehicles** in the previous section for details.

When you attack a creature that is smaller than your mount and on foot, you get the +1 bonus on melee attacks for being on higher ground. Even at your mount’s full speed, you don’t take any penalty on melee attacks while mounted.

If your mount charges, you take the Defense penalty associated with the charge as well. If you make an attack at the end of the charge, you receive the bonus gained from the charge.

You can use ranged weapons while your mount is taking a double move but at a –4 penalty on the attack roll. You can use ranged weapons while your mount is moving all-out at a –8 penalty. In either case, you make the attack roll when your mount has completed half its movement.

You can take move actions (such as drawing a weapon or using a skill) normally while your mount is moving.

If your mount falls, you have to make a Difficulty 15 Ride check to make a soft fall and take no damage. If the check fails, you take +1 falling damage when you hit the ground (more if your mount is higher off the ground).

If knocked unconscious while riding, you have a 50% chance to stay in the saddle. Otherwise, you fall and take +1 falling damage (more if

your mount is higher off the ground). Without you to guide it, a mount generally avoids combat.

## INTELLIGENT MOUNTS

The guidelines for mounted combat assume mounts of animal-level intelligence, like horses. If you're riding an intelligent being (one with an Intelligence score higher than 3), the Narrator may want to give your mount greater freedom of action.

## PURSUIT

Combat involving vehicles often involves pursuit, with characters and vehicles chasing each other. True20 handles pursuit abstractly, making it easier to run without a map, counters, and similar tools. It's intended to provide quick and simple results.

### STARTING PURSUIT

During a pursuit, one party—the pursuer—is assumed to be trying to catch the other—the target. The distance between the two is called the *lead*, and it is measured in *lengths*, abstract units adjustable to the situation. A length may only be a matter of feet in a pursuit on foot, but it could be hundreds or even thousands of miles for a pursuit in deep space!

A pursuit starts out with a lead of eight lengths, although the Narrator can adjust this as desired to fit the conditions. The lead may never be less than zero or greater than thirty. If any maneuver puts the lead beyond those bounds, adjust the lead to the closest number.

The pursuer wants to decrease the lead enough to perform a finishing maneuver and catch the target, while the target wants to increase

the lead enough to perform a finishing maneuver and escape. Pursuit continues until a successful finishing maneuver, a crash, or the pursuers choose to break off pursuit.

### PURSUIT STEPS

Follow these steps during a pursuit:

#### 1. CHOOSE MANEUVERS

Each character or vehicle involved in the pursuit chooses a maneuver from those available.

#### 2. MANEUVER CHECKS

The participants reveal their maneuvers. Each then makes a maneuver check using the appropriate trait, including any modifiers. This is an opposed check between the pursuer and the target. If one check succeeds, apply the effects of the maneuver. If neither succeeds, or their check results are tied, the chase continues. If both succeed, apply the maneuver effect with the higher check result.

The trait used for a maneuver check depends on the conditions of the pursuit. For characters in vehicles, the maneuver check is usually a Drive or Pilot skill check. Mounted characters usually use Ride. For individuals, it's usually an Acrobatics skill check. The Narrator may call for different skill checks for maneuvers, as suits the situation and the particular pursuit.

Three or more participants are handled in one big chase. For example, there are three motorcycles chasing a car. Each participant gets to try one maneuver per round, much like combat. The pursued can take one maneuver per round, and each of the cyclists has to make their own checks to try and keep up/not crash. Meanwhile, each of the cyclists can make their own maneuver check to try to catch their quarry. They may each choose different maneuvers, or several of them can try the same maneuver, but each participant makes their own maneuver checks, etc.

#### 3. RESOLVE MANEUVERS

Apply the winner's maneuver to the pursuit, and adjust the lengths between the pursuer and the target, as necessary.

#### 4. OBSTACLES

Obstacles may crop up during a pursuit. They provide flavor during the pursuit, with their frequency dependent on the terrain. The Narrator should feel free to add obstacles to help liven up otherwise uninteresting pursuits.

When an obstacle occurs, first the target, and then the pursuer, makes an obstacle check. This may be a Reflex save or a skill check, as appropriate, against the obstacle's Difficulty. The Narrator may further apply a +2 or -2 modifier for circumstances. On a failed obstacle check, make a crash check.



## PURSUIT AND NARRATOR FIAT: CLEAN GETAWAYS

You can choose to have a fleeing Narrator character automatically escape pursuit by exercising Narrator Fiat. You should award players a Conviction point when this happens, usually ensuring a villain's getaway to appear in a later scene of the adventure.

You can also help ensure a clean getaway for certain targets by giving the heroes other things to worry about. If a fleeing villain shoots out the support cables of a bridge, for example, the heroes should break off pursuit to help the people endangered by the bridge's imminent collapse. Heroes should also get a Conviction point for this sort of setback and allowing the villain to escape (as well as any great acts of heroism during the rescue attempt, particularly if a Virtue is involved).

## 5. OTHER ACTIONS

Whether pursuit has ended due to a finishing maneuver or not, those involved now perform any actions open to them.

## 6. DAMAGE AND CRASH CHECKS

Apply any damage inflicted against participants in the pursuit (from attacks and so forth), and see if any participants must make a crash check. The **Obstacles** section in **Pursuit** describes some situations requiring crash checks, or certain maneuvers may require them.

## TERRAIN

Terrain falls into three categories for pursuits: open, close, and tight. Each applies certain conditions to the pursuit, including how often obstacles crop up and the Difficulty of checks to avoid them.

### OPEN TERRAIN

Open terrain is easy to traverse, with few obstacles. Examples include open highways and salt flats on the ground, open and calm water, clear skies, and mostly empty space.

**Speed:** Pursuit in open terrain begins at three-quarters maximum speed. The fastest participant receives a +2 bonus on maneuver checks. If only one participant is in open terrain, then that participant receives the +2 bonus. If there are 3+ participants, and several are tied for top speed, they all get the +2 bonus.

**Obstacle Chance:** 18 or better on d20

**Obstacle Difficulty:** 12

### CLOSE TERRAIN

Close terrain is generally narrow and filled with things to run into, sideswipe, or burst through. Examples include city streets, winding dirt roads, narrow rivers, busy docks, cloudy mountaintops, and scattered asteroids.

**Speed:** Pursuit in close terrain begins at half maximum speed (accelerated speed).

**Obstacle Chance:** 17 or better on d20

**Obstacle Difficulty:** 18

### TIGHT TERRAIN

The most dangerous terrain type is tight terrain, filled with obstacles and conditions that change from moment to moment. Examples include busy highways, steep inclines, rapids, indoor parking garages, and asteroid and debris fields.

**Speed:** Pursuit in tight terrain begins at one-quarter maximum speed (normal speed).

**Obstacle Chance:** 16 or better on d20

**Obstacle Difficulty:** 24

## SPEED

Obviously, faster characters and vehicles have an advantage in a pursuit. The type of terrain determines the starting speed, based on the speed of the fastest participant. Speed changes during the pursuit, according to the various maneuvers selected.

Whenever pursuit speed exceeds a participant's all-out speed or a vehicle's listed speed, that participant suffers a level of fatigue. Vehicles suffer a 50% reduction in all speed classes, including their maximum speed for each level of "fatigue" they gain, and they stop working altogether if they go past exhausted. Participants can choose to avoid this by voluntarily decreasing speed, but this imposes a -2 maneuver check modifier per 50% decrease from the pursuit speed, to reflect the tricky maneuvering needed to make up for the lost speed. Conviction points can eliminate this fatigue or stress, as usual.

*Example: A group of heroes in a midsize car (top speed 150 MPH) are being chased by a fighter jet (top speed 1500 MPH) flying at low altitude. Pursuit begins in close terrain on the city streets, so starting speed is half the fighter jet's maximum, or 1,250 MPH. That is well above the car's maximum speed, so the heroes either have to let their car take a level of stress each round or suffer a -6 penalty to maneuver checks, since they have to double their maximum speed at least three times to get up to the current speed of the chase (150 x2 x2 x2 = 1,200 MPH). Either way, the car's speed doesn't really increase: the stress or maneuver penalty reflects the wear-and-tear or tricky maneuvers needed to try to avoid such a fast pursuer. Odds are that the fighter jet is going to catch up with the car pretty easily, or the car will wipe out after a few rounds of stress, unless the heroes can pull off some tricky maneuvers (risking a crash in the process) in the first few rounds of pursuit or have some other trick up their sleeves not specifically covered here (like using the Light Shaping power to conceal themselves).*

## MANEUVERS

Since pursuit is left abstract, the distance covered and specific locations of each participant are left to your imagination. What's really important is the lead—the distance between the pursuer and the target at any given time. Many maneuvers require a certain lead, so make sure to update the lead at the start of each round.

## MANEUVER DESCRIPTIONS

Maneuvers are split into pursuer and target categories. Each maneuver has a general description that you can modify to suit the particular conditions of a pursuit. Maneuvers include the following information:

- **Finishing:** A finishing maneuver has prerequisites that must be met before it can be attempted, but it ends the pursuit if performed successfully.
- **Lead:** Many maneuvers require a minimum or maximum lead to perform them.



- **Speed:** Some maneuvers modify current pursuit speed. If both pursuer and target choose maneuvers that alter speed, only the highest modifier (positive or negative) applies.
- **Success:** This is the maneuver's effect if the character wins the opposed maneuver check for the round.
- **Special:** This contains any additional information about the maneuver.

## PURSUER MANEUVERS

Pursuer maneuvers aim to slow down and catch the target.

### BOX-IN

### FINISHING

It takes skill to trap an opponent without any damage, but sometimes it's essential to do so.

**Lead:** Five lengths or less.

**Success:** The pursuer wins the chase, forcing the target to stop, by maneuvering them into a corner or otherwise trapping them.

### CROWD

### FINISHING

The pursuer comes up behind the target and forces him into a crash.

**Lead:** Two lengths or less

**Success:** The pursuer wins the chase. If the pursuer's maneuver check result exceeds the target's by five or more, the target collides with an obstacle. The target is assumed to have failed a crash check, and the pursuer comes to a safe stop.

### CUT OFF

### FINISHING

The pursuer surges forward and cuts in front of the target, forcing him to stop.

**Lead:** Zero lengths

**Speed:** The pursuer wins the chase, cutting off the target. If the target fails his maneuver check, he collides with the pursuer. The pursuer may make a Reflex save (Difficulty 15) to avoid the collision. If this is a vehicular pursuit, the pursuer ejects or leaps clear as the target collides with the pursuer's (now vacant) vehicle.

### HERD

By keeping the pressure on and cutting off the target's options, the pursuer drives the target into difficult terrain.

**Lead:** Ten lengths or less

**Success:** Reduce the lead by one length. Each participant must make a crash check, but increase the target's Difficulty by the difference between the maneuver check results.

**Special:** If the pursuer's maneuver check result exceeds the target's by five or more, the pursuer may shift the terrain by one step at the end of the round (open or tight becomes close, or vice versa); this also reduces or increases the crash check Difficulty by 5.

### INTERCEPT

Coming at the target from another angle can be a useful shortcut, but it often involves losing line of sight and running into unforeseen obstacles.

**Lead:** Any

**Success:** Reduce the lead by a number of lengths equal to twice the difference between the maneuver check results. The pursuer must make a crash check.

### MATCH

The pursuer matches the target's speed and movement, forcing the relative speeds down to almost nothing and stabilizing pursuit, enabling others to attack.

**Lead:** Ten lengths or less

**Success:** Reduce the lead by one length. The pursuer (and any passengers) gains the benefit of an aid action (+2 bonus) for the round when making attacks against the target.

### RAM

### FINISHING

The pursuer speeds up and rams into the target.

**Lead:** Five lengths or less

**Success:** The pursuer wins the chase, colliding with the target.

### SURGE

The pursuer puts on a burst of speed to catch up to the target.

**Lead:** Any

**Speed:** Increase pursuit speed by one-quarter (round down).

**Success:** Reduce the lead by a number of lengths equal to the difference between the maneuver check results.

**Special:** If the pursuer chooses to use extra effort with a surge maneuver, then increase pursuit speed by one-third and reduce the lead by twice the difference between the maneuver check results. However, the pursuer (or his vehicle) suffers the effects of the extra effort.

## TARGET MANEUVERS

Target maneuvers aim toward escaping the pursuer.

### LURE

The target controls the direction of pursuit, leading the pursuer into all kinds of trouble.

**Lead:** Any

**Success:** Increase lead by one length. Each participant must make a crash check, but the pursuer's Difficulty increases by the difference between the maneuver check results.

**Special:** If the target's maneuver check result exceeds the pursuer's by four or more, the target can become the pursuer until the end of this round (letting the target use forward-mounted weapons on the pursuer, for example). If the target's maneuver check result exceeds the pursuer's by five or more, the target can shift the terrain by one step at the end of the round (open or tight becomes close, and vice versa); this also reduces or increases the Difficulty of each participant's crash check by five.

### OBSTACLE COURSE

### FINISHING

The target barrels through a cluttered area to evade pursuit.

**Lead:** 25 lengths or more

**Success:** The target wins the chase. Both participants must make crash checks.

### PULL AHEAD

In this straightforward maneuver, the target puts on as much speed as possible, to widen the distance.

**Lead:** Any

**Speed:** Increase pursuit speed by one-quarter (round down).

**Success:** Increase the lead by a number of lengths equal to the difference between maneuver check results.

### REVERSE

As the pursuer closes in, the target suddenly slows and turns in the opposite direction!

**Lead:** Ten lengths or less

**Speed:** Reduce pursuit speed by one-quarter (round down).

**Success:** Increase the lead by a number of lengths equal to twice the difference between the maneuver check results.

**SET UP**

Instead of running, the target leads the pursuer on a merry chase, usually right into an ambush.

**Lead:** Ten lengths or less

**Success:** Increase the lead by one length. The target and all passengers gain the benefit of aid (+2 bonus) for any attacks against the pursuer this round.

**Special:** If the target's maneuver check exceeds the pursuer's by four or more, the target may become the pursuer for this round (letting the target use forward-mounted weapons on the pursuer, for example).

**STUNT****FINISHING**

The target pulls off a daring stunt, hoping the pursuer can't match it.

**Lead:** 20 lengths or more

**Success:** The target wins the chase. If the target's maneuver check result exceeds the pursuer's by five or more, the pursuer must make a crash check.

**TIGHT TURN****FINISHING**

The target leads the pursuer into a tight turn at high speed, until one falls out of the pursuit.

**Lead:** 20 lengths or more

**Speed:** Reduce pursuit speed by one-third (round down).

**Success:** The target wins the chase, taking one or more turns the pursuer can't match. Both participants make crash checks.

**VANISH****FINISHING**

The target disappears in a burst of speed, leaving all pursuers eating dust.

**Lead:** 30 lengths

**Speed:** Increase pursuit speed by one-third (round down).

**Success:** The target wins the chase, getting away.

**ZIG-ZAG**

The target clips obstacles, terrain, or even other vehicles to send them into the pursuer's path. Naturally, some suitable obstacles must be present for this maneuver to even be possible, and the target might have to elude pursuit long enough to reach the right area to pull this off.

**Lead:** Any

**Success:** Increase lead by a number of lengths equal to twice the difference between the maneuver check results. The target must also make a crash check.

## STUCK WEAPONS

In the heat of combat, it is possible for one's own attacks to have unforeseen consequences, and a warrior wading into melee may attack fiercely—only to find his weapon imbedded uselessly in a nearby object.

### GETTING A WEAPON STUCK

Only slashing and piercing weapons can get stuck. There are three ways to get your weapon stuck: imbedding it in an opponent's shield, getting it stuck in an opponent, or swinging it wildly and lodging it in a nearby object.

#### LODGING A WEAPON IN A SHIELD

If you attack a shield-wielding opponent with a slashing or piercing weapon and you miss their Defense by an amount equal or less than their shield bonus, your weapon has struck their shield. Your opponent may now roll a Toughness save for their shield. Wooden shields have a Toughness bonus of 5 plus their shield bonus, and metal shields have a Toughness bonus of 10 plus their shield bonus.

- **Toughness save successful:** Weapon rebounds harmlessly off the shield.
- **Shield Hurt:** Shield damaged, but weapon remains free.
- **Shield Wounded:** The weapon lodges in the shield.
- **Shield Disabled:** Shield breaks, weapon remains free.

If the weapon lodges in the shield, your opponent may immediately make a free disarm attempt against you (See **Disarm** in *True20 Adventure Roleplaying*, **Chapter 6: Playing the Game**). Removing the weapon from the shield requires a Strength check with a Difficulty equal to the shield's Toughness to wrench your weapon free.

#### LODGING A WEAPON IN A FOE

When you attack an enemy with a piercing or slashing weapon, there is a chance your weapon will become stuck in their body. This is determined by the results of their Toughness save.

- **Toughness save is successful:** Weapon turns aside or rebounds harmlessly off their armor.
- **Opponent Hurt:** Weapon remains free.
- **Opponent Wounded or worse:** Make a Strength check with a Difficulty of 5 + your opponent's Toughness bonus due to armor (worn or natural) to pull the weapon out, or it remains stuck in



their body. You must then succeed on an opposed Strength check to keep hold of the weapon.

## LODGING A WEAPON IN AN OBJECT

If you roll a natural 1 on the die when making an attack roll with a slashing or piercing weapon (or a 1 or a 2 while taking an aggressive stance, Raging, or using All-out Attack), the Narrator may decide your swing was wild enough to risk embedding your weapon in a nearby object such as the floor, a tree, or a wooden post. The Narrator then rolls a Toughness save for the object (see **Damage to Objects** in *True20 Adventure Roleplaying*, **Chapter 6: Playing the Game**).

- **Toughness save successful:** Weapon rebounds harmlessly off the object.
- **Object Hurt:** Object damaged, but weapon remains free.
- **Object Wounded:** Weapon lodges in the object.

- **Object Disabled:** Your weapon destroys some portion of the object, leaving your weapon free. Secondary effects of damage to the object (ex: roofs collapsing after the destruction of a pillar) are left to the Narrator to decide.

Removing your weapon from the object in which it is stuck requires a Strength check with a Difficulty equal to the object's Toughness.

## REMOVING A STUCK WEAPON

Removing a stuck weapon requires a successful Strength check with a Difficulty of 5+ your opponent's Toughness bonus from armor (for enemies), or the Toughness bonus of the object (for shields and objects). If you fail the first check, you may make another one the following round, but characters continuing to hold a stuck weapon lose their Dexterity bonus to Defense. Grabbing a weapon stuck in an enemy or their shield after you have let go of it requires a successful grapple check. A character with a weapon stuck in him sustains +2 damage every time he takes a move, standard, or full-round action until it is removed, which also does +2 damage.

# BREAKING WEAPONS

A warrior often places their very survival on the quality of their weapons. Should a weapon bend or break, the wielder's life is in peril.

## WEAPON TOUGHNESS

**Stone and Bone:** Stone and bone weapons have a Toughness bonus equal to their damage bonus, and they break when they are disabled.

**Wood:** Wood weapons have a Toughness bonus equal to 2+ their damage bonus, and they break when they are disabled.

**Soft Metal:** Soft metals like iron, bronze, and silver have a Toughness bonus equal to their damage bonus. They bend (-1 to attack and

damage) when they are wounded and break when they are disabled. The wielder can take a full round action to straighten the weapon and eliminate the penalty to hit (but not the penalty to damage). Straightening such a weapon requires a Strength check with a Difficulty equal to 10 plus the weapon's damage bonus. After every combat encounter in which they were used, you must sharpen soft metal weapons, or they will become dulled. Dull weapons suffer a -1 penalty to damage, cumulative with any penalties for bending.

**Steel:** Steel weapons have a Toughness bonus equal to 5 + their damage bonus, and they break when they are disabled.

**Advanced Alloys and Composites:** Weapons composed of alloys or other composite materials more advanced than steel have a Toughness bonus of at least 10 + their damage bonus (higher for some materials); they and break when they are disabled.

**Masterwork Weapons:** Masterwork weapons increase their Toughness bonus by +1.

**Supernatural Weapons:** Supernatural weapons increase their Toughness bonus by +10 or more. At the Narrator's discretion, some may even be indestructible.

## REPAIRING WEAPONS

**Fixing broken weapons:** Restoring a broken weapon typically requires a Difficulty 15 Craft check. The Narrator may raise the Difficulty for particularly complex weapons.

**Fixing bent weapons:** Restoring bent weapons and eliminating all penalties requires a Difficulty 10 Craft check.

## DAMAGE TO MELEE WEAPONS IN COMBAT

When an opponent rolls a natural 20 (19 or 20 for stone weapons) on the die for their Toughness save against a melee attack, your weapon suffers +0 damage (Damage save Difficulty 15).

## SUNDERING

Weapons most commonly break when a foe specifically seeks to strike them directly with a Sundering attack (See **Sundering** in *True20 Adventure Roleplaying*, **Chapter 6: Playing the Game**). A weapon hit by a sundering attack must make a Toughness save against the damage for that attack.



## TEAMWORK TACTICS

Some options like Aid, Combined Attack, and Covering Fire provide mechanical benefits for teamwork in combat. Here, we present a few more options for teamwork tactics.

### FLANKING & GOING BACK TO BACK

If two or more opponents, at least two of which are more than 45 degrees apart on the battle mat, threaten a character, the opponents each gain a +2 flanking bonus to their attacks while the character's attention is divided among so many foes.

Foes making ranged attacks can also gain +2 flanking bonuses to their attack, but only if they have the same initiative and at least two of them are firing at the target from an angle greater than 45 degrees.

The Narrator may allow a flanked character to focus all their defensive effort on a single attacker whom they are particularly concerned about, to the exclusion of all others. In this case, that one attacker gains no flanking bonus, but all other attackers have their flanking bonus doubled.

Note that this optional rule replaces the Flanking Maneuver feat found in this book.

### GOING BACK TO BACK

If at least two allies are within 5 ft. of each other, they can go "back to back" as a free action, preventing them from flanking as long as they remain back to back.

### SNEAKING UP BEHIND AN ENGAGED FOE

If an enemy is already threatened by one of their other foes, you can try to sneak up behind them in combat, by making a Stealth check as

you move into a flanking position. You gain a +2 bonus on your Stealth check, which they oppose with a Notice check. If successful, you may treat the target as being Flat Footed (see pages 96 and 109 in *True20 Adventure Roleplaying*) for your next attack and may employ the Sneak Attack and First Strike feats if you have them.

### FEINTING FOR AN ALLY

When you make a successful feint, you may provide the bonus to the next attack of an ally who threatens the same foe, instead of your own attack.

### GUARDING AN ALLY

While standing within 5 ft. of an ally, you may guard them by taking the total defense action, but apply the +4 defense bonus to them instead of yourself. Every other ally doing so increases the bonus given to the guarded individual by +2. You may also give them your shield bonus, if you have one.

### TRADING PLACES WITH AN ALLY

While moving, a character within 5 ft. of an ally may choose to trade places with that ally, so long as the ally agrees and both characters have not already used at least 5 ft. of their total movement for the round. Trading places is a free action that counts as 5 ft. of movement against both allies' total movement for that round. Trading places with an ally never provokes a free attack, since you presumably watch each other's backs during the movement. After the moving character trades places with an ally, the moving character may continue moving if they have any movement left.

## COMBAT CHALLENGES

*Combat challenges* work a lot like the skill challenges presented in *True20 Adventure Roleplaying*. In return for a penalty to your attack or defense, you gain a bonus to your actions or inflict a penalty on your foe. Normally, this penalty is -5 to either your attacks or defense.

Attack challenges increase the risk that your strike may miss. In return for this penalty, your attack gains an additional effect.

Defensive challenges lower your defense, making you more vulnerable to your foe's attacks. A defensive challenge might give you the option to move faster or provide a bonus to a skill check.

### TAKING A CHALLENGE

You can take on one attack challenge and one defensive challenge per round. You must state that you wish to accept an attack challenge *at the beginning of your turn*, before you take any actions. Even if you do not gain any of the benefits of the challenge, you still suffer the penalties. These penalties last until the start of your next action, though all of your attacks gain any benefits. An attack challenge's penalties and benefits apply to any extra attacks (from free attacks, Cleave, surges, etc.) you make, in addition to your normal attack.

Defensive challenges work a little differently than attack challenges. To gain a defensive challenge's benefits, you must first expose yourself to the risk associated with it. You can use a defensive challenge only if at

least one opponent threatens you. You gain its benefits only to melee attacks. If you want to use a defensive challenge, you must declare your intention during your action. You then suffer the appropriate penalty to your Defense until your next action. On that action, you gain the challenge's benefits. This structure ensures that a character suffers exposure to the challenge's drawbacks. From a realism standpoint, it makes sense that you would have to drop your guard before gaining the benefits offered by a defensive challenge.

### ATTACK CHALLENGES

Unless otherwise noted, an attack must hit and inflict damage (in other words, your target must fail their Toughness save) to grant you the challenge's benefit.

You only gain an attack challenge's benefits if you make an attack during your action.

Following are examples of attack challenges you can accept.

### EXAMPLE ATTACK CHALLENGES

#### BULL'S CHARGE

A low charge can get you under your enemy's guard, to stab deep into his belly. However, this renders you extremely vulnerable to a counterattack. If you charge while wielding a slashing or piercing

## FOR NARRATORS: CHALLENGES ON THE FLY

This section on the challenge system cannot cover every possible action that would fall under it. Gamers are an inventive lot, and invariably, they will try something that doesn't fall within the rules. The key to judging whether to consider something a proper challenge is to look at it in terms of its benefit. If an action simply grants a character a numeric bonus (or inflicts a numeric penalty on an opponent) for an ability or check, then it probably would make a good challenge.

Attack challenges should cover actions that inflict penalties on an opponent or clearly modify an attack's result. Defensive challenges should cover most other cases where you can logically assume a character would have to reduce his defenses in order to eke out a bonus.

The challenges apply only in combat situations. A character cannot shoulder a defensive challenge when attempting to use Climb outside of combat, for instance. The game mechanics reward characters for taking extra risk—if there is no danger, then there can be no added risk. It's assumed that in a combat situation, a character takes extra precautions to fend off attacks while making a skill check. Outside of combat, he need not protect himself from attack. Realistically, all skill checks should receive a penalty in combat, but to keep the game simple, easy to run, and consistent, Difficulties remain stable regardless of combat circumstances.

For the actual effects of a new challenge, use the existing descriptions as guidelines. Challenges should be limited to simple combat maneuvers that might be refined into a feat with additional training and focus.

weapon, you may either give your opponent a free attack or take a -5 penalty to your own attack. You gain a +3 bonus on your damage roll.

### COMBINE ATTACK ACTIONS

By taking a -5 penalty to both checks, you may attempt any two of the following standard actions at once, provided at least one of them requires an attack roll: Begin a Grapple, Demoralize, Disarm, Feint, Rush, Standard Attack, Startle, Sunder, Taunt, or Trip.

### COUNTER

When making an attack like a disarm or trip, where the target normally gets the opportunity to attempt that same attack on you, you can take a -5 penalty to your attack roll to deny your target that opportunity. So, if you take a -5 on your attack roll to disarm someone, they don't

get the opportunity to disarm you. This works much like the Improved Disarm or Improved Trip feats but without the attack bonus or the requirement that you have the feat.

### DEVASTATING SWEEP

You can swing your weapon around, forcing your foes back and clearing sufficient space for you to flee. While wielding a slashing or bludgeoning melee weapon of at least medium size, you may swing your weapon in a wide arc around you, as a standard action. Any characters within 5 feet of you have the option of immediately taking a 5-foot step away from you as a free action, to step out of range. You gain a single attack against any characters who do not choose to move away, at a -5 penalty.

### EMULATE FEAT

By accepting a -5 penalty on your attack roll, you gain the benefits of one feat for that attack or until your next action, for feats that don't apply to a specific attack. The feats you can emulate with a combat challenge are Blind-Fight, Cleave, Crippling Strike, Critical Strike, Elusive Target, First Strike, Move-by Action, Quick Draw, Ranged Pin, Sneak Attack, Stunning Attack, Weapon Bind, and Weapon Break. Emulating Critical Strike does not require you to have Favored Opponent. The Narrator may choose to add other suitable feats to this list, as desired.

### FORCE MOVEMENT

You drive your foe back with a mighty blow, forcing him to cede ground in the face of your advance. Your target must move 5 ft. to allow you to advance 5 ft. forward. You choose where your opponent moves. If you attempt to force him into a square that would inflict damage to him, such as a burning fire or a pit, your target may attempt a Reflex save (Difficulty 10 + half your base attack bonus) to cancel the movement. You can force an opponent to move only once per round, and you do not gain this benefit on attacks that are not made as part of your standard or full-round action. For example, you do not gain this benefit on a free attack.

### HAMPER MOVEMENT

You tangle your opponent's legs, slash at his thighs, or otherwise make it tough for him to move. He suffers a 50% penalty to movement for 1 round.

### TO THE HILT

You take advantage of your enemy's lack of armor to plunge your weapon deeper into his body, leaving it amidst his flesh. When attacking an unarmored opponent with a piercing or slashing weapon, you can take a -5 penalty to the attack to purposefully embed your weapon in them. Your attack gains a +4 bonus to damage, but if your attack hits, you must



make a Strength check with a Difficulty equal to your damage bonus plus their Toughness bonus, or the weapon becomes stuck in your enemy, whether he is living or dead (see **Stuck Weapons** in this chapter).

## EXAMPLE DEFENSIVE CHALLENGES

Remember, you only gain the benefits of a defensive challenge after you have accepted its penalties for one round.

### CAT'S PARRY

When using your parry defense, you can take a penalty to your Defense to parry your opponent's wrist, rather than his weapon. After taking a -5 penalty to Defense for a full round, you may make a single free attack against an enemy whose melee attack you have successfully parried.

### FOCUSED DETERMINATION

You reduce your defenses to buy yourself time for a skill or ability check. After you suffer this challenge's -5 defense penalty for one round, you may attempt a skill or ability check without provoking free attacks.

### HUSTLE

You press ahead, reducing your defenses in favor of covering ground. You gain a 10-foot bonus to speed in exchange for you -5 penalty. This bonus applies to your base walking speed. Determine other movement modes, such as climbing, based on your improved speed.

### STEELY FOCUS

You set aside the chaos and din around you to focus on an action. You gain a +5 bonus to a single skill or ability check of your choice as you lower your defenses by -5 to complete the task before you. You must complete this check on your next action after taking on this challenge.

### SUNDERING PARRY

You reduce your defenses to attempt to break your opponent's weapon when you parry it. After taking a -5 penalty to defense for a full round, you may make a free sunder attempt against an opponent whose attack you have successfully parried.

## STUNTS

A *stunt* is an action in combat that falls outside the normal bounds of the rules. *True20* defines a wide variety of different combat actions you can take. The stunts cover everything else. These rules are a tool to help you come up with imaginative, clever, and exciting actions in combat. If you can imagine it, the stunt rules allow you to attempt it. You might throw a fistful of sand in an opponent's face to blind him, run along the narrow top of a wall to maneuver around a foe, or crack open a keg of beer to send a stream of liquid into an opponent's face. Stunts reward you for coming up with interesting and visually engaging actions in combat.

## STUNT MECHANICS

The mechanics behind a stunt are relatively simple. When you attempt a stunt, first you pick out the effect you want to create. The following sections list several different possible results for a stunt, broken down into three categories: *offensive stunts*, *defensive stunts*, and *maneuver stunts*.

Next, you describe the stunt. How do you attempt it? Do you use the terrain and combat situation to your advantage? What do you expect to happen if the stunt succeeds? Think of the game as if it were a book or a movie, and describe the scene as you put the stunt into action. As part of this step, you must choose the mechanical effect you want to gain from the stunt. For example, the inflict penalty offensive stunt

allows you to force an opponent to take a penalty to his defense or attacks. When you attempt the stunt, you announce the total penalty you wish to inflict. A small penalty calls for a much lower Difficulty than a higher one. In the case of an opposed check, seeking effects that are more powerful force you to accept a penalty to your check.

The Narrator chooses the most applicable check(s) for you to use for the stunt (ex: attack roll, skill check, or save). You make this "stunt check" against a Difficulty chosen by the Narrator or one determined by the effect you are seeking. Some stunts allow one of your opponents, such as the target of an offensive stunt, to make a skill, ability, or base combat check to foil your stunt. If the stunt check succeeds, you gain its benefits or your foe suffers its effects.

## STUNTS AND ACTIONS

Listed next to the name of each stunt is the action required to complete it. Most stunts require a standard action to complete, but a few qualify as attack actions. The attack action stunts require either a standard attack or a full action.

## STUNTS AND SKILLS

The Narrator chooses the skill (if any) you must use to complete a stunt and the skill your target uses to oppose your efforts, if applicable. He can also decide to replace a skill check with a base attack/defense check

## CHALLENGES AND STUNTS

The new options provided by challenges and stunts may seem a little confusing at first. In some ways, they grant you the same basic effects but deliver them via different methods. However, the methods they use are an important part of how they work.

**Challenges** are designed to give you more options when attacking. They allow you to take a penalty to an attack or defense in return for a temporary bonus. They all focus on attacks and are the easier of the two systems to use. Think of them as pseudo-feats that any character can use. They give you benefits similar to All-out Attack and Defensive Attack, but they are less efficient. The key to remember with a challenge is that **it is a simple variation on an attack or defense**.

**A stunt** is a more elaborate type of action. It can take almost any form, and it allows you to **create a free-form method of achieving a variety of different ends**. While challenges focus only on attacks, your attack bonus, and your defense, stunts allow you to use your skills to gain an advantage in a fight. While challenges are focused, defined, and limited to modifying your attack or defense, a stunt can achieve a much wider spread of effects. Think of the stunt rules as a flexible package of benefits that you can use to create an effect. You then wrap that effect around a description of the stunt that produces it. You can also do the opposite—describe a stunt and then pick effects that match the description.

Both these options exist to add variety, excitement, and choice to the game. When you first use these options in a *True20* game, don't be afraid to experiment. Stunts and challenges take some getting used to.

or an ability check. Each of the stunt types includes a short list of skills that are a good match for its effects. While the Narrator can choose any skill he wants, he should pick one that makes logical sense based on your description of the stunt. Remember, though, that the Narrator has final say on how a stunt works.

When you announce a stunt, you can choose to cancel it and use a different action if you do not agree with the skill the Narrator decides to use. Never argue with the Narrator on this point. Wait until the game session is done if you have any concerns.

For Narrators, remember that the players trust you to make fair, impartial decisions. Don't pick skills simply to penalize the players or make stunts more difficult than normal. By the same token, be consistent when supporting cast characters attempt stunts. If you consistently force the heroes to make illogical skill checks to defend against stunts, particularly if you choose skills that they have few ranks in, the players will quickly become frustrated with your game.

## OFFENSIVE STUNTS

The following are some sample offensive stunts. All of them count as attack actions.

### ATTACK STUNT

### FULL ACTION

You use a full action to combine a stunt with an attack. Usually this stunt check requires you to make an acrobatic maneuver as you deliver an attack or somehow use the environment to improve your attack's potency. The target of this stunt makes a skill or base combat check opposed by your own check.

You gain either a +1 bonus to your attack or a +1 bonus to damage. You can increase either of these bonuses, with no maximum limit, in return for a -2 penalty to your stunt check for each point of increase. You cannot gain both a bonus to an attack and a bonus to damage. You must choose one or the other.

You enjoy this bonus until the end of your action against the foe who opposed your stunt check.

**Failure:** If this stunt fails, you attack without the bonus to your attack or damage.

**Special:** If you use Acrobatics, Climb, or Jump with an attack stunt, you may move up to half your speed as part of this stunt action. For example, if you use Climb to scramble up a wall and then, in the next round, jump down, sword first, to impale a monster, you could move half your speed following the attack to represent you rolling away from the beast or bouncing off it after the strike. If you are using the Free Attack rules, this movement does not provoke a free attack from the stunt's target if the stunt succeeds, but other foes may make free attacks against you normally.

**Examples:** Use the Jump skill to leap over a foe and attack him from above. Use Acrobatics to run along a giant's club and slash at its arms or dodge between an ogre's legs while slashing at it from behind.

## SKILLS VERSUS STUNTS

Before you attempt a stunt, remember that many of the skills allow you to complete challenging actions in combat. If you want to run along a rope that stretches from the ground to the top of a castle's wall, that's merely an Acrobatics skill check. If you need to leap into the saddle of a speeding horse, make a Jump check to land on the horse and a Ride check to control it. Stunts are meant to supplement normal skill checks, not replace them.

### DISRUPTING ATTACK

### FULL ACTION

You fire an arrow into a dragon's maw, leaving it unable to breathe fire for a short time. You splash ink onto a basilisk's face, nullifying the effect of its gaze, preventing it from turning your friends into stone. These are examples of disrupting attack stunts.

The disrupting attack stunt works a bit differently from the other offensive stunts. You must select the Fortitude save Difficulty your target must beat to continue using a supernatural or an extraordinary ability. Once you pick the Difficulty, you must then make a skill check with a Difficulty equal to the chosen save Difficulty + 10. If you succeed, your foe loses the use of the attack mode of your choice for one round. If the creature cannot use the ability every round, increase the time it must wait by one round. For example, a dragon might be able to breathe once every three rounds. If you successfully used this stunt against it, it would have to wait one extra round before breathing again.

**Failure:** If this stunt fails, the creature continues to use its special ability as normal.

**Special:** If you use a base combat check to complete this stunt, you inflict your attack's damage without any bonuses. In this case, you trade brute force for accuracy and precision. If you use an improvised weapon, you do not gain this benefit.

**Examples:** Use a base combat check to injure a creature's eyes, preventing it from using a deadly gaze. Use a Notice check to target a gorgon's throat before firing, so that your arrow disrupts its breath weapon.

### FLING ASIDE

### STANDARD ACTION

If you are sufficiently strong, you can simply pick up your enemy one-handed and hurl him aside.

Make a melee touch attack to grab your opponent with at least one free hand, and then make a grapple check just as though you were starting a grapple. If the grapple check succeeds, you throw your opponent to the ground. You are not grappling him, but the impact with the ground deals damage to him as though you had hit him with an unarmed strike, and he is prone as though you had tripped him. After successfully flinging a foe aside, you may continue your movement.

**Failure:** If your stunt fails, your opponent remains standing, and you cannot move further unless you have the Move-by Action feat.

**Special:** You must have a Strength score of +2 or greater, and this stunt can only be used against opponents of your size class or smaller.

### INFLECT CONDITION

### STANDARD ACTION

You attempt to inflict a particular condition on an opponent (See **Conditions** in *True20 Adventure Roleplaying*). You slash at their eyes to blind them or try to knock them prone. Your foe opposes your check using the same skill or ability, or with a base combat check. (The target chooses one of the two.)

You inflict one of the following conditions for one round: Blinded, Deafened, Entangled, Fascinated, Flat-footed, Nauseated, Shaken, Slowed, or Stunned, or you make them fatigued or knock them prone until they recover normally. You can increase the duration by 1 round by accepting a -2 penalty to your check. There is no limit to the total penalty or duration.

**Failure:** If your stunt fails, the target suffers none of the conditions you attempted to inflict.

**Examples:** Use a base combat check to temporarily blind an enemy with a cloak or knock an enemy prone.

**INFLECT PENALTY****STANDARD ACTION**

You attempt to inflict a penalty to an opponent's attacks, defense, or skill and ability checks (your choice). You throw sand in his eyes to disrupt him, tangle him up with a length of rope, or otherwise confuse his efforts. Your foe opposes your check using the same skill or ability, or with a base combat check. (The target chooses one of the two, either the same skill or ability the attacker is using, or a base combat check.)

You inflict a base -2 penalty for 1 round. You can increase the duration by 1 round and/or the penalty by -1 by accepting a -2 penalty to your check. There is no limit to the total penalty or duration.

**Failure:** If your stunt fails, the target suffers none of the penalties you attempted to inflict.

**Examples:** Use a base combat check to throw sand in a foe's eye. Use Bluff to trick an opponent into letting his guard down for a moment. Use a base combat check to slam your shield into a foe, knocking him off balance.

## DEFENSIVE STUNTS

Most defensive stunts count as move actions. Most of them provide a benefit to you if you complete them on your turn.

**DEFENSE BONUS****MOVE ACTION**

You use a combination of the terrain and your abilities to improve your defense against a single opponent. Your stunt check is a skill or base combat check opposed by your foe's check. If you succeed, you gain an active bonus to defense.

You gain a +2 bonus to defense if you succeed at this stunt. You can increase this bonus by +1 in exchange for a -2 penalty to your check, with no limit on the bonus. This bonus lasts until the start of your next action.

**Failure:** If this stunt fails, your opponent gains a +1 bonus on attacks against you until the start of your next action.

**Examples:** Use Bluff to trick an opponent into thinking you dodge left when you break to the right. Use Jump to leap into the air and over an opponent's attack. Use Sense Motive to see where an opponent aims his attack. Use Acrobatics to dodge around the statue that stands behind you.

**HUMAN SHIELD****MOVE ACTION**

You use a grappled enemy to attempt to block another enemy's attack with their body. While grappling an enemy, you may attempt to use his body to block the attacks of other foes, just as though he were a shield. The Parry bonus you gain from him is equal to your Strength score -1, with a minimum of +0 and a maximum of +2 - he is large, but somewhat awkward to move, even when using both hands. If you successfully block an attack, the opponent you are grappling suffers the full damage from that attack.

**Failure:** If this stunt fails, the opponent you are grappling gains a +1 bonus on grapple checks against you until the start of your next action.

**Examples:** Use a grapple check to force your enemy into the path of the attack, use Acrobatics to dodge behind their body, or use Bluff to trick your opponent into moving into the path of the attack.

**PANTHERISH TWIST****REACTION**

If two opponents move into positions where they threaten you in melee from opposite sides, you can choose to force both of them to make opposed Dexterity checks with you. If one or both of them lose the opposed Dexterity check with you, he or they must attack the other enemy instead of attacking you.



**Failure:** If one or both of them win the opposed Dexterity check, they gain a +1 bonus on their attack roll and damage against you. These effects only apply to the first attack each opponent makes.

**Special:** You can only use your Dodge defense against the attackers against whom you are attempting to use Pantherish Twist.

**Examples:** Normally this stunt uses an opposed Dexterity check, but the Narrator may allow an Acrobatics or Bluff check opposed by Sense Motive instead.

**SAVE BONUS****MOVE ACTION**

You take action to foil an opponent's special attacks. Maybe you cut your thumb on your knife, using the pain to throw off a witch's charm. Perhaps you hold your breath rather than breathe in poisonous fumes.

You must make a skill or ability check as your stunt check. You gain a +2 bonus to one type of save against a single effect or opponent of your choice with a Difficulty 20 check. You can increase this bonus by +1 for every 5 points by which you increase the Difficulty, with no limit on the bonus you can gain. This bonus lasts until the start of your next action.

**Failure:** You suffer no special drawbacks if this stunt fails.

**Special:** Unlike other stunts, the save bonus places limits on the skills and abilities you can use to gain its benefits.

To gain a bonus to Reflex saves, you must use Dexterity or a Dexterity-based skill check as your stunt check.

For Will saves, use Wisdom or a Wisdom-based skill check.

For Fortitude saves, use Constitution or a Constitution-based skill (in other words, Concentration) check.



**Examples:** Use Concentration to ignore a poison's crippling effects. Use Acrobatics to dodge a lightning bolt. Use Sense Motive to resist a medusa's attempt to ensorcel you.

## MANEUVER STUNTS

This sample maneuver stunt makes it easier for you to move across the battlefield.

### IMPROVED SPEED

### MOVE ACTION

You spring off a wall, swing along a length of rope, or use a steep slope to increase your speed. You may make a skill check (Difficulty 20) to gain a +5 ft. bonus to your speed for the round. You can increase your speed

bonus by +1 in return for a +5 modifier to the Difficulty. You cannot increase your speed by more than double in this manner.

You make this check as part of your movement, and the bonus applies only to your current move or standard action used to move. You can use this stunt once per round.

**Failure:** On a failed check, reduce your speed by the amount by which you attempted to increase it.

**Special:** You can only use skills based on Strength or Dexterity, or those two abilities, to attempt this stunt.

**Examples:** Use Balance to sprint down a slope. Use Acrobatics to roll across a slippery bridge or swing across a ship's rigging.

## VARIANT INITIATIVE SYSTEMS

This section provides a number of variations on the *True20* initiative system that may be used singly or in combination to alter the way actions are resolved in combat.

### RE-ROLLING INITIATIVE

Normally, a single initiative roll determines a character's place in the initiative order for the duration of the combat. If you desire some variability, you can have everyone make a new initiative roll each round, creating a new initiative order.

### INITIATIVE AS A SKILL

This system works just like the standard initiative system described in *True20 Adventure Roleplaying*, **Chapter 6: Playing the Game**, except that there is an Initiative skill. Initiative is then resolved with skill rolls that add a character's Initiative skill rank. The Improved Initiative feat is replaced by Skill Focus (Initiative).

### INITIATIVE AS A REFLEX SAVE

This system works just like the standard initiative system described in *True20 Adventure Roleplaying*, **Chapter 6: Playing the Game**, except the characters add their base Reflex save bonus to their roll. The Improved Initiative feat operates normally, adding its +4 bonus to your initiative rolls (but not to other Reflex saves).

### TRADEOFF INITIATIVE

This system allows characters to balance speed vs. accuracy. When rolling for initiative, each character rolls two dice and chooses one to be their initiative roll and the other to be the roll for whatever standard action they will take that round (if any). Characters may still spend Conviction to re-roll one of the dice before choosing which to use for their initiative.

**Special:** You can further emphasize the tradeoff between speed and accuracy by combining this initiative method with the fluid initiative method.

### FLUID INITIATIVE

Fluid initiative allows a character's initiative score each round to influence their initiative in consecutive rounds, and it allows characters with exceptional initiative scores to take extra actions.

Roll initiative for the first round normally, or use one of the other optional initiative variants presented here. Anyone who has an initiative of 20 or higher can participate in a bonus combat round before the normal combat round begins. Any character who chooses to act in the bonus round must subtract 10 from their initiative for the normal combat round. Resolve actions in the normal combat round in

the order of the new initiative scores. Anyone who had an initiative score greater than ten in the normal combat round can subtract ten from their initiative that round and add it as a bonus to their initiative roll for the next round.

### GROUP INITIATIVE

Group initiative emphasizes speed and ease of play over detail. The group initiative system requires selecting one of the players to make a single initiative roll for all the heroes and their allies. The Narrator also rolls a single initiative for all the adversaries. The roll is a simple, unmodified die roll, with no bonuses for Dexterity or feats, though the Narrator may assign modifiers to one side or the other due to special circumstances. When it is the heroes' turn, they may act in any order they choose or simply go clockwise around the game table.

### ACTION BASED INITIATIVE

This system allows characters using actions they are highly skilled at to act sooner than characters attempting actions at which they are less skilled or suffering large penalties. Action based initiative has three phases: Declaration, Action Check, and Resolution.

#### DECLARATION

In this initiative system, all players and Narrator characters declare the action they are going to attempt that round, in order of their Dexterity score, from lowest to highest (allowing higher Dex characters to base their decisions on what the lower Dex characters are going to try and do.).

#### ACTION CHECK

Everyone then rolls the attack roll, skill check, or ability check for the action they are attempting that round and adds the applicable modifiers. Characters who are only moving roll a Reflex save instead. The final total for each character's roll also acts as their Initiative score.

#### RESOLUTION

The actions are then resolved in order of their initiative score, from highest roll to lowest.

### COMBAT PHASES

Combat phase initiative resolves actions in a set sequence, grouped by the types of actions being committed. Characters roll initiative using one of the other systems, but the order in which actions are resolved depends on the types of actions being committed, with initiative order occurring within each phase. The five combat phases are interaction, movement, ranged attack, melee attack, skill check, and supernatural power phases.

## INTERACTION PHASE

In this phase, anyone may make any applicable interaction skill checks they wish, such as Diplomacy or Intimidate.

## MOVEMENT PHASE

Anyone who is moving may do so in initiative order, up to their maximum speed.

### Ranged Attack Phase

Anyone making a ranged attack that is not the casting of a supernatural power may now resolve their attacks in initiative order.

## MELEE ATTACK PHASE

Anyone making a melee attack may now resolve their attacks in initiative order.

## SKILL CHECK PHASE

Anyone attempting a skill check that was not already resolved in the interaction phase may now do so in initiative order.

## SUPERNATURAL POWER PHASE

Now, anyone casting any supernatural powers may do so in initiative order. If the power allows or requires an attack roll of some kind immediately after casting, the caster may make it now. Further attacks made with previously cast and still in effect powers are made in the ranged or melee attack phases, as appropriate.

## CARD BASED INITIATIVE

This initiative variant uses a deck of playing cards. At the beginning of each round, the Narrator shuffles the cards, deals one out to each player, and takes one for each Narrator character. Players with the Improved Initiative feat get two cards and can pick which one they want to use. Players with a Dexterity of +2 or more can turn in cards with a face value equal to or less than their Dexterity for a new card. Lay your final initiative card on the table for all to see.

Actions are resolved in descending order of each card's face value, with aces going first. Black beats red, but suits of the same color are resolved simultaneously. A Joker allows the holder to act whenever they choose and provides them a +5 bonus to any one die roll they make during their action.

# BATTLEFIELD EVENTS

Real combat is not a nice orderly process where everyone takes turns. *True20* uses turn-based combat to keep things fast and manageable, but the tradeoff is that unexpected things rarely happen. Battlefield events are random events the Narrator can use to spice combat up and add an element of chaos and excitement.

The Narrator can invoke a battlefield event whenever he wishes, usually whenever a combat seems to be becoming dull or predictable. Battlefield events should be used sparingly and should not be invoked every round. A random table of battlefield events is provided here, though the Narrator is free to choose an event or make up his own events. The

Narrator determines if a battlefield event will occur at the beginning of the round and what it is. He then works it in at some point during the combat round or at the end of the round, as seems appropriate. The Narrator should be careful not to favor one side or another too heavily with battlefield events, and he should always grant affected characters a saving throw or other chance to avoid unfortunate events.

While describing battlefield events, the Narrator should always attribute a cause to the event. Hardened warriors don't just drop their weapon, but a stray bullet or wild swing might knock it from her grasp. Likewise, items don't break unless a sufficiently powerful force strikes them.

## BATTLEFIELD EVENTS

D20	Event	Effect
1	Free Attack	A random combatant gains an extra attack.
2	Weapon Stuck	A random melee combatant must make a Difficulty 15 Reflex save to avoid getting his weapon stuck in a foe or nearby object.
3	Item Dropped	A random combatant must make a Difficulty 15 Reflex save to avoid dropping a random held object.
4	Item Damaged	A random held or worn item is struck and must succeed on a Difficulty 15 damage save or break.
5	Armor Malfunction	A random combatant has a piece of armor fall off, reducing his armor's Toughness bonus by one.
6	Unexpected Grapple	A random pair of foes in melee press forward simultaneously and find themselves in a grapple on the following round.
7	Knock Down	A random character in melee must make a Difficulty 15 Reflex save or be knocked prone. If he falls, one of his foes must make the save or go down with him.
8	Lucky Shot	A random character gets a +5 bonus on their next attack.
9	Lucky Dodge/Parry	A random character gains a +5 bonus to Defense for a full round.
10	Reinforcements Arrive	Allies of the Narrator's choice arrive to help one side or the other.
11	Slip	A random character must succeed on a Difficulty 10 Reflex save or lose his footing and fall prone.
12	Accidental Disarm	A random character in melee must succeed on a Difficulty 15 Strength check or have his weapon knocked away.
13	Mount Rears/Bolts	A random mounted character must make a Difficulty 15 Ride check or fall off his mount. His mount must make a Difficulty 15 Will save or bolt.
14	Morale Check	A random character must make a Difficulty 15 Will save or suffer a -2 penalty to attacks if he does not flee.
15	Mount falls	A random mount falls. The rider must make a Difficulty 15 Reflex save or be stunned and suffer +2 lethal damage.
16	Lost Turn	A random character becomes stunned by a grazing head shot and cannot act for one turn.
17	Shield Lost	A random character must succeed on a Difficulty 10 Strength check or have his shield wrenched from his grasp.
18	Ranged Weapon Trouble	A random character with a ranged weapon finds his weapon has broken or jammed and is useless for the rest of the combat.
19	Nearby Object Damaged	An unattended object on the battlefield breaks unexpectedly.
20	Battle Drifts	All combatants move or are pressed 1d20 +5 feet in a random direction, if possible.

# INFECTION



Characters who suffer damage in combat, and do not have medical aid to treat their wounds afterwards, may find themselves subject to horrible infections like gangrene. Treat wound infections much like exposure to any other disease (see the **disease** creature trait in **Chapter 8** of *True20 Adventure Roleplaying*).

## RISK OF INFECTION

Any character who suffers a Wounded or worse result from lethal slashing, piercing, or ballistic damage, or a character who is Disabled by another damage type, risks having their wounds become infected. Infection can be prevented within 24 hours if the wound is treated with a Medicine skill check or an application of the Cure or Cure Disease powers. The Difficulty for these checks is 10 if the character is merely wounded or 15 if they are disabled or worse. Treating a wound caused

by ballistic damage with the Medicine skill is particularly difficult and requires the use of a medical kit, which may not be available in areas without Industrial Age or higher technology. If none of those methods are available, amputation of the injured body part may be possible.

## EFFECTS OF INFECTION

If none of these precautions are taken within the 24-hour incubation period, the character must succeed on a Difficulty 20 Fortitude save to avoid infection. If this saving throw is not successful, the character suffers one point of Dexterity damage and two points of Constitution drain, as the skin around the wound swells, blisters, and begins giving off a foul smell as the infection slowly spreads.

After that, the character must make another Difficulty 20 Fortitude save each day to keep the infection from spreading. If they fail, they suffer another point of Dexterity damage and two points of Constitution drain. If the save succeeds, they suffer no further damage for that day. Two consecutive Fortitude saves indicate that you have successfully fought off the infection, but the damage that has already been done remains.

## AMPUTATION

In settings where neither the proper medical tools nor supernatural powers are readily available, amputation may become a real option for dealing with infection. First, determine the location of the injury randomly, to determine if amputation is possible (see table). Note that once infection has dropped a character's Constitution to -2 or less, the infection has spread too far for amputation to be possible, even if it started in one of the limbs.

### AMPUTATION

D20	Location	Amputation Possible?
1-2	Head	No
3-5	Torso	No
6-20	Random Limb	Yes

If amputation is possible, someone must make a Difficulty 15 Medicine check to remove the limb successfully without causing the amputee to fall immediately to disabled and dying status. Amputees suffer a -8 penalty to skill checks like Climb and Swim, where missing a limb would badly hamper them. If a character has more than one limb amputated, the penalty may be cumulative, or they may simply not be able to attempt the action at all. Characters with a foot or leg amputated have their land speed cut in half until they get a suitable prosthetic.

## DAMAGE ROLL

Instead of, or in addition to, having the target make a Toughness save to resist damage, you can have the attacker make a damage roll to see if the damage overcomes the target's defenses. The damage roll is:

$$\text{Damage Roll} = 1d20 + \text{damage bonus}$$

The Difficulty of the damage roll is calculated as follows:

$$\text{Damage roll Difficulty} = 16 + \text{Toughness save bonus}$$

The attacker makes a damage roll after a successful attack and consults the Damage Roll table for the outcome. Otherwise, damage works exactly as given under **Damage and Recovery** in **Chapter 6** of *True20 Adventure Roleplaying*. This option does tend to take some of the ability to avoid damage out of the players' hands (since they can't spend Conviction points like they can on Toughness saves). However, it

does give them a bit more ability to inflict damage (since they can now spend Conviction points on damage rolls), so it tends to even out. It's also more suitable for gritty series in which the ability to deal damage is more important than the ability to resist it.

### DAMAGE ROLL

Damage Roll...	Result	
	Nonlethal	Lethal
Succeeds	Unconscious	Dying
Fails	Staggered	Disabled
Fails by 5 or more	Dazed	Wounded
Fails by 10 or more	Bruised	Hurt
Fails by 15 or more	No Effect	No Effect

## SAVES AS DEFENSE SCORES

Instead of having the target make a Fortitude, Reflex, or Will save to resist harm, you can make a roll for the harmful effect to see if it overcomes the target's static Fortitude, Reflex, or Will defenses.

**Fortitude Defense = 11 + base save bonus + Con**

**Reflex Defense = 11 + base save bonus + Dex**

**Will Defense = 11 + base save bonus + Wis**

In this variant, when harmful effects such as poison or disease call for a save, the harmful effect will make an "attack roll" against the target's appropriate defense score. To make this attack roll, simply subtract 10 from the Difficulty, add the result to a d20 roll, and compare the total to the target's appropriate defense score. For most supernatural powers and creature special abilities, the attack roll will be a d20 + 1/2 the attacker's level + their key ability score.

## MASS COMBAT

While the *True20* rules can handle small-scale battles, sometimes heroes become involved in massive battles between entire armies.

### BIGGER SCALE BATTLES

The following optional rules are designed to assist Narrators in simulating mass combat situations. With a few adjustments for scale, the core *True20* mechanics expand to cover battles involving hundreds, or even thousands, without threatening the Narrator's sanity. Whether large-scale war is the primary focus or just an occasional subplot in the campaign, this section helps Narrators manage such conflicts with little more than a twenty-sided die.

To accomplish this, group similar combatants into a single stat block, using the combat unit template. Note that the version of the Combat Unit presented here is a revised and expanded version of that found in the *True20 Bestiary*.

### COMBAT UNIT

A combat unit is a group of similar individuals that move and attack together as if they were a single creature. In order to be part of a combat unit, a creature must have an Intelligence of -4 or greater and be Small size or larger. Creatures with no Intelligence or with an Intelligence of -5 cannot be trained to work together as a unit. Tiny or smaller creatures that band together use the rules for swarms instead of the combat unit rules presented here.

#### COMBAT UNIT (TEMPLATE)

"Combat Unit" is an acquired template that used to combine a large number of similar creatures into a single fighting force. This template can be added to any creature of Small or larger size with an Intelligence of -4 or greater (referred to hereafter as the "component creature") (see the Swarm listing on page 152 of *True20 Bestiary* for more information).

**Size and Type:** Same as the component creature. The combat unit also gains a "unit size classification" based on the number of individuals in the combat unit.

**Space/Reach:** A combat unit's reach remains the same as the component creature, but its space is determined based on the size and number of its component creatures, as shown in the nearby table.

**Speed:** Same as component creature, or as their mounts, if the entire unit is mounted.

**Abilities:** Same as component creature.

**Skills:** A combat unit is considered to possess any skills that at least half of its component creatures have.

**Feats:** While a combat unit can make use of any combat related feats that at least half of its component creatures possess, most noncombat and skill feats are too small-scale and individual to figure into these rules. For example, the Taunt feat may be an effective tactic in personal combat, but it's hard to hear even the best burn over the screams of the dying. In any case, their targets are probably more worried about being killed than a clever quip.

### UNIT SIZE

	Unit Size									
	Team	Section	Squad	Platoon	Company	Battalion	Regiment	Brigade	Division	Corps
# of creatures in unit	3-5	6-10	11-20	21-40	41-80	81-160	161-320	321-640	641-1,280	1,281-2,560
Attack Roll Bonus	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Damage Bonus	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20
Damage reduction	2/area	2/area	2/area	4/area	4/area	4/area	6/area	6/area	6/area	8/area
Toughness Bonus	+0	+2	+4	+4	+6	+8	+8	+10	+12	+12

#### APPROXIMATE COMBAT UNIT SPACE (IN FT.) BASED ON THE SIZE AND NUMBER OF ITS COMPONENT CREATURES.

	Unit Size									
	Team	Section	Squad	Platoon	Company	Battalion	Regiment	Brigade	Division	Corps
Small	10x10	15x15	20x20	30x30	40x40	60x60	90 x 90	120x120	180x180	250x250
Medium	10x10	15x15	20x20	30x30	40x40	60x60	90 x 90	120x120	180x180	250x250
Large	20x20	30x30	40x40	60x60	80x80	120x120	180x180	240x240	360x360	500x500
Huge	30x30	45x45	60x60	90x90	120x120	180x180	270 x 270	360x360	540x540	750x750
Gargantuan	40x40	60x60	80x80	120x120	160x160	240x240	360x360	480x480	720x720	1,000x1,000
Colossal	50x50	75x75	100x100	150x150	200x200	300x300	450x450	600x600	900x900	1,250x1,250



**Traits:** A combat unit has no discernable anatomy, so it is not subject to critical hits. Combat units cannot be tripped, grappled, or grapple another. A combat unit is immune to nonlethal damage.

**Commander Effect:** A unit may have a commander (who is not counted when determining the size of the unit). A unit gains combat and Will save bonuses depending on the level of the unit’s commander.

COMMANDER EFFECT	
Commander Level	Bonus*
1-2	+0
3-5	+1
6-10	+2
11-15	+3
16+	+4

\* = The Leadership feat increases this bonus by +1

The commander retains his individual statistics and is always among the survivors. There are several exceptions to this rule.

A commander may leave his combat unit to fight on his own, possibly to take on another commander or other powerful creature in single combat. When the commander leaves a unit, they no longer gain any benefit from their commander bonus, and the commander may be killed while off on his own.

The second exception occurs when a combat unit reaches “disabled” or worse condition on the damage track.

The third exception is when the commander moves to the front lines to fight in person. While fighting in the front lines, a commander makes his own attack and Toughness rolls, independent of the combat

unit. While the commander is fighting in the front lines, attacks by another creature or unit may target him.

Finally, a commander may be targeted by ranged attacks, but he has cover while he is amidst his troops.

**Damage Reduction:** A combat unit of 3-20 creatures (a company, squad, or band) gains damage reduction 2/area attacks. A combat unit of 21-160 creatures gains damage reduction 4/area attacks. Combat units of 161-1280 creatures gain damage reduction 6/area attacks. Combat units with 1281 or more creatures gain damage reduction 8/area attacks. This damage reduction stacks with the damage reduction of the component creatures, if any.

**Immunity to Targeted Effects:** A combat unit cannot be targeted by non-damaging supernatural powers or effects that only target a single individual, such as the Suggestion or Domination supernatural powers. They can be targeted by the Mass Suggestion feat, however.

**Pike Hedge:** If every creature in a combat unit is armed with a weapon that provides additional reach, the unit may form a pike hedge as a free action. While in pike hedge formation, a unit can only move at a speed of 5 ft., but they gain a +1 bonus to damage and deal double damage against charging creatures.

**Shield Wall:** If every creature in a combat unit is armed with a medium or larger shield, they can form a shield wall as a free action. While in shield wall formation, the combat unit can only move at half speed, but it gains an additional +2 bonus to defense. Movement through terrain that prevents the soldiers from standing shoulder to shoulder at all times (such as moving through a forest) prevents the use of a shield wall for the rest of that round.

**Vulnerable to Flanking:** When in melee combat range of a total number of creatures equal to or greater than twice the number of creatures in the combat unit, the outnumbered combat unit suffers a -4 penalty to its defense.

**Combat:** As component creature, modified by bonuses from commander effects and unit size.

**Saving Throws:** A combat unit has Fortitude, Reflex, and Will saves equal to the average of its component creatures. Its Toughness save is modified by the unit’s size.

## TROOP QUALITY

Troop quality is generally reflected in the level of the component creature. Green troops such as conscripts and angry mobs of townsfolk are usually level 1 ordinaries. Trained troops such as regular army units and town guards are probably level 1-3 Warriors. Veteran troops such as shock troopers, elite knights, and royal guards are probably at least level 5 Warriors. Narrators may want to divide a larger force into several combat units, to differentiate them by level/troop quality.

## INITIATIVE

A combat unit uses its initiative modifier just like a character, and all parts of the combat unit are assumed to act together as a unit during its turn in the initiative order. Unlike characters, combat units are not flat-footed before their first turn in the initiative order (since, in order for a force to act at all, it needs a certain degree of readiness).

## COMBAT UNITS AND SURPRISE

Under the right conditions, such as a well-planned ambush, the Narrator may rule that a force is surprised at the start of a combat. This has its normal effects: the attacker gets to take an action during the surprise round before combat begins. There’s still no modification to the combat unit’s Defense for being “flat-footed,” unless the Narrator feels the *entire* force was caught by surprise.

## THE LIMITS OF THE COMBAT UNIT TEMPLATE

The mass combat rules are intended to provide a quick “shorthand” for Narrators to handle conflicts between heroes and large forces. The system is necessarily abstract. The Narrator is responsible for providing the description of the battle and what exactly occurs, while the system provides a general outline of things (who won and by how much, etc.). Narrators who feel that the field battle system tends to run *too* quickly should try breaking a single large unit into two or more smaller combat units and running the battle with those, giving the individual characters a few more “opponents” to overcome. This is particularly true for battles involving multiple heroes. As a rule of thumb, try to give each hero involved in the battle either a supernatural foe or a single combat unit as an opponent, preventing the heroes from “ganging up” on a single combat unit and quickly ending the battle.

In some cases, it may be better to handle large-scale military engagements by Narrator Fiat, modified according to the actions of the heroes and their major foes.

## MANEUVERS

A combat unit can use particular maneuvers in battle, much like individual characters. These maneuvers are similar in many ways to character-scale maneuvers.

### OFFENSIVE POSTURE

A combat unit that takes an offensive posture sacrifices Defense in exchange for greater attack accuracy. For every  $-2$  penalty (up to  $-4$ ) that the combat unit takes to its Defense, it gains a  $+1$  attack bonus. Trained and veteran combat units can trade Defense for attack bonus on a 1-for-1 basis (that is,  $-1$  Defense equals a  $+1$  attack bonus), up to a total of  $-5$  to Defense (and  $+5$  to attack bonus).

### DEFENSIVE POSTURE

A defensive posture is the opposite of an offensive posture; the combat unit sacrifices attack ability for improved Defense (including intercepting some incoming attacks using the combat unit’s offensive capabilities). For every  $-2$  penalty (up to  $-4$ ) that the combat unit takes to its attack rolls that round, it gains  $+1$  to Defense. Trained and veteran combat units can trade attack bonus for Defense on a 1-for-1 basis (that is,  $-1$  on attack rolls grants a  $+1$  Defense bonus), up to a total of  $-5$  on attack rolls for  $+5$  Defense.

### CHARGE

A combat unit can charge, moving up to twice its normal movement in a relatively straight line. A charging force suffers a  $-2$  modifier to Defense but gains a  $+2$  bonus on attack rolls for the round.

### SPLIT

A combat unit can choose to split off into two units that are each one unit size smaller than the original. This reduces their unit size bonuses but provides greater maneuverability and freedom of action. Splitting a combat unit is a full-round action. If the original combat unit suffered any damage, both of the split units have the same damage.

### COMBINE

Two combat units of equal size and similar troop type may choose to combine to form a single combat unit that is one unit size larger. Combining forces is a full-round action. This increases the combat unit’s size by one category, and therefore increases the applicable bonuses for unit size normally. The new combat unit has wounds equal to the highest number of wounds on either of the smaller units that just came together, plus it retains any damage conditions that either of the two smaller units had. If one or both of the units combining are Dying, they lose the Dying condition and become Disabled, instead.

For example, if two regiments of 250 troops combine to form a single force, they form a unit of one size larger, becoming a Battalion.

## COORDINATED ASSAULT

Two or more combat units may attempt to make a coordinated assault on a single target. Each assisting combat unit makes a normal attack roll against the target. Each successful attack inflicts no damage but grants the coordinating combat unit a  $+2$  bonus on its attack roll against that same target.

Note that a coordinated assault does not increase the attack’s damage, only the likelihood of a successful attack, so several small combat units looking to increase their damage potential are better off combining into a larger combat unit with a higher unit size modifier to damage (see Combine, previously).

## TERRAIN & CONDITIONS

Certain kinds of terrain and environmental conditions make things difficult (or easier) for large units in combat.

A combat unit fighting in particularly difficult terrain (rocky, broken, confined urban areas, etc.) suffers a  $-1$  penalty to attack, defense, and initiative. A combat unit fighting in an area under cover of darkness, heavy fog, severe weather, and so forth must deal with concealment modifiers, unless the force has equipment or abilities to overcome these penalties (such as lights or night-vision to overcome darkness penalties).

## DAMAGE

Units successfully attacked during a round attempt Toughness saving throws as per the standard *True20* rules. The results of Toughness saves are found under the accompanying Combat Unit Damage table.

COMBAT UNIT DAMAGE	
Toughness Saving Throw...	Effect
Succeeds	No effect
Fails	No significant effects
Fails by 5 or more	Wounded
Fails by 10 or more	Disabled
Fails by 15 or more	Dying

## DAMAGE CONDITIONS

The potential damage conditions resulting from field battle damage are as follows:

### HURT

Combat units ignore the hurt condition. Individuals may be hurt, but the unit as a whole is able to continue fighting unhindered.

**WOUNDED**

The unit is suffering from the chaos of battle. Casualties and wounded are starting to add up, and it is beginning to feel the pinch of lost manpower. Total casualties are at least 10% after the first wound, and they increase with each additional wound (by approximately 5%). Cohesion is starting to break down under stress, making it difficult to relay orders within the unit. Moreover, the loss of commissioned officers is adversely affecting the unit's ability to fight effectively. The sight of dead and wounded comrades has begun to hurt the unit's morale.

As a result, each wounded condition enforces a -1 penalty to all the combat unit's rolls, including further Toughness saves and morale checks.

The penalties for multiple wounded conditions are cumulative with each other and with any other penalties incurred.

**DISABLED**

A disabled unit has lost at least 25% to casualties. The unit's soldiers are no longer fighting at peak efficiency, as fear and confusion hamper their decision-making and losses weaken their strength. They are limited to a standard or move action each round, not both.

**DYING**

A "dying" unit has lost at least 50% to casualties (thus losing a unit size) and been demoralized or damaged to the point where it can no longer fight effectively. It may not attack other units, but it may still attempt saving throws to resist attacks against it and take actions to retreat from the field of battle.

**DEAD**

A "dead" unit has lost at least 90% to casualties and has had its morale completely broken. Scattered elements may continue to fight, but their impact on the battle is negligible, as the majority of the unit has been killed, captured, or taken flight in a disorganized retreat. The unit in question is obviously done in the battle at hand—and likely for all battles to follow.

**RECOVERY**

A unit 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.

**HEROES & COMBAT UNIT DAMAGE**

As a general rule, heroes—regardless of level—are considered separate from a force, with regard to damage. They may be the commander of the force, but even if they aren't, they should retain their separate statistics and damage track, just like a commander. Damage to the overall force does not directly affect the heroes, except insofar as it weakens the support they can expect. Narrators should handle possible damage to the heroes individually, according to the standard *True20* combat rules. A hail of arrows would require a Toughness save from the overall force, and the Narrator might call for individual Reflex and Toughness saves from the heroes against an effective area attack.

**MORALE CHECKS**

Combat Unit morale is handled with Will saves.

Certain events require a combat unit to make a *morale check* to determine if the majority of the unit is still willing to continue the fight. A failed morale check means the combat unit is disbanded, and all members of a disbanded unit either surrender or flee all combat situations (based on the conditions and the Narrator's discretion), leaving the area as soon as possible, by any means available.

Combat units must make morale checks after any of the following events:

- The unit is Wounded (Difficulty 10)
- The unit is Disabled (Difficulty 10)
- The unit is Dying (Difficulty 20)
- The unit has been successfully Intimidated by another force (Difficulty = Intimidation skill check)
- The unit fails to inflict any damage against any target for three successive combat rounds (Difficulty 10).
- The unit suffers a serious setback or reversal (in the opinion of the Narrator).

Additionally, the Narrator may impose modifiers to the morale check based on the conditions. An especially effective use of Intimidation or powers by a supernatural foe may apply a -2 (or greater) penalty to a force's morale checks, while the presence of an especially charismatic leader or war hero may apply a bonus (equal to their Charisma modifier) on the unit's morale checks.



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