

TRUE 20™

FANTASY PATHS



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INTRODUCTION

Welcome to *True20 Fantasy Paths*. This *True20* supplement offers ten paths showing you how to create the familiar *d20* fantasy classes (barbarian, fighter, cleric, wizard, etc.) using the three *True20* roles (Adept, Expert, Warrior).

This supplement is designed as a tool to smooth the transition to *True20* for those familiar with *d20* as well as introducing players new to roleplaying to *True20* fantasy. By using the paths first-timers of either stripe have the choices they need to make, and the system knowledge they need to possess, before beginning to play *True20* reduced to more manageable levels.

In addition to the paths themselves we have included a full example 1st to 20th level progression complete with basic equipment for each path. These progressions can be used as ready-to-go (just add racial background and specific equipment) Narrator characters. Finally, we have a pre-generated 1st level character of each path complete with racial background and equipment ready for use in introductory and one-shot adventures.

That being said, let's take a look at a few things to keep in mind as you look through the paths.

CONVICTION

Although the paths were created to emulate the *d20* fantasy classes as closely as possible it should be kept in mind that there are some fundamental differences between *True20* and *d20*. The most important of these is the use of Conviction.

Conviction in *True20* allows a hero (and a Narrator character) to accomplish, well, something truly heroic (or villainous). While Conviction allows a hero to do a number of things from re-rolling a die to escaping death, there are two specific uses of Conviction important in regards to how the paths in this supplement compare to the *d20* classes.

HEROIC FEAT

Conviction allows a hero to gain the benefits of a feat that the hero does not already have for one round, limited by the fact that the hero must be capable of acquiring the feat normally; the feat must be available to the role(s) of the hero and the hero must meet all the prerequisites for the feat. Using Conviction in this manner makes it possible for a *True20* path to do things that its counterpart *d20* class could not and may reduce some of the distinction that is evident in the *d20* classes. For example, the *True20* Ranger can spend a point of Conviction to gain the Smite Opponent feat thus giving the path use of a special ability of the *d20* Paladin that is unavailable to the *d20* Ranger.

Is this a problem? That depends on the Narrator and how closely the Narrator wishes to adhere to the *d20* fantasy class concepts. If the Narrator does not wish to allow this kind of crossover feeling that it goes beyond the concept of a "Ranger" and impinges upon the concept of a "Paladin" then the Narrator can simply rule that the Ranger path cannot gain the Smite Opponent feat through the use of Conviction. Of

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course, if this is done the Narrator should go through the list of feats, decide which paths are eligible to use Conviction to gain which feats, and share that list with the players.

THE TALENT (ADEPT CORE ABILITY)

In the same vein as spending a point of Conviction to gain the benefits of a feat is the ability of Adepts to use Conviction to make use of a supernatural power they do not possess. Again, the question here is does the Narrator wish to allow the *True20* Wizard to spend a point of Conviction to use the Cure power when the ability to use curing magic is not part of the *d20* Wizard class? Again the decision rests with the Narrator and if such uses of Conviction are to be restricted then the Narrator needs to make a list of which Adept-based paths are able to use Conviction to gain which powers and share that with the players.

SKILL RANKS AND FEATS

One or more feats or powers listed in a path's progression may have a skill rank progression requirement that must be met in order to gain that feat or power. For example, the Rogue path gains the Hide in Plain Sight feat, which has a prerequisite of 13 ranks in the Stealth skill, at 13th level. This means that for the Rogue to gain the feat at that level the Rogue must have 13 ranks in the Stealth skill.

Now one would think that, given the importance of Stealth to a Rogue, it would be highly unlikely that a 13th level Rogue would not have the prerequisite ranks but it is nevertheless something that the hero's player should be aware of and plan for.

If for some reason the hero does not have the requisite ranks for a feat or power upon attaining the level at which the feat or power is granted then the hero does not acquire the feat or power until the requisite ranks have been assigned to the skill. Under no circumstances should the Narrator allow the hero to gain the feat or power for free (i.e. with fewer ranks than required).

DUPLICATE FEATS

While the paths themselves do not have duplicate feats it is possible that a hero's background may provide a feat that the hero's role also provides. For example, the Elf background grants Weapon Training, a feat provided by the Fighter path (and several others), as a bonus feat. Thus a player wanting to play an Elf Fighter has the Weapon Training feat twice.

In such cases the Narrator should substitute an appropriate feat (i.e. one that does not duplicate another feat in the path) for the duplicate feat. For example, the Narrator could allow the Elf Fighter to gain the Lightning Reflexes feat or the Tough feat in place of the duplicate Weapon Training feat. Note that in the case of the Tough feat the Fighter path does gain the same feat multiple times but not to the feat maximum of +5; adding the additional Tough brings the maximum bonus the Elf Fighter gains from Tough to +4 rather than the path's +3, still below the feat's maximum.

MULTIPLE PATHS

While *True20* does have rules for multiple roles and a number of the paths in this supplement are built using multiple roles, Narrators should think twice before allowing multiple paths. Not only do multiple-path heroes cause additional bookkeeping and possibly confusion they diminish one of the main reasons for using paths in the first place: simplicity. Further, by blurring the lines between the various paths there is the danger of too much overlap among heroes in a team; if everyone can do everything why even bother to have a team in the first place?

Besides, since heroes in *True20* can acquire feats and powers they do not possess (subject to the Narrator's ruling) by spending a point of Conviction *True20* has effectively weakened the primary reason for choosing to multi-class in *d20*: to gain specific special abilities from another class.

THE FINAL WORD

The paths in this supplement are designed to be familiar to *d20*, ready-to-play, and balanced with each other and the parts they play in a standard team of adventurers. They are intended as starting points for your first *True20* fantasy campaign or as ready-made characters for introductory or one-shot adventures. And while you can certainly have many great campaigns using only these paths, chances are that once you're more familiar with *True20* you'll want to take full advantage of the *True20* character creation system to build your heroes from scratch, giving them the feats and powers you want to when you want to.

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ASSASSIN

Truthfully, anyone can be an assassin; all that is required is a mind for killing. But a true Assassin is a highly skilled individual specializing in a style of combat that emphasizes stealth, terror, and surprise strikes; the Assassin's objective is to eliminate her opponents before they have a chance to know what happened. What others make of this is not her concern; the Assassin knows that the only goal in a fight is to be the one to walk away from it.

ADVENTURER

The Assassin on adventure is usually either on assignment or an outcast. An outcast Assassin is one who has failed in a previous mission and wishes to avoid the penalty for failure, has decided to leave her organization or master, or whose master or organization has been eliminated. If on assignment the Assassin is interested only in accomplishing her mission; an outcast Assassin is usually just trying to stay alive.

TEAM ROLE

As an Assassin's combat capabilities lie in her ability to strike unseen she inevitably either works ahead of her team as a scout or remains some distance behind as a rearguard so that she can work without the hindrance of her less-skilled teammates. Although some teammates may find her tactics cowardly or unsavory, there is no denying the ability of a successful Assassin's strike to turn the tide of battle. Outside of combat the Assassin's skills allow her to fill the role of spy or informant very competently.

GAME INFORMATION

Abilities

The Assassin must possess a high Dexterity most of all as it assists her in making her critical first strike and avoiding any counterstrikes. The Assassin can benefit in a variety of ways from the other abilities depending on her style. If the Assassin specializes in infiltration she benefits from high Charisma and Wisdom while a more combat-oriented assassin would benefit from above average Strength and Constitution. Intelligence certainly never hurts, especially when planning strikes or building up her skills.

Expertise (Core Ability)

Befitting her status as an expert, the Assassin can spend a point of Conviction to gain 4 points in any skill, including skills in which the Assassin is not currently trained or that cannot be used untrained. These temporary skill ranks last for the duration of the scene and grant their normal benefits.

Reflex (Good Saving Throw)

The Assassin has Reflex as her good save.

Suggested Skills

The following are suggested skills for the Assassin: Acrobatics, Bluff, Climb, Craft (poison making), Disable Device, Disguise, Escape Artist, Gather Information, Intimidate, Jump, Knowledge (current events), Knowledge (streetwise) Language, Notice, Search, Sense Motive, Sleight of Hand, Stealth, Swim

Starting Feats

The Assassin has Armor Training (light), Light Sleeper, Sneak Attack, and Weapon Training as her starting feats.

ASSASSIN LEVEL PROGRESSION

Character Level	Role Level	Feats/Supernatural Powers
1	Expert 1st	Armor Training (light), Light Sleeper, Sneak Attack, Weapon Training
2	Expert 2nd	Attack Focus (weapon)
3	Expert 3rd	Assessment
4	Expert 4th	Uncanny Dodge
5	Expert 5th	Sneak Attack (+3)
6	Expert 6th	Dodge Focus
7	Expert 7th	Evasion
8	Expert 8th	Quick Draw
9	Expert 9th	Defensive Roll
10	Expert 10th	Sneak Attack (+4)
11	Expert 11th	Move-by Action
12	Expert 12th	Dodge Focus (+2)
13	Expert 13th	Lightning Reflexes
14	Expert 14th	Master Plan
15	Expert 15th	Sneak Attack (+5)
16	Expert 16th	Hide In Plain Sight
17	Expert 17th	Blind-Fight
18	Expert 18th	Dodge Focus (+3)
19	Expert 19th	Defensive Roll (+2)
20	Expert 20th	Crippling Strike

HUMAN ASSASSIN, LEVEL 1

Role: Expert 1st

Size: Medium

Reputation: +1

Background: Human

Speed: 30 ft.

Conviction: 3

Str +0

Dex +3

Con +2

Int +1

Wis +0

Cha +0

Skills: Acrobatics 4 (+7, +6 in armor), Climb 4 (+4, +3 in armor), Craft (poison making) 4 (+5), Escape Artist 4 (+7, +6 in armor), Gather Information 4 (+4), Jump 4 (+4, +3 in armor), Knowledge (current events) 4 (+5), Knowledge (streetwise) 4 (+5), Notice 4 (+4), Stealth 4 (+7, +6 in armor)

Feats: Armor Training (light), Defensive Roll, Light Sleeper, Sneak Attack, Weapon Training

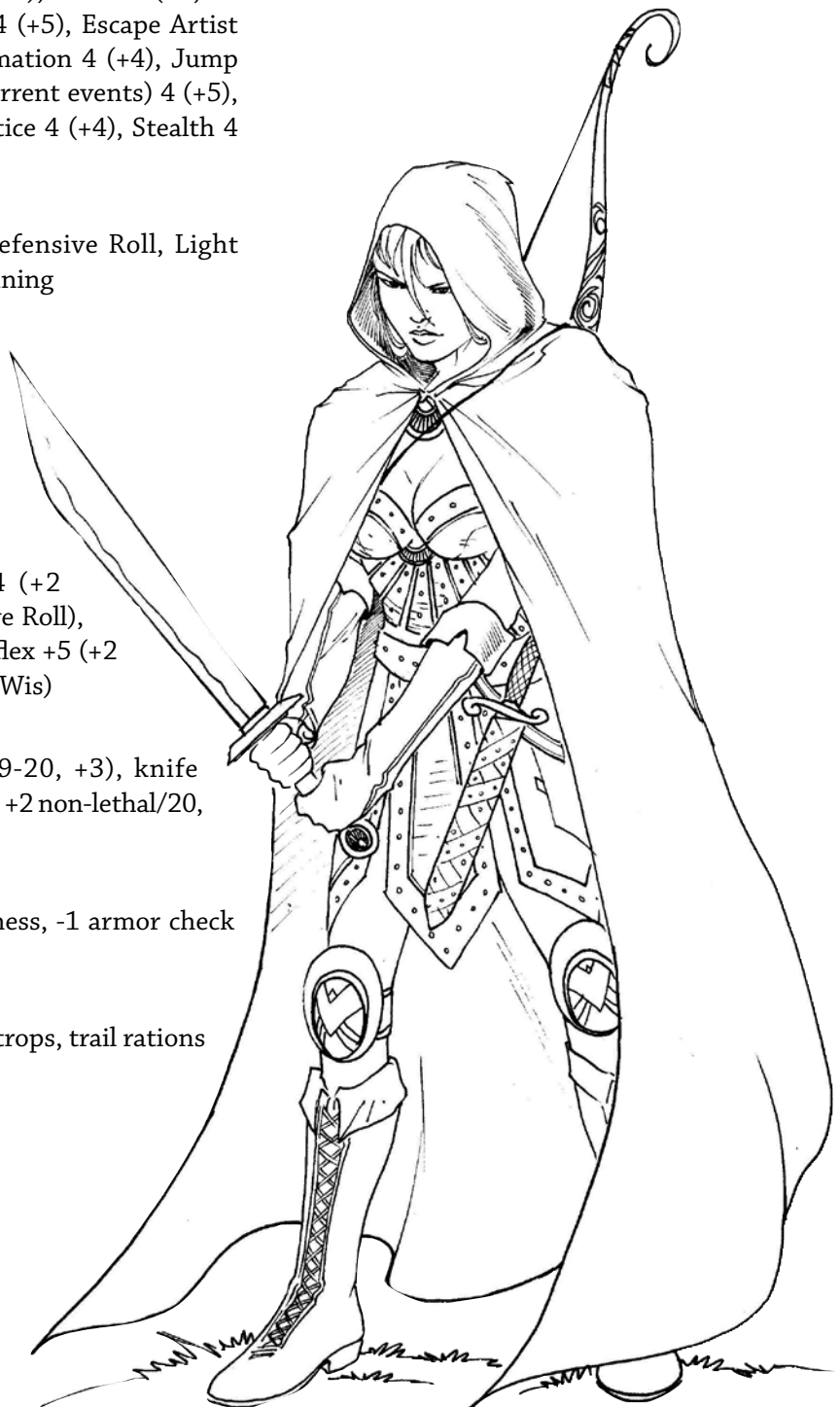
Combat: Attack +3 (+0 Base, +3 Dex), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +3 (+0 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +4 (+2 Con, +1 leather armor, +1 Defensive Roll), Fortitude +2 (+0 Base, +2 Con), Reflex +5 (+2 Base, +3 Dex), Will +0 (+0 Base, +0 Wis)

Weapons: Sword (damage +3/19-20, +3), knife (damage +1/19-20, +3), sap (damage +2 non-lethal/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope



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BARBARIAN

Hailing from what others call less civilized lands (whatever that means), the Barbarian is a fearsome and proud warrior. Able to work himself into a berserk fury, the Barbarian gleefully charges into combat heedless of the odds.

ADVENTURER

Although a Barbarian can adventure for the most basic of reasons, glory and treasure, he usually finds that he has little need or desire for such trappings of “civilization”. Instead the Barbarian adventures for personal reasons; vengeance for harm done to his family, clan, or tribe is a frequent motivation. Alternatively, adventuring in the outside world may be a rite of passage to manhood or it can be a way for the Barbarian to gain status within the clan or tribe. Finally, the Barbarian is frequently superstitious and thus may be adventuring in response to a spiritual omen.

TEAM ROLE

The Barbarian is a terrific front-line combatant whose furious assaults can often decide the battle in his team’s favor. However, while raging the Barbarian is unlikely to do anything (especially anything defensive) other than charge headlong at his enemies. This means that he and his team are vulnerable to opponents able to overcome the Barbarian’s berserk attack. When not in combat the Barbarian’s presence is often enough to cause others to give the team a wide berth lest they incur his (allegedly) unpredictable wrath.

GAME INFORMATION

Abilities

As a warrior the Barbarian naturally favors physical abilities over mental ones. A high Strength and Constitution are vital as these abilities are at the heart of the Barbarian’s berserk fighting style; Strength to deal damage and Constitution to survive it. Beyond these two abilities Dexterity does allow the Barbarian to strike more accurately and evade attacks more easily, but it is nevertheless secondary to the ability to inflict and sustain damage.

Determination (Core Ability)

Befitting his status as a warrior, the Barbarian can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

Suggested Skills

The following are suggested skills for the Barbarian:

Climb, Handle Animal, Intimidate, Jump, Notice, Perform (oratory), Ride, Search, Stealth, Survival, Swim

Starting Feats

The Barbarian has Armor Training (light), Improved Speed, Rage, and Weapon Training as his starting feats.

BARBARIAN LEVEL PROGRESSION

Character Level	Role Level	Feats/Supernatural Powers
1	Warrior 1st	Armor Training (light), Improved Speed, Rage, Weapon Training
2	Warrior 2nd	Uncanny Dodge
3	Warrior 3rd	Tough
4	Warrior 4th	Rage (10 rounds)
5	Warrior 5th	All-Out Attack
6	Warrior 6th	Endurance
7	Warrior 7th	Tough (+2)
8	Warrior 8th	Rage (+3, 10 rounds)
9	Warrior 9th	Cleave
10	Warrior 10th	Second Chance (trigger traps)
11	Warrior 11th	Tough (+3)
12	Warrior 12th	Rage (+3, 15 rounds)
13	Warrior 13th	Improved Critical (weapon)
14	Warrior 14th	Tireless
15	Warrior 15th	Tough (+4)
16	Warrior 16th	Rage (+4, 15 rounds)
17	Warrior 17th	Iron Will
18	Warrior 18th	Great Cleave
19	Warrior 19th	Tough (+5)
20	Warrior 20th	Rage (+4, 20 rounds)

HUMAN BARBARIAN, LEVEL 1

Role: Warrior 1st

Size: Medium

Reputation: +0

Background: Human

Speed: 40 ft.

Conviction: 3

Str +2

Dex +1

Con +3

Int +0

Wis +0

Cha +0

Skills: Climb 4 (+6, +5 armor), Intimidate 4 (+4), Jump 4 (+6, +5 armor), Notice 4 (+4), Survival 4 (+4)

Feats: Armor Training (light), Improved Speed, Rage, Stratle, Weapon Training

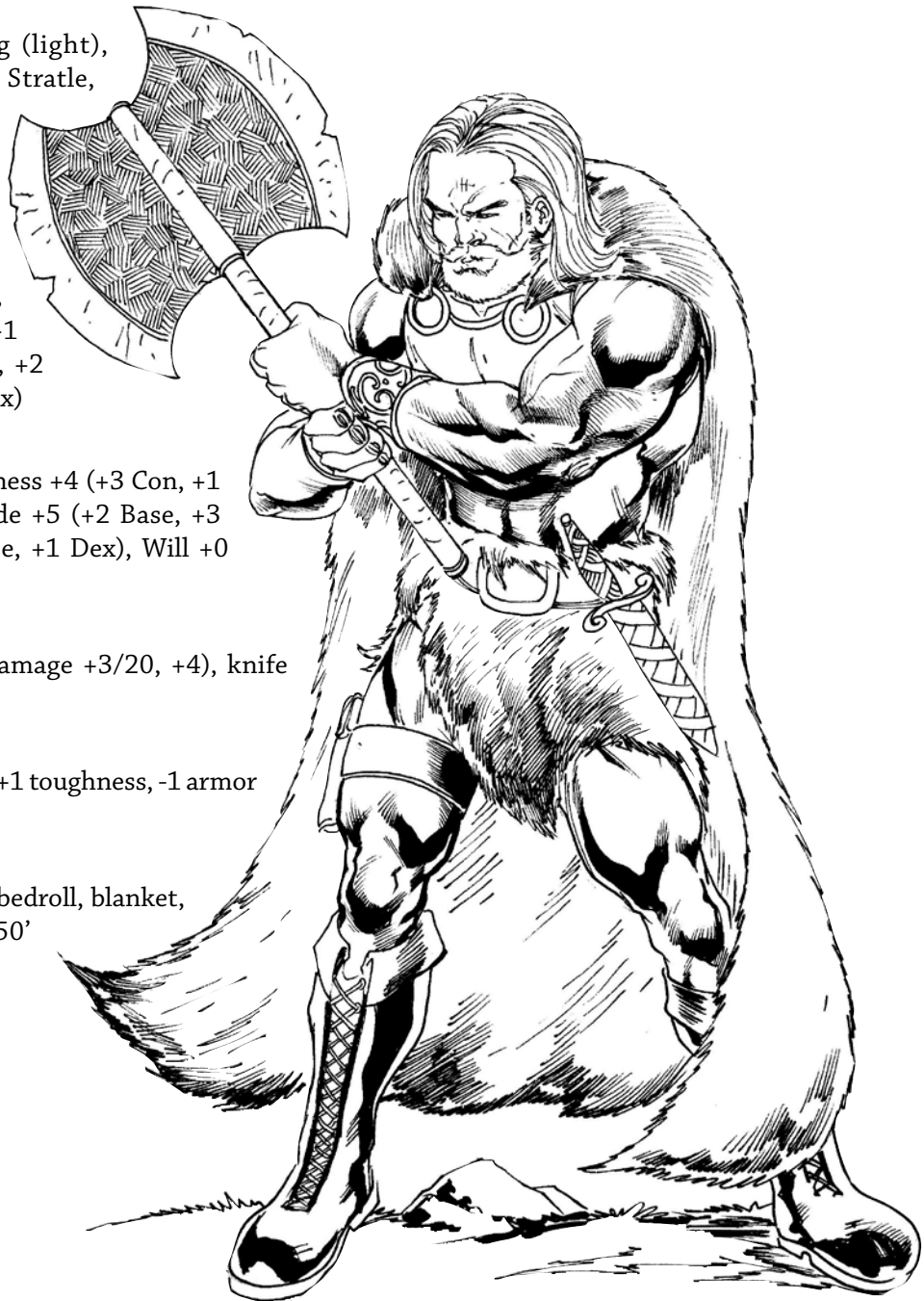
Combat: Attack +2 (+1 Base, +1 Dex), Damage +2 (unarmed) +5 (battleaxe) +3 (knife), Defense +2 (+1 Base, +1 Dex) Parry +3 (+1 Base, +2 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +4 (+3 Con, +1 leather armor), Fortitude +5 (+2 Base, +3 Con), Reflex +1 (+0 Base, +1 Dex), Will +0 (+0 Base, +0 Wis)

Weapons: Battleaxe (damage +3/20, +4), knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope



BARD

Performer, scribe, historian, herald, teacher; the Bard wears many hats. Traveling the world in search of tales and legends the Bard uses her skills, talents, and powers to explore as well as entertain, enlighten, and influence those around her.

ADVENTURER

The Bard is a born adventurer. Traveling from place to place as she does the Bard not only learns and tells tales and legends but also becomes part of them. The Bard tends to covet fame as a performer, if not as an adventurer, but is usually not particularly interested in treasure beyond that which allows her to travel in comfort.

TEAM ROLE

The Bard is the team's ambassador, negotiating with public officials, smoothing things over with the innkeeper, charming the lord into allowing the team to stay the night, etc.; when there's talking to be done it's the Bard's job to do it. Beyond acting as a mouthpiece the Bard's skills and powers make her an effective informer; many adventures are launched or completed successfully because of information the Bard has gleaned. In combat the Bard prefers to remain out of the fight and support her teammates as well as influence the team's enemies through the use of her powers and skills. In fact, if given the chance, the Bard may be able to prevent combat altogether by "persuading" the team's opponents to see a more reasonable course of action.

GAME INFORMATION

Abilities

The ability that towers above all the rest for the Bard is Charisma as it not only underpins her skills as a negotiator, informer, and performer but also serves as the base for her supernatural powers. Beyond Charisma the Bard can make good use of Wisdom to increase her awareness and Intelligence to expand her knowledge and skills.

Charisma (Key Ability)

The Bard uses Charisma as the key ability of her supernatural powers.

Expertise (Core Ability)

Befitting her status as an expert, the Bard can spend a point of Conviction to gain 4 points in any skill, including skills in which the Bard is not currently trained or that cannot be used untrained. These temporary skill ranks last for the duration of the scene and grant their normal benefits.

Will (Good Saving Throw)

The Bard has Will as her good save.

Suggested Skills

The following are suggested skills for the Bard:

Acrobatics, Bluff, Concentration, Diplomacy, Disguise, Escape Artist, Gather Information, Jump, Knowledge (art), Knowledge (current events), Knowledge (history), Knowledge (popular culture), Language, Notice Perform (any), Sense Motive, Sleight of Hand, Stealth, Swim

Starting Feats

The Bard has Armor Training (light), Attractive, Eidetic Memory, and Inspire as her starting feats.

BARD LEVEL PROGRESSION

Character Level	Role Level	Feats/Supernatural Powers
1	Expert 1st	Armor Training (light), Attractive, Eidetic Memory, Inspire
2	Expert 2nd	Fascinate (Perform)
3	Adept 1st	Light Shaping
4	Expert 3rd	Inspire 2
5	Expert 4th	Taunt
6	Adept 2nd	Heart Reading
7	Expert 5th	Inspire 3
8	Expert 6th	Suggestion (feat)
9	Adept 3rd	Heart Shaping
10	Expert 7th	Inspire 4
11	Expert 8th	Well-Informed
12	Adept 4th	Suggestion (power)
13	Expert 9th	Inspire 5
14	Expert 10th	Set-Up
15	Adept 5th	Object Reading
16	Expert 11th	Inspire 6
17	Expert 12th	Second Chance (Mental Control)
18	Adept 6th	Scrying
19	Expert 13th	Skill Mastery
20	Expert 14th	Mass Suggestion

ELF BARD, LEVEL 1

Role: Expert 1st

Size: Medium

Reputation: +1

Background: Elf

Speed: 30 ft.

Conviction: 3

Str +0

Dex +1

Con -1

Int +1

Wis +2

Cha +3

Skills: Bluff 4 (+7), Diplomacy 4 (+7), Gather Information 4 (+7), Knowledge (current events) 4 (+5), Knowledge (history) 4 (+5), Knowledge (popular culture) 4 (+5), Perform (stringed instruments) 4 (+7), Sense Motive 4 (+6), Sleight of Hand 4 (+4, +3 in armor)

Feats: Armor Training (light), Attractive, Eidetic Memory, Inspire, Night Vision^B, Talented^B (Notice and Search), Weapon Training^B

Combat: Attack +1 (+0 Base, +1 Dex), Damage +0 (unarmed) +3 (sword), Defense +1 (+0 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (-1 Con, +1 leather armor), Fortitude -1 (+0 Base, -1 Con), Reflex +1 (+0 Base, +1 Dex), Will +4 (+2 Base, +2 Wis)

Weapons: Sword (damage +3/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope



CLERIC

The Cleric is a militant member of the clergy seeking to spread the word of his faith through actions, violent if necessary, rather than homilies. Trained in the arts of war and having access to supernatural powers, the Cleric uses martial skill backed by faith to overcome his foes.

ADVENTURER

The Cleric adventures to promote his faith to others as well as to test it in himself. The Cleric is not interested in material gain, at least not for personal aggrandizement, but in the growth and strengthening of the faith both in himself and others. The Cleric may be on assignment for the mother church to deal with a threat to the faith, on a personal quest of atonement, spurred on by a religious vision, or filled with a missionary zeal.

TEAM ROLE

The Cleric is the team's advisor, counselor, and healer. He dispenses both practical and spiritual advice and heals both physical and emotional wounds. Although trained for battle the Cleric's powers are focused toward supporting and guiding his teammates to victory rather than achieving it directly through personal combat; A wise Cleric lets those better trained and more interested deal with such mundane concerns as combat; he remains focused on the big picture rather than getting bogged down in the concerns of the moment.

GAME INFORMATION

Abilities

Wisdom is paramount for the Cleric as it is not only the basis of his supernatural powers and the ability to recover from their use but also his awareness of things around him. Intelligence and Charisma vie for the next most important ability depending on whether the Cleric is more of a scholar or a teacher. Of the physical abilities the Cleric should focus on whichever one seems most appropriate for what he plans to accomplish in combat.

Wisdom (Key Ability)

The Cleric uses Wisdom as the key ability of his supernatural powers.

The Talent (Core Ability)

Befitting his status as an adept, the Cleric can spend a point of Conviction to make one use of a supernatural power he does not possess. This works much like spending a Conviction point to emulate a feat. A Cleric with the Talent can also spend a Conviction point to eliminate any accumulated modifiers to fatigue saving throws for using powers.

Suggested Skills

The following are suggested skills for the Cleric:

Concentration, Diplomacy, Intimidate, Knowledge (supernatural), Knowledge (theology and philosophy), Language, Medicine, Notice, Sense Motive

Starting Feats & Powers

The Cleric has Armor Training (light), Cure, Dedicated, and Second Sight as his starting feats and powers.

CLERIC LEVEL PROGRESSION

Character Level	Role Level	Feats/Supernatural Powers
1	Adept 1st	Armor Training (light), Cure, Dedicated, Second Sight
2	Adept 2nd	Ward
3	Adept 3rd	Shield Training
4	Adept 4th	Truth-Reading
5	Adept 5th	Armor Training (heavy)
6	Adept 6th	Drain Vitality
7	Adept 7th	Attack Focus (weapon)
8	Adept 8th	Combat Sense
9	Adept 9th	Improved Defense
10	Adept 10th	Iron Will
11	Adept 11th	All-Out Attack
12	Adept 12th	Skill Focus (Concentration)
13	Adept 13th	Improved Defense (+8)
14	Adept 14th	Visions
15	Adept 15th	Accurate Attack
16	Adept 16th	Supernatural Focus (Ward)
17	Adept 17th	Startle
18	Adept 18th	Imbue Life
19	Adept 19th	Empower
20	Adept 20th	Harm

DWARF CLERIC, LEVEL 1

Role: Adept 1st

Size: Medium

Reputation: +1

Background: Dwarf

Speed: 30 ft.

Conviction: 3

Str +0

Dex +0

Con +3

Int +1

Wis +3

Cha -1

Skills: Concentration 4 (+7), Diplomacy 4 (+3), Knowledge (theology and philosophy) 4 (+5), Medicine 4 (+7), Notice 4 (+7)

Feats: Armor Training (light), Dedicated, Great Fortitude^B, Night Vision^B, Talented^B (Craft and Search, only involving stonework)

Powers: (Wisdom-based, +7 bonus, Save Difficulty: 14): Cure, Second Sight

Combat: Attack +0 (+0 Base, +0 Dex), Damage +0 (unarmed) +2 (club), Defense +0 (+0 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +4 (+3 Con, +1 leather armor), Fortitude +5 (+0 Base, +3 Con, +2 Great Fortitude), Reflex +0 (+0 Base, +0 Dex), Will +5 (+2 Base, +3 Wis)

Weapons: Club (damage +2/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope



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FIGHTER

The Fighter is a true man-at-arms. Making his living on the strength of his weapon arm the Fighter is first to battle, winning the day through strength of arms, courage, and sheer determination.

ADVENTURER

The Fighter usually becomes an adventurer for the same reason that he became a Fighter: to prove himself in battle. It may be a way of life; one where the highest good the Fighter can achieve is to die in glorious battle. Or it may be a necessity; having learned to fight he finds that he cannot make a living in any other way. Of course he could just be after fame and fortune.

TEAM ROLE

Warfare is the Fighter's forte, whether it is engaging in combat directly or assisting his teammates in gaining tactical advantages. The Fighter prefers to face the brunt of the enemy's assault as it allows him to impact the course of battle directly and to keep his more vulnerable teammates out of harm's way. Outside of combat the mere presence of the stout Fighter bristling with weapons can often be enough to send would-be troublemakers looking for easier targets.

GAME INFORMATION

Abilities

A pure warrior, the Fighter focuses on physical abilities over mental ones. Strength is required for the Fighter to strike telling blows and overcome obstacles, Dexterity to aim true and defend himself, and Constitution to resist damage and carry on the fight long after others are no longer able.

Determination (Core Ability)

Befitting his status as a warrior, the Fighter can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

Suggested Skills

The following are suggested skills for the Fighter:

Climb, Handle Animal, Intimidate, Jump, Knowledge (streetwise), Knowledge (tactics), Language, Notice, Ride, Search, Sense Motive, Survival, Swim

Starting Feats

The Fighter has Armor Training (light), Armor Training (heavy), Shield Training, and Weapon Training as his starting feats.

FIGHTER LEVEL PROGRESSION

Character Level	Role Level	Feats/ Supernatural Powers
1	Warrior 1st	Armor Training (light), Armor Training (heavy), Shield Training, Weapon Training
2	Warrior 2nd	Attack Focus (weapon)
3	Warrior 3rd	Great Fortitude
4	Warrior 4th	Quick Draw
5	Warrior 5th	Attack Specialization (weapon)
6	Warrior 6th	Tough
7	Warrior 7th	Improved Initiative
8	Warrior 8th	Cleave
9	Warrior 9th	Endurance
10	Warrior 10th	Accurate Attack
11	Warrior 11th	Improved Critical (weapon)
12	Warrior 12th	Tough (+2)
13	Warrior 13th	Assessment
14	Warrior 14th	Greater Attack Focus (weapon)
15	Warrior 15th	Tireless
16	Warrior 16th	Iron Will
17	Warrior 17th	Greater Attack Specialization (weapon)
18	Warrior 18th	Tough (+3)
19	Warrior 19th	All-Out Attack
20	Warrior 20th	Great Cleave

DWARF FIGHTER, LEVEL 1

Role: Warrior 1st

Size: Medium

Reputation: +0

Background: Dwarf

Speed: 30 ft.

Conviction: 3

Str +3

Dex +1

Con +3

Int +0

Wis +0

Cha -1

Skills: Intimidate 4 (+3), Jump 4 (+7, +1 armor), Notice 4 (+4), Survival 4 (+4)

Feats: Armor Training (light and heavy), Great Fortitude^B, Night Vision^B, Shield Training, Talented (Craft and Search, only involving stonework)^B, Weapon Training

Combat: Attack +2 (+1 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer), Defense +4 (+1 Base, +1 Dex, +2 medium shield) Parry +6 (+1 Base, +3 Str, +2 medium shield), Initiative +1 (+1 Dex)

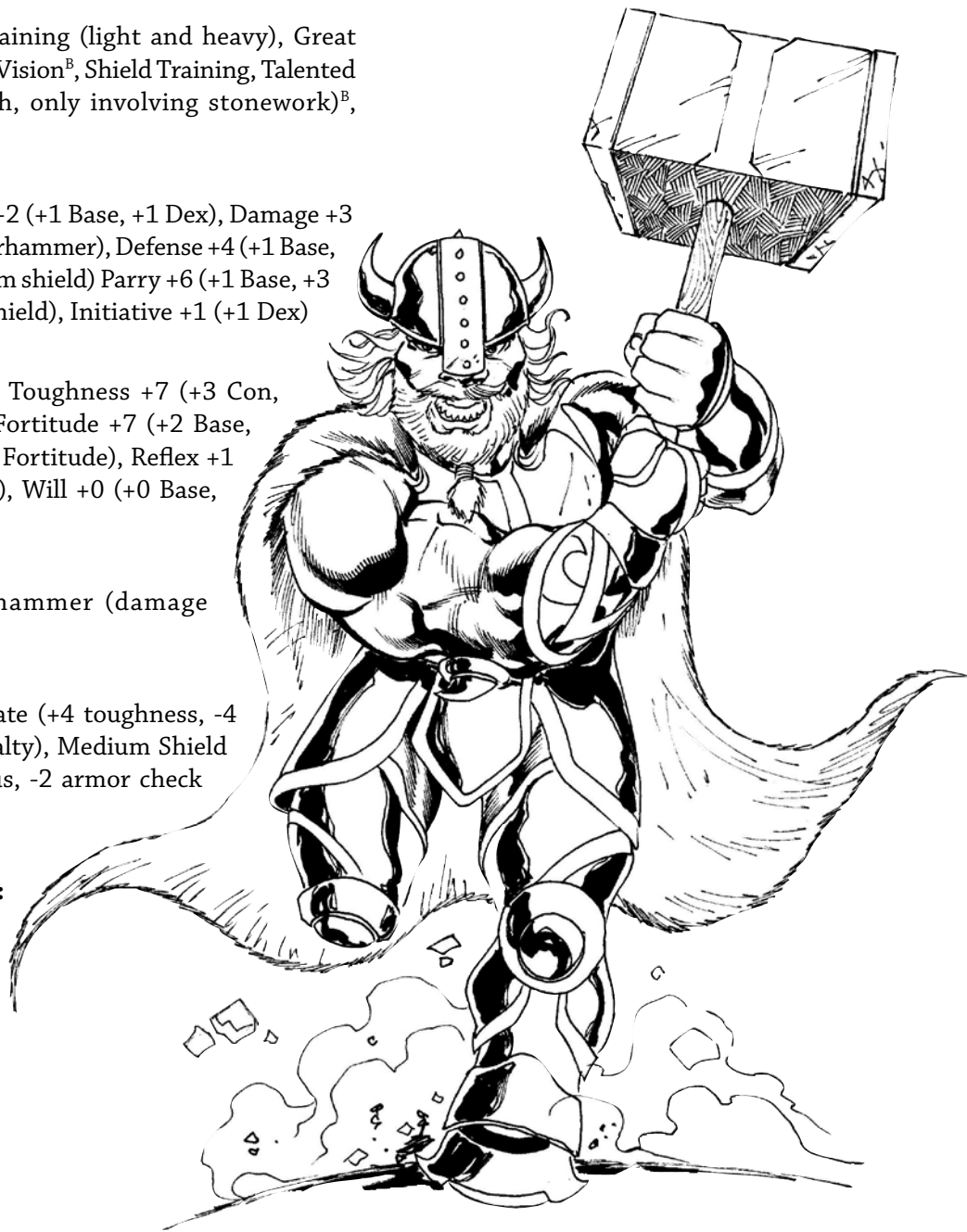
Saving Throws: Toughness +7 (+3 Con, +4 breastplate), Fortitude +7 (+2 Base, +3 Con, +2 Great Fortitude), Reflex +1 (+0 Base, +1 Dex), Will +0 (+0 Base, +0 Wis)

Weapons: Warhammer (damage +3/20, +4)

Armor: Breastplate (+4 toughness, -4 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment:

Backpack, bedroll, blanket, trail rations (5 days), 50' rope



PALADIN

Defender of the faith, the Paladin is a holy warrior that augments his martial prowess with supernatural powers. Unshakable in his beliefs and guided by a strict code of conduct, the Paladin is the bane of all things unholy, seeking out demons, undead, and their ilk wherever they may try to hide.

ADVENTURER

The Paladin's sole purpose is to rid the world of the fell beasts and demons that prey upon the lives of the innocent. The Paladin is either on assignment from the mother church or questing on his own, having taken up (or been granted) paladinhood in response to some religious epiphany or personal experience. Although it inevitably comes, the Paladin avoids fame as pride is one of the deadly sins and opens the doorway for corruption of the soul. In the same vein the Paladin declines all treasure and rewards beyond those needed to maintain his arms, lest he become afflicted with greed.

TEAM ROLE

In addition to being a front-line combatant as other warriors are the Paladin acts as the team's conscience. Whether this is appreciated by the remaining team members is no concern of the Paladin's; while he may accept that others cannot live up to the strict code that governs his life, he certainly expects them to try and will look with ill favor upon those that constantly ignore or transgress the code. The Paladin is held in almost universally high regard by others and can expect to receive required aid (i.e. a place to sleep, food, healing, equipment, supplies, advice, etc.) virtually anywhere.

GAME INFORMATION

Abilities

As a warrior the Paladin is naturally expected to have good physical attributes. In addition the Paladin requires Wisdom for awareness and his supernatural powers as well as Charisma to properly deal with all of the people he encounters.

Wisdom (Key Ability)

Paladins use Wisdom as the key ability of their supernatural powers.

Determination (Core Ability)

Befitting his status as a warrior, the Paladin can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

SUGGESTED SKILLS

The following are suggested skills for the Paladin:

Concentration, Diplomacy, Handle Animal, Knowledge (theology and philosophy), Language, Medicine, Notice, Ride, Sense Motive

STARTING FEATS

The Paladin has Armor Training (light), Armor Training (heavy), Dedicated, and Weapon Training as his starting feats.

PALADIN LEVEL PROGRESSION

Character Level	Role Level	Feats/Supernatural Powers
1	Warrior 1st	Armor Training (light), Armor Training (heavy), Dedicated, Weapon Training
2	Warrior 2nd	Favored Opponent
3	Warrior 3rd	Lucky
4	Warrior 4th	Attack Focus (weapon)
5	Adept 1st	Cure
6	Warrior 5th	Vehicular Combat
7	Warrior 6th	Attack Specialization (weapon)
8	Warrior 7th	Smite Opponent
9	Warrior 8th	Quick Draw
10	Adept 2nd	Supernatural Weapon
11	Warrior 9th	Overrun
12	Warrior 10th	Cleave
13	Warrior 11th	Seize Initiative
14	Warrior 12th	Favored Opponent (+4/+2)
15	Adept 3rd	Ghost Touch
16	Warrior 13th	Spirited Charge
17	Warrior 14th	All-Out Attack
18	Warrior 15th	Improved Critical
19	Warrior 16th	Great Cleave
20	Warrior 17th	Favored Opponent (+6/+3)

HUMAN PALADIN, LEVEL 1

Role: Warrior 1st

Size: Medium

Reputation: +0

Background: Human

Speed: 30 ft.

Conviction: 3

Str +1

Dex +1

Con +1

Int +0

Wis +2

Cha +1

Skills: Diplomacy 4 (+5), Knowledge (theology and philosophy) 4 (+4), Medicine 4 (+6), Notice 4 (+6), Sense Motive 4 (+6)

Feats: Armor Training (light), Armor Training (heavy), Dedicated, Shield Training, Weapon Training

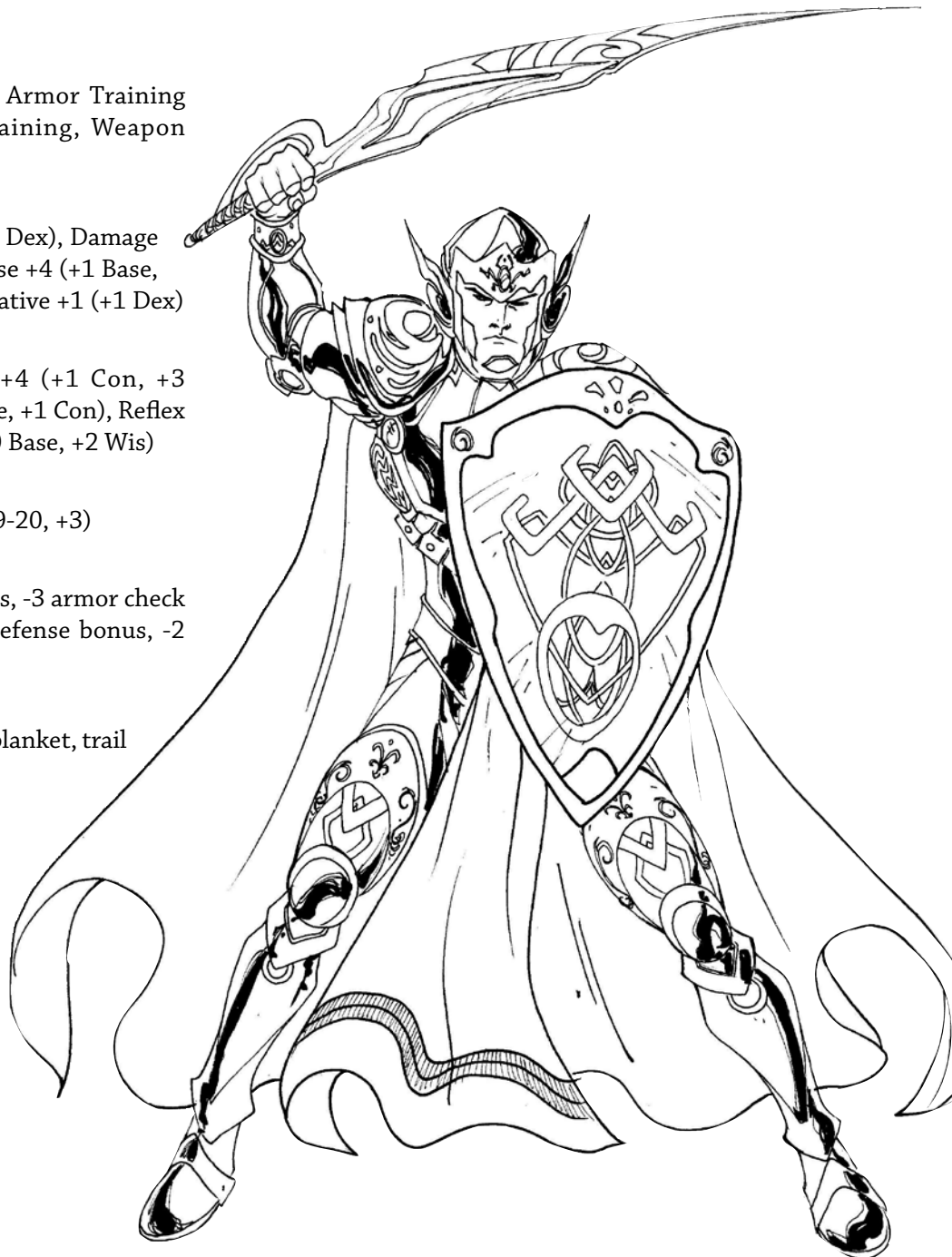
Combat: Attack +2 (+1 Base, +1 Dex), Damage +1 (unarmed) +4 (sword), Defense +4 (+1 Base, +1 Dex, +2 medium shield), Initiative +1 (+1 Dex)

Saving Throws: Toughness +4 (+1 Con, +3 chainmail), Fortitude +3 (+2 Base, +1 Con), Reflex +1 (+0 Base, +1 Dex), Will +2 (+0 Base, +2 Wis)

Weapons: Sword (damage +3/19-20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope



PSION

The Psion possesses supernatural powers of the mind allowing her to read and influence the thoughts of those around her and other equally impressive things. Whether it is prying out someone's deepest secrets or downing her enemies with hammer blows of psychic energy, the Psion proves that the mind is the most powerful weapon of all.

ADVENTURER

The Psion usually adventures to better understand and develop the powers of her mind. Treasure and fame are immaterial to a Psion as a concern for the accumulation of such material objects beyond those necessary for survival interferes with her exploration of her mind. Although preoccupied with developing her mental powers the Psion is often aware of the responsibility that her powers engender and does her best to use them to help others while avoiding their indiscriminate use.

TEAM ROLE

The Psion's supernatural powers make her an ideal support player. Her ability to sense other minds can give the team valuable information about what lies ahead; by reading and influencing other minds the Psion can uncover knowledge that otherwise would remain hidden or make an enemy into a friend; by keeping in mental contact with her teammates she can act as a vital link when the team is separated. In short, the Psion's value to the team is, like her powers, unique.

GAME INFORMATION

Abilities

Charisma and Wisdom vie as the most important ability for the Psion; Charisma because it is the basis of her powers and Wisdom because it allows the Psion to use her powers more rapidly and resist the use of powers against her. Beyond this a good Dexterity is very welcome as it aids in the Psion's defense as well as her ability to strike with weapons, mental or not.

Charisma (Key Ability)

The Psion uses Charisma as the key ability of her supernatural powers.

The Talent (Core Ability)

Befitting her status as an adept, the Psion can spend a point of Conviction to make one use of a supernatural power she does not possess. This works much like spending a Conviction point to emulate a feat. A Psion with the Talent can also spend a Conviction point to eliminate any accumulated modifiers to fatigue saving throws for using powers.

Suggested Skills

The following are suggested skills for the Psion:

Bluff, Concentration, Diplomacy, Intimidate, Knowledge (supernatural), Language, Notice, Sense Motive

Starting Feats & Powers

The Psion has Canny Dodge, Mind Touch, Sense Minds, and Uncanny Dodge as her starting feats and powers.

PSION LEVEL PROGRESSION

Character Level	Role Level	Feats/Supernatural Powers
1	Adept 1st	Canny Dodge, Mind Touch, Sense Minds, Uncanny Dodge
2	Adept 2nd	Psychic Shield
3	Adept 3rd	Psychic Weapon
4	Adept 4th	Mind Reading
5	Adept 5th	Bliss
6	Adept 6th	Psychic Blast
7	Adept 7th	Calm
8	Adept 8th	Mind Over Body
9	Adept 9th	Sleep
10	Adept 10th	Pain
11	Adept 11th	Mind Probe
12	Adept 12th	Widen Power (Psychic Blast)
13	Adept 13th	Ward
14	Adept 14th	Psychic Trap
15	Adept 15th	Supernatural Focus (Psychic Blast)
16	Adept 16th	Dominate
17	Adept 17th	Psychic Reflection
18	Adept 18th	Empower
19	Adept 19th	Mind Shaping
20	Adept 20th	Severance

HUMAN PSION, LEVEL 1

Role: Adept 1st

Size: Medium

Reputation: +1

Background: Human

Speed: 30 ft.

Conviction: 3

Str +0

Dex +1

Con +0

Int +0

Wis +2

Cha +3

Skills: Concentration 4 (+6), Diplomacy 4 (+7), Knowledge (supernatural) 4 (+4), Notice 4 (+6), Sense Motive 4 (+6)

Feats: Canny Dodge (Wisdom), Dodge Focus, Uncanny Dodge

Powers: (Charisma-based, +7 bonus, Save Difficulty: 14): Mind Touch, Sense Minds

Combat: Attack +1 (+0 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +4 (+0 Base, +1 Dex, +2 Canny Dodge (Wisdom), +1 Dodge Focus), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +0 (+0 Base, +0 Con), Reflex +1 (+0 Base, +1 Dex), Will +4 (+2 Base, +2 Wis)

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope



RANGER

The Ranger makes his home in the wild, far beyond the reach of civilization. The Ranger makes a connection with nature like few others and reigns as the unchallenged protector of the wilderness, defending it against all those that would seek to exploit it for their own base ends.

ADVENTURERS

Given the challenges of living in the wild the Ranger is an adventurer by nature. The Ranger may roam from place-to-place, going where the seasons take him, or he may call a specific place his home territory and remain there until called to the road by a greater concern. While the Ranger is often an individual that prefers nature to civilization, he may live in the wild for other reasons; the Ranger may be a willing or unwilling exile from his people or his people may in fact no longer exist.

TEAM ROLE

The Ranger's expertise lies in the wilderness; it is here that he feels comfortable and is most effective. As a result the Ranger usually leads his teammates through wild areas, showing them how to survive and deal with the myriad dangers (including combat) found therein. Conversely, when in civilized areas the Ranger will usually let his more socially capable teammates take the lead, feeling uncomfortable in such crowded environs; the Ranger usually cannot wait to get back to the wilderness and away from the pettiness and duplicity of "civilized" people.

GAME INFORMATION

Abilities

As with all warriors, the Ranger requires solid physical abilities in order to cope with the rigors and dangers of life in the outdoors. In addition he must have a high Wisdom, as that ability not only forms the basis of his supernatural powers but also numerous skills vital for survival in the wilderness.

Wisdom (Key Ability)

The Ranger uses Wisdom as the key ability of his supernatural powers.

Determination (Core Ability)

Befitting his status as a warrior, the Ranger can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

Suggested Skills

The following are suggested skills for the Ranger:

Climb, Concentration, Handle Animal, Intimidate, Jump, Knowledge (life sciences), Language, Medicine, Notice, Ride, Search, Sense Motive, Stealth, Survival, Swim

Starting Feats

The Ranger has Armor Training (light), Track, Weapon Training, and Wild Empathy as his starting feats.

RANGER LEVEL PROGRESSION

Character Level	Role Level	Feats/Supernatural Powers
1	Warrior 1st	Armor Training (light), Track, Weapon Training, Wild Empathy
2	Warrior 2nd	Favored Opponent
3	Warrior 3rd	Point Blank Shot
4	Adept 1st	Familiar (animal)
5	Warrior 4th	Endurance
6	Warrior 5th	Attack Focus (Bow)
7	Warrior 6th	Quick Draw
8	Warrior 7th	Trailblazer
9	Warrior 8th	Far Shot
10	Warrior 9th	Uncanny Dodge
11	Adept 2nd	Beast Link
12	Warrior 10th	Attack Specialization (Bow)
13	Warrior 11th	Favored Opponent (+4/+2)
14	Warrior 12th	Precise Shot
15	Warrior 13th	Trackless
16	Warrior 14th	Improved Critical (Bow)
17	Warrior 15th	Improved Precise Shot
18	Adept 3rd	Nature Reading
19	Warrior 16th	Ranged Pin
20	Warrior 17th	Favored Opponent (+6/+3)

ELF RANGER, LEVEL 1

Role: Warrior 1st

Size: Medium

Reputation: +0

Background: Elf

Speed: 30 ft.

Conviction: 3

Str +0

Dex +3

Con +1

Int +0

Wis +2

Cha +0

Skills: Climb 4 (+4, +3 armor), Handle Animal 4 (+4), Knowledge (life sciences) 4 (+4), Survival 4 (+6)

Feats: Armor Training (light), Diehard, Night Vision^B, Talented^B (Notice and Search), Track, Weapon Training^B, Wild Empathy

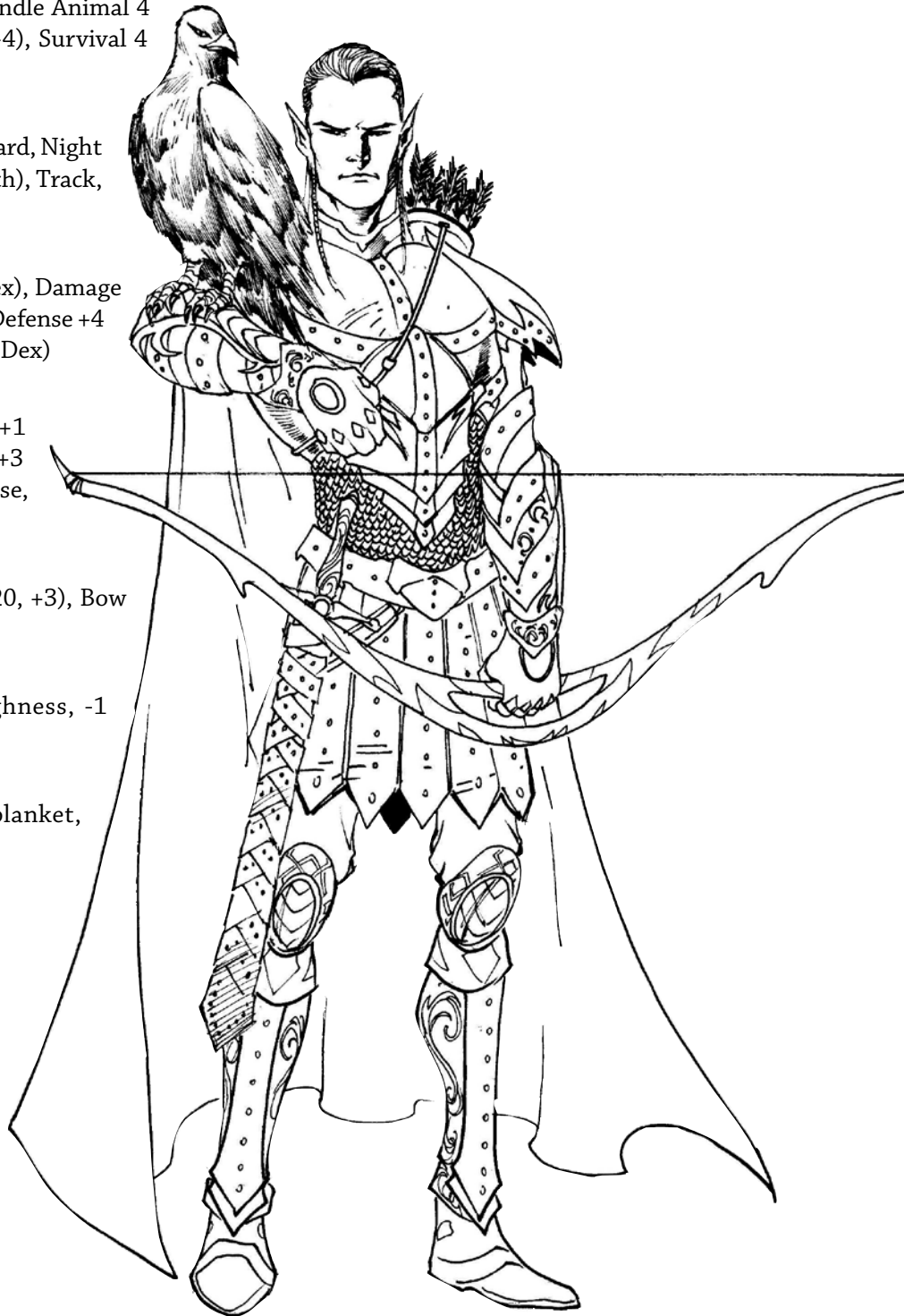
Combat: Attack +4 (+1 Base, +3 Dex), Damage +0 (unarmed) +3 (bow) +3 (sword), Defense +4 (+1 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +2 (+1 Con, +1 leather armor), Fortitude +3 (+2 Base, +1 Con), Reflex +3 (+0 Base, +3 Dex), Will +2 (+0 Base, +2 Wis)

Weapons: Sword (damage +3/19-20, +3), Bow (damage +3/20, +4)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope



TRUE20 FANTASY PATHS

ROGUE

Wherever coin jingles in purses, wherever treasure is locked away, wherever there are secrets to be discovered, there you will find the Rogue. Relying on an impressive set of skills, the Rogue laughingly dances with danger, always looking for the next score.

ADVENTURER

Although one would think that the Rogue adventures out of greed, one would be mistaken. The Rogue adventures for the thrill and challenge of it all; treasure, usually spent as quickly as it is “earned”, is just a way of keeping score. That’s not to say that the Rogue cannot get greedy, but it is a well-known saying that the Rogue that cannot walk away from it will be captured by it.

TEAM ROLE

The primary role of the Rogue is to serve as the scout of a team, working ahead of her less-skilled teammates to search out danger and opportunity. When the Rogue does encounter danger, especially combat, she does her best to avoid it unless the odds are obviously in her favor; the Rogue lets her teammates carry the brunt of combat, striking if and when opportunity presents itself. Although some might say this is not very heroic, the fact is that the Rogue is often a greater aid to her team when she focuses on things other than combat.

GAME INFORMATION

Abilities

The Rogue must be sharp both mentally and physically. A high Dexterity gives the Rogue her best chance of avoiding the myriad dangers adventuring life brings, a high Charisma opens doors and gains the trust of others, and a bit of Wisdom and Intelligence can help her discover those aforementioned dangers before they become a problem.

Expertise (Core Ability)

Befitting her status as an expert, the Rogue can spend a point of Conviction to gain 4 points in any skill, including skills in which the Rogue is not currently trained or that cannot be used untrained. These temporary skill ranks last for the duration of the scene and grant their normal benefits.

Reflex (Good Saving Throw)

The Rogue has Reflex as her good save

Suggested Skills

The following are suggested skills for the Rogue:

Acrobatics, Bluff, Climb, Disable Device, Disguise, Escape Artist, Gather Information, Jump, Knowledge (current events), Knowledge (streetwise) Language, Notice, Perform (any), Search, Sense Motive, Sleight of Hand, Stealth, Swim

Starting Feats

The Rogue has Armor Training (light), Defensive Roll, Light Sleeper, and Run as her starting feats.

ROGUE LEVEL PROGRESSION

Character Level	Role Level	Feats/Supernatural Powers
1	Expert 1st	Armor Training (light), Defensive Roll, Light Sleeper, Run
2	Expert 2nd	Evasion
3	Expert 3rd	Second Chance (trigger traps)
4	Expert 4th	Uncanny Dodge
5	Expert 5th	Defensive Roll (+2)
6	Expert 6th	Sneak Attack
7	Expert 7th	Lightning Reflexes
8	Expert 8th	Taunt
9	Expert 9th	Set-Up
10	Expert 10th	Defensive Roll (+3)
11	Expert 11th	Improved Evasion
12	Expert 12th	Sneak Attack (+3)
13	Expert 13th	Hide In Plain Sight
14	Expert 14th	Skill Mastery
15	Expert 15th	Defensive Roll (+4)
16	Expert 16th	Challenge
17	Expert 17th	Improvised Tools
18	Expert 18th	Sneak Attack (+4)
19	Expert 19th	Second Chance (mind control)
20	Expert 20th	Defensive Roll (+5)

HALFLING ROGUE, LEVEL 1

Role: Expert 1st

Size: Small

Reputation: +1

Background: Halfling

Speed: 20 ft.

Conviction: 3

Str -1

Dex +4

Con +0

Int +0

Wis +1

Cha +2

Skills: Bluff 4 (+6), Climb 4 (+5, +4 armor),
Escape Artist 4 (+8, +7 armor), Gather
Information 4 (+6), Jump 4 (+5, +4 armor),
Knowledge (streetwise) 4 (+4), Notice 4 (+7),
Stealth 4 (+14, +13 armor)

Feats: Armor Training (light), Defensive Roll,
Light Sleeper, Lucky^B, Run, Talented^B (Climb and
Jump), Talented^B (Notice and Stealth)

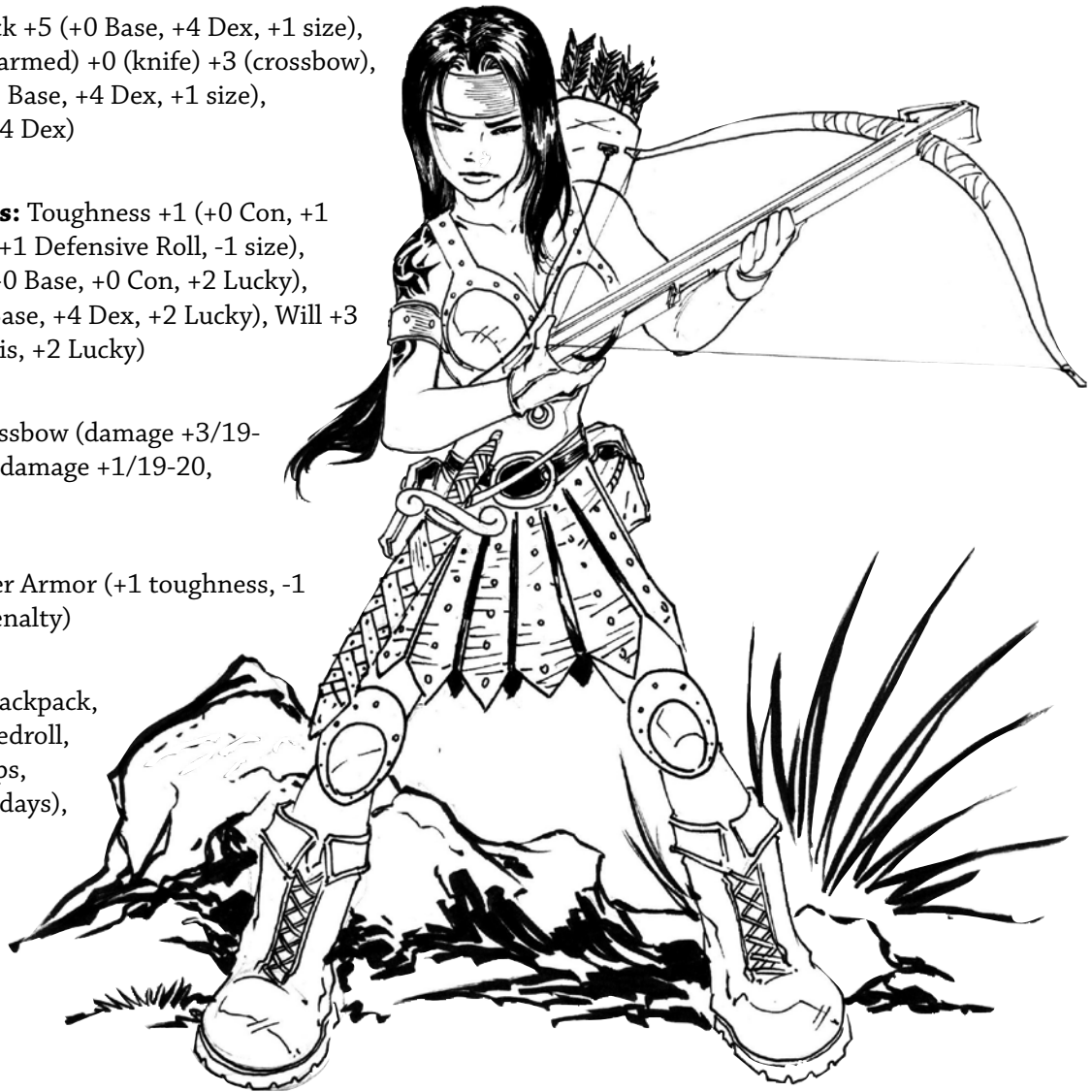
Combat: Attack +5 (+0 Base, +4 Dex, +1 size),
Damage -1 (unarmed) +0 (knife) +3 (crossbow),
Defense +5 (+0 Base, +4 Dex, +1 size),
Initiative +4 (+4 Dex)

Saving Throws: Toughness +1 (+0 Con, +1
leather armor, +1 Defensive Roll, -1 size),
Fortitude +2 (+0 Base, +0 Con, +2 Lucky),
Reflex +8 (+2 Base, +4 Dex, +2 Lucky), Will +3
(+0 Base, +1 Wis, +2 Lucky)

Weapons: Crossbow (damage +3/19-
20, +3), Knife (damage +1/19-20,
+3)

Armor: Leather Armor (+1 toughness, -1
armor check penalty)

Equipment: Backpack,
basic toolkit, bedroll,
blanket, caltrops,
trail rations (5 days),
50' rope



WIZARD

The Wizard, also known as Sorcerer or Mage, is a supreme wielder of a wide array of supernatural powers. Although beginning with only a few “tricks”, the Wizard can eventually traverse long distances in an instant, blast enemies with elemental force, or even become another creature.

ADVENTURER

The Wizard may adventure solely to increase his personal knowledge and power, seeking out loci and teachers of ancient powers as well as repositories of supernatural items. But he may also feel a responsibility to use his talents for the greater good, traveling the land seeking to protect those that cannot protect themselves; this does not mean that the Wizard ignores the acquisition of personal power; he seeks greater personal power not as an end in itself but as a means to better help others.

TEAM ROLE

The Wizard’s role changes through time, becoming progressively more important and valuable to his team as his powers grow both in scale and breadth. This may breed an arrogant attitude as the Wizard begins to see himself as “better” than his teammates, but usually he continues to realize that his personal success is inextricably intertwined with that of his teammates. Aside from being valuable in adventures, the presence of the Wizard almost inevitably means that both potential friends and enemies treat the team with greater respect.

GAME INFORMATION

Abilities

Intelligence and Wisdom are the foremost abilities required of the Wizard; Intelligence is vital for scholarship and the use of the Wizard’s powers while Wisdom helps the Wizard stave off fatigue from using his powers and increases his general awareness. After that, a robust Constitution allows the Wizard to deal with adventuring hazards while a decent Dexterity may allow the Wizard to avoid those hazards in the first place.

Intelligence (Key Ability)

The Wizard uses Intelligence as the key ability of his supernatural powers.

The Talent (Core Ability)

Befitting his status as an adept, the Wizard can spend a point of Conviction to make one use of a supernatural power they do not possess. This works much like spending a Conviction point to emulate a feat. A Wizard with the Talent can also spend a Conviction point to eliminate any accumulated modifiers to fatigue saving throws for using powers.

Suggested Skills

The following are suggested skills for the Wizard: Concentration, Diplomacy, Knowledge (supernatural), Language, Notice, Sense Motive

Starting Feats & Powers

The Wizard has Enhanced Senses, Familiar, Light Shaping, and Second Sight as his starting feats and powers.

WIZARD LEVEL PROGRESSION

Character Level	Role Level	Feats/Supernatural Powers
1	Adept 1st	Enhanced Senses, Familiar, Light Shaping, Second Sight
2	Adept 2nd	Cold/Fire/Water/Wind Shaping
3	Adept 3rd	Elemental Weapon
4	Adept 4th	Enhance Ability
5	Adept 5th	Blink
6	Adept 6th	Elemental Blast
7	Adept 7th	Body Control
8	Adept 8th	Manipulate Object
9	Adept 9th	Elemental Resistance
10	Adept 10th	Iron Will
11	Adept 11th	Phase
12	Adept 12th	Widen Power (Elemental Blast)
13	Adept 13th	Flesh-Shaping
14	Adept 14th	Move Object
15	Adept 15th	Supernatural Focus (Elemental Blast)
16	Adept 16th	Scrying
17	Adept 17th	Teleport
18	Adept 18th	Empower
19	Adept 19th	Self-Shaping
20	Adept 20th	Apport

HUMAN WIZARD, LEVEL 1

Role: Adept 1st

Size: Medium

Reputation: +1

Background: Human

Speed: 30 ft.

Conviction: 3

Str +0

Dex +0

Con +1

Int +3

Wis +2

Cha +0

Skills: Bluff 4 (+4), Concentration 4 (+6), Diplomacy 4 (+4), Knowledge (supernatural) 4 (+7), Notice 4 (+6), Ride 4 (+4), Search 4 (+7), Sense Motive 4 (+6)

Feats: Dodge Focus, Familiar

Powers: (Intelligence-based, +7 bonus, Save Difficulty: 14): Enhanced Senses, Light Shaping, Second Sight

Combat: Attack +0 (+0 Base, +0 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +1 (+0 Base, +0 Dex, +1 Dodge Focus), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +1 (+0 Base, +1 Con), Reflex +0 (+0 Base, +0 Dex), Will +4 (+2 Base, +2 Wis)

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days)

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -4, Dex +2, Con +0, Int -4, Wis +1, Cha -2

Skills: Acrobatics 0 (+10), Climb 0 (+6), Jump 0 (+10), Notice 4 (+5), Stealth 0 (+14, +18 tall grass)

Feats: Night Vision^B

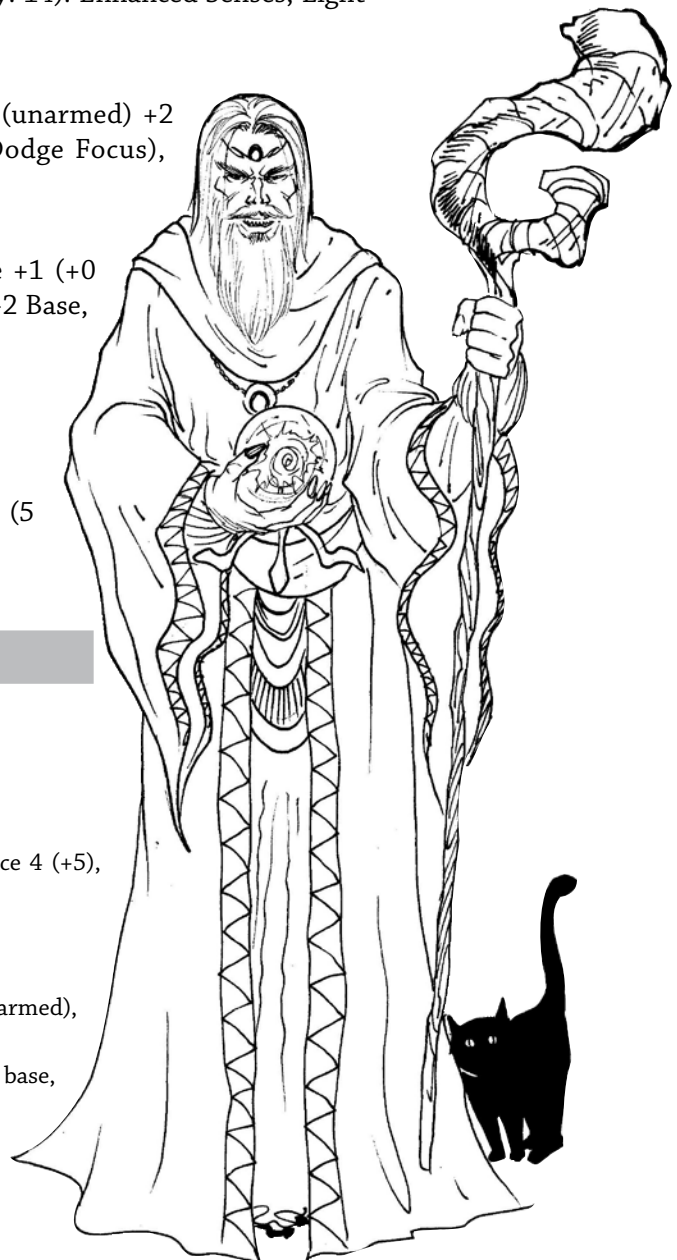
Traits: Scent

Combat: Attack +4 (+0 base, +2 Dex, +2 size), Damage -4 (unarmed), Defense +4 (+0 base, +2 Dex, +2 size), Initiative +2

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +2 (+2 base, +0 Con), Reflex +4 (+2 base, +2 Dex), Will +1 (+0 base, +1 Wis)

Special: Link, Share Power

Tricks: One trick of player's choice.



TRUE20 FANTASY PATHS

ASSASSIN PROGRESSION

1ST-LEVEL ASSASSIN

Role: Expert 1st

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +0, Cha +0

Skills: Acrobatics 4 (+7, +6 armor), Bluff 4 (+4), Disable Device 4 (+5), Jump 4 (+4, +3 armor), Knowledge (streetwise) 4 (+5), Notice 4 (+4), Search 4 (+5), Sense Motive 4 (+4), Stealth 4 (+7, +6 armor)

Feats: Armor Training (light), Light Sleeper, Sneak Attack, Weapon Training

Combat: Attack +3 (+0 Base, +3 Dex), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +3 (+0 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +2 (+0 Base, +2 Con), Reflex +5 (+2 Base, +3 Dex), Will +0 (+0 Base, +0 Wis)

Reputation: +1

Conviction: 3

Weapons: Sword (damage +3/19-20, +3), knife (damage +1/19-20, +3), sap (damage +2 non-lethal/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

2ND-LEVEL ASSASSIN

Role: Expert 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +0, Cha +0

Skills: Acrobatics 5 (+8, +7 armor), Bluff 4 (+4), Climb 4 (+4, +3 armor), Disable Device 4 (+5), Gather Information 2 (+2), Jump 4 (+4, +3 armor), Knowledge (streetwise) 4 (+5), Notice 5 (+5), Search 4 (+5), Sense Motive 4 (+4), Stealth 5 (+8, +7 armor)

Feats: Armor Training (light), Attack Focus (sword), Light Sleeper, Sneak Attack, Weapon Training

Combat: Attack +4 (+1 Base, +3 Dex) +5 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +4 (+1 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +2 (+0 Base, +2 Con), Reflex +6 (+3 Base, +3 Dex), Will +0 (+0 Base, +0 Wis)

Reputation: +1

Conviction: 3

Weapons: Sword (damage +3/19-20, +3), knife (damage +1/19-20, +3), sap (damage +2 non-lethal/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

3RD-LEVEL ASSASSIN

Role: Expert 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +0, Cha +0

Skills: Acrobatics 6 (+9, +8 armor), Bluff 4 (+4), Climb 5 (+5, +4 armor), Disable Device 4 (+5), Disguise 4 (+4), Gather Information 2 (+2), Jump 5 (+5, +4 armor), Knowledge (streetwise) 4 (+5), Notice 6 (+6), Search 4 (+5), Sense Motive 4 (+4), Stealth 6 (+9, +8 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Light Sleeper, Sneak Attack, Weapon Training

Combat: Attack +5 (+2 Base, +3 Dex) +6 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +5 (+2 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +3 (+1 Base, +2 Con), Reflex +6 (+3 Base, +3 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 4

Weapons: Sword (damage +3/19-20, +3), knife (damage +1/19-20, +3), sap (damage +2 non-lethal/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

4TH-LEVEL ASSASSIN

Role: Expert 4th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +0, Cha +0

Skills: Acrobatics 7 (+10, +9 armor), Bluff 5 (+5), Climb 5 (+5, +4 armor), Disable Device 5 (+6), Disguise 4 (+4), Gather Information 2 (+2), Jump 5 (+5, +4 armor), Knowledge (current events) 2 (+3), Knowledge (streetwise) 4 (+5), Notice 7 (+7), Search 4 (+5), Sense Motive 4 (+4), Stealth 7 (+10, +9 armor), Swim 2 (+2, +0 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Light Sleeper, Sneak Attack, Uncanny Dodge, Weapon Training

Combat: Attack +6 (+3 Base, +3 Dex) +7 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +6 (+3 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +3 (+1 Base, +2 Con), Reflex +7 (+4 Base, +3 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +2

Conviction: 4

Weapons: Sword (damage +3/19-20, +3), knife (damage +1/19-20, +3), sap (damage +2 non-lethal/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

5TH-LEVEL ASSASSIN

Role: Expert 5th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +0, Cha +0

Skills: Acrobatics 8 (+11, +10 armor), Bluff 5 (+5), Climb 5 (+5, +4 armor), Disable Device 5 (+6), Disguise 5 (+5), Escape Artist 4 (+7, +6 armor), Gather Information 2 (+2), Jump 5 (+5, +4 armor), Knowledge (current events) 2 (+3), Knowledge (streetwise) 4 (+5), Notice 8 (+8), Search 5 (+6), Sense Motive 4 (+4), Stealth 8 (+11, +10 armor), Swim 2 (+2, +0 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Light Sleeper, Sneak Attack (+3), Uncanny Dodge, Weapon Training

Combat: Attack +6 (+3 Base, +3 Dex) +7 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +6 (+3 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +3 (+1 Base, +2 Con), Reflex +7 (+4 Base, +3 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +2

Conviction: 5

Weapons: Sword (damage +3/19-20, +3), knife (damage +1/19-20, +3), sap (damage +2 non-lethal/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

6TH-LEVEL ASSASSIN

Role: Expert 6th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +0, Cha +1

Skills: Acrobatics 9 (+12, +11 armor), Bluff 5 (+6), Climb 5 (+5, +4 armor), Craft (poison making) 4 (+5), Disable Device 5 (+6), Disguise 5 (+6), Escape Artist 5 (+8, +7 armor), Gather Information 2 (+3), Jump 5 (+5, +4 armor), Knowledge (current events) 2 (+3), Knowledge (streetwise) 4 (+5), Notice 9 (+9), Search 5 (+6), Sense Motive 5 (+5), Stealth 9 (+12, +11 armor), Swim 2 (+2, +0 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Dodge Focus, Light Sleeper, Sneak Attack (+3), Uncanny Dodge, Weapon Training

Combat: Attack +7 (+4 Base, +3 Dex) +8 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +8 (+4 Base, +3 Dex, +1 Dodge Focus), Initiative +3 (+3 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +4 (+2 Base, +2 Con), Reflex +8 (+5 Base, +3 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +2

Conviction: 5

Weapons: Sword (damage +3/19-20, +3), Knife (damage +1/19-20, +3), sap (damage +2/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

7TH-LEVEL ASSASSIN

Role: Expert 7th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +0, Cha +1

Skills: Acrobatics 10 (+13, +12 armor), Bluff 5 (+6), Climb 5 (+5, +4 armor), Craft (poison making) 4 (+5), Disable Device 5 (+6), Disguise 5 (+6), Escape Artist 5 (+8, +7 armor), Gather Information 3 (+4), Intimidate 4 (+5), Jump 5 (+5, +4 armor), Knowledge (current events) 2 (+3), Knowledge (streetwise) 5 (+6), Notice 10 (+10), Search 5 (+6), Sense Motive 5 (+5), Stealth 10 (+13, +12 armor), Swim 2 (+2, +0 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Dodge Focus, Evasion, Light Sleeper, Sneak Attack (+3), Uncanny Dodge, Weapon Training

Combat: Attack +8 (+5 Base, +3 Dex) +9 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +9 (+5 Base, +3 Dex, +1 Dodge Focus), Initiative +3 (+3 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +4 (+2 Base, +2 Con), Reflex +8 (+5 Base, +3 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +2

Conviction: 6

Weapons: Sword (damage +3/19-20, +3), Knife (damage +1/19-20, +3), sap (damage +2/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

8TH-LEVEL ASSASSIN

Role: Expert 8th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +0, Cha +1

Skills: Acrobatics 11 (+14, +13 armor), Bluff 7 (+8), Climb 6 (+6, +5 armor), Craft (poison making) 4 (+5), Disable Device 5 (+6), Disguise 5 (+6), Escape Artist 5 (+8, +7 armor), Gather Information 3 (+4), Intimidate 4 (+5), Jump 6 (+6, +5 armor), Knowledge (current events) 2 (+3), Knowledge (streetwise) 5 (+6), Notice 11 (+11), Search 6 (+7), Sense Motive 5 (+5), Stealth 11 (+14, +13 armor), Swim 3 (+3, +1 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Dodge Focus, Evasion, Light Sleeper, Quick Draw, Sneak Attack (+3), Uncanny Dodge, Weapon Training

Combat: Attack +9 (+6 Base, +3 Dex) +10 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +10 (+6 Base, +3 Dex, +1 Dodge Focus), Initiative +3 (+3 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +4 (+2 Base, +2 Con), Reflex +9 (+6 Base, +3 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +3

Conviction: 6

Weapons: Sword (damage +3/19-20, +3), Knife (damage +1/19-20, +3), sap (damage +2/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

9TH-LEVEL ASSASSIN

Role: Expert 9th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +0, Cha +1

Skills: Acrobatics 12 (+15, +14 armor), Bluff 7 (+8), Climb 6 (+6, +5 armor), Craft (poison making) 5 (+6), Disable Device 6 (+7), Disguise 6 (+7), Escape Artist 6 (+9, +8 armor), Gather Information 4 (+5), Intimidate 4 (+5), Jump 6 (+6, +5 armor), Knowledge (current events) 2 (+3), Knowledge (streetwise) 5 (+6), Notice 12 (+12), Search 7 (+8), Sense Motive 5 (+5), Stealth 12 (+15, +14 armor), Swim 3 (+3, +1 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Defensive Roll, Dodge Focus, Evasion, Light Sleeper, Quick Draw, Sneak Attack (+3), Uncanny Dodge, Weapon Training

Combat: Attack +9 (+6 Base, +3 Dex) +10 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +10 (+6 Base, +3 Dex, +1 Dodge Focus), Initiative +3 (+3 Dex)

Saving Throws: Toughness +4 (+2 Con, +1 leather armor, +1 Defensive Roll), Fortitude +5 (+3 Base, +2 Con), Reflex +9 (+6 Base, +3 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +3

Conviction: 7

Weapons: Sword (damage +3/19-20, +3), Knife (damage +1/19-20, +3), sap (damage +2/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

10TH-LEVEL ASSASSIN

Role: Expert 10th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +0, Cha +1

Skills: Acrobatics 13 (+16, +15 armor), Bluff 8 (+9), Climb 6 (+6, +5 armor), Craft (poison making) 5 (+6), Disable Device 6 (+7), Disguise 7 (+8), Escape Artist 6 (+9, +8 armor), Gather Information 4 (+5), Intimidate 4 (+5), Jump 6 (+6, +5 armor), Knowledge (current events) 3 (+4), Knowledge (streetwise) 5 (+6), Notice 13 (+13), Search 8 (+9), Sense Motive 6 (+6), Stealth 13 (+16, +15 armor), Swim 4 (+4, +2 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Defensive Roll, Dodge Focus, Evasion, Light Sleeper, Quick Draw, Sneak Attack (+4), Uncanny Dodge, Weapon Training

Combat: Attack +10 (+7 Base, +3 Dex) +11 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +11 (+7 Base, +3 Dex, +1 Dodge Focus), Initiative +3 (+3 Dex)

Saving Throws: Toughness +4 (+2 Con, +1 leather armor, +1 Defensive Roll), Fortitude +5 (+3 Base, +2 Con), Reflex +10 (+7 Base, +3 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +3

Conviction: 7

Weapons: Sword (damage +3/19-20, +3), Knife (damage +1/19-20, +3), sap (damage +2/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

11TH-LEVEL ASSASSIN

Role: Expert 11th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +0, Cha +1

Skills: Acrobatics 14 (+17, +15 armor), Bluff 8 (+9), Climb 7 (+7, +5 armor), Craft (poison making) 5 (+6), Disable Device 6 (+7), Disguise 7 (+8), Escape Artist 7 (+10, +8 armor), Gather Information 4 (+5), Intimidate 4 (+5), Jump 7 (+7, +5 armor), Knowledge (current events) 3 (+4), Knowledge (streetwise) 5 (+6), Notice 14 (+14), Search 9 (+10), Sense Motive 7 (+7), Stealth 14 (+17, +15 armor), Swim 5 (+5, +1 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Defensive Roll, Dodge Focus, Evasion, Light Sleeper, Move-By Action, Quick Draw, Sneak Attack (+4), Uncanny Dodge, Weapon Training

Combat: Attack +11 (+8 Base, +3 Dex) +12 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +12 (+8 Base, +3 Dex, +1 Dodge Focus), Initiative +3 (+3 Dex)

Saving Throws: Toughness +5 (+2 Con, +2 studded leather armor, +1 Defensive Roll), Fortitude +5 (+3 Base, +2 Con), Reflex +10 (+7 Base, +3 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +3

Conviction: 8

Weapons: Sword (damage +3/19-20, +3), Knife (damage +1/19-20, +3), sap (damage +2/20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

12TH-LEVEL ASSASSIN

Role: Expert 12th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +2, Int +1, Wis +0, Cha +1

Skills: Acrobatics 15 (+19, +17 armor), Bluff 9 (+10), Climb 7 (+7, +5 armor), Craft (poison making) 6 (+7), Disable Device 7 (+8), Disguise 8 (+9), Escape Artist 8 (+12, +10 armor), Gather Information 4 (+5), Intimidate 4 (+5), Jump 7 (+7, +5 armor), Knowledge (current events) 3 (+4), Knowledge (streetwise) 5 (+6), Notice 15 (+15), Search 10 (+11), Sense Motive 7 (+7), Stealth 15 (+19, +17 armor), Swim 5 (+5, +1 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Defensive Roll, Dodge Focus (+2), Evasion, Light Sleeper, Move-By Action, Quick Draw, Sneak Attack (+4), Uncanny Dodge, Weapon Training

Combat: Attack +13 (+9 Base, +4 Dex) +14 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +15 (+9 Base, +4 Dex, +2 Dodge Focus), Initiative +4 (+4 Dex)

Saving Throws: Toughness +5 (+2 Con, +2 studded leather armor, +1 Defensive Roll), Fortitude +6 (+4 Base, +2 Con), Reflex +12 (+8 Base, +4 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +4

Conviction: 8

Weapons: Sword (damage +3/19-20, +3), Knife (damage +1/19-20, +3), sap (damage +2/20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

13TH-LEVEL ASSASSIN

Role: Expert 13th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +2, Int +1, Wis +0, Cha +1

Skills: Acrobatics 16 (+20, +18 armor), Bluff 10 (+11), Climb 7 (+7, +5 armor), Craft (poison making) 6 (+7), Disable Device 8 (+9), Disguise 9 (+10), Escape Artist 8 (+12, +10 armor), Gather Information 5 (+6), Intimidate 5 (+6), Jump 8 (+8, +6 armor), Knowledge (current events) 3 (+4), Knowledge (streetwise) 5 (+6), Notice 16 (+16), Search 10 (+11), Sense Motive 7 (+7), Stealth 16 (+20, +18 armor), Swim 5 (+5, +1 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Defensive Roll, Dodge Focus (+2), Evasion, Light Sleeper, Lightning Reflexes, Move-By Action, Quick Draw, Sneak Attack (+4), Uncanny Dodge, Weapon Training

Combat: Attack +13 (+9 Base, +4 Dex) +14 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +15 (+9 Base, +4 Dex, +2 Dodge Focus), Initiative +4 (+4 Dex)

Saving Throws: Toughness +5 (+2 Con, +2 studded leather armor, +1 Defensive Roll), Fortitude +6 (+4 Base, +2 Con), Reflex +14 (+8 Base, +4 Dex, +2 Lightning Reflexes), Will +4 (+4 Base, +0 Wis)

Reputation: +4

Conviction: 9

Weapons: Sword (damage +3/19-20, +3), Knife (damage +1/19-20, +3), sap (damage +2/20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

14TH-LEVEL ASSASSIN

Role: Expert 14th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +2, Int +1, Wis +0, Cha +1

Skills: Acrobatics 17 (+21, +19 armor), Bluff 10 (+11), Climb 7 (+7, +5 armor), Craft (poison making) 6 (+7), Disable Device 9 (+10), Disguise 10 (+11), Escape Artist 9 (+13, +11 armor), Gather Information 5 (+6), Intimidate 5 (+6), Jump 9 (+9, +7 armor), Knowledge (current events) 3 (+4), Knowledge (streetwise) 5 (+6), Notice 17 (+17), Search 10 (+11), Sense Motive 9 (+9), Stealth 17 (+21, +19 armor), Swim 5 (+5, +1 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Defensive Roll, Dodge Focus (+2), Evasion, Light Sleeper, Lightning Reflexes, Master Plan, Move-By Action, Quick Draw, Sneak Attack (+4), Uncanny Dodge, Weapon Training

Combat: Attack +14 (+10 Base, +4 Dex) +15 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +16 (+10 Base, +4 Dex, +2 Dodge Focus), Initiative +4 (+4 Dex)

Saving Throws: Toughness +5 (+2 Con, +2 studded leather armor, +1 Defensive Roll), Fortitude +6 (+4 Base, +2 Con), Reflex +15 (+9 Base, +4 Dex+2, Lightning Reflexes), Will +4 (+4 Base, +0 Wis)

Reputation: +4

Conviction: 9

Weapons: Sword (damage +3/19-20, +3), Knife (damage +1/19-20, +3), sap (damage +2/20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

15TH-LEVEL ASSASSIN

Role: Expert 15th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +2, Int +1, Wis +0, Cha +1

Skills: Acrobatics 18 (+22, +20 armor), Bluff 10 (+11), Climb 8 (+8, +6 armor), Craft (poison making) 7 (+8), Disable Device 10 (+11), Disguise 10 (+11), Escape Artist 9 (+13, +11 armor), Gather Information 6 (+7), Intimidate 6 (+7), Jump 10 (+10, +8 armor), Knowledge (current events) 3 (+4), Knowledge (streetwise) 5 (+6), Notice 18 (+18), Search 10 (+11), Sense Motive 9 (+9), Stealth 18 (+22, +20 armor), Swim 5 (+5, +1 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Defensive Roll, Dodge Focus (+2), Evasion, Light Sleeper, Lightning Reflexes, Master Plan, Move-By Action, Quick Draw, Sneak Attack (+5), Uncanny Dodge, Weapon Training

Combat: Attack +15 (+11 Base, +4 Dex) +16 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +17 (+11 Base, +4 Dex, +2 Dodge Focus), Initiative +4 (+4 Dex)

Saving Throws: Toughness +5 (+2 Con, +2 studded leather armor, +1 Defensive Roll), Fortitude +7 (+5 Base, +2 Con), Reflex +15 (+9 Base, +4 Dex, +2 Lightning Reflexes), Will +5 (+5 Base, +0 Wis)

Reputation: +4

Conviction: 10

Weapons: Sword (damage +3/19-20, +3), Knife (damage +1/19-20, +3), sap (damage +2/20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

16TH-LEVEL ASSASSIN

Role: Expert 16th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +2, Int +1, Wis +0, Cha +1

Skills: Acrobatics 19 (+23, +21 armor), Bluff 10 (+11), Climb 9 (+9, +7 armor), Craft (poison making) 8 (+9), Disable Device 10 (+11), Disguise 10 (+11), Escape Artist 10 (+14, +12 armor), Gather Information 6 (+7), Intimidate 6 (+7), Jump 10 (+10, +8 armor), Knowledge (current events) 4 (+5), Knowledge (streetwise) 7 (+8), Notice 19 (+19), Search 10 (+11), Sense Motive 9 (+9), Stealth 19 (+23, +21 armor), Swim 5 (+5, +1 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Defensive Roll, Dodge Focus (+2), Evasion, Hide in Plain Sight, Light Sleeper, Lightning Reflexes, Master Plan, Move-By Action, Quick Draw, Sneak Attack (+5), Uncanny Dodge, Weapon Training

Combat: Attack +16 (+12 Base, +4 Dex) +17 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +18 (+12 Base, +4 Dex, +2 Dodge Focus), Initiative +4 (+4 Dex)

Saving Throws: Toughness +5 (+2 Con, +2 studded leather armor, +1 Defensive Roll), Fortitude +7 (+5 Base, +2 Con), Reflex +16 (+10 Base, +4 Dex, +2 Lightning Reflexes), Will +5 (+5 Base, +0 Wis)

Reputation: +5

Conviction: 10

Weapons: Sword (damage +3/19-20, +3), Knife (damage +1/19-20, +3), sap (damage +2/20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

17TH-LEVEL ASSASSIN

Role: Expert 17th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +2, Int +1, Wis +0, Cha +1

Skills: Acrobatics 20 (+24, +22 armor), Bluff 10 (+11), Climb 10 (+10, +8 armor), Craft (poison making) 9 (+10), Disable Device 10 (+11), Disguise 10 (+11), Escape Artist 10 (+14, +12 armor), Gather Information 7 (+8), Intimidate 7 (+8), Jump 10 (+10, +8 armor), Knowledge (current events) 5 (+6), Knowledge (streetwise) 7 (+8), Notice 20 (+20), Search 10 (+11), Sense Motive 10 (+10), Stealth 20 (+24, +22 armor), Swim 5 (+5, +1 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Blind-Fight, Defensive Roll, Dodge Focus (+2), Evasion, Hide in Plain Sight, Light Sleeper, Lightning Reflexes, Master Plan, Move-By Action, Quick Draw, Sneak Attack (+5), Uncanny Dodge, Weapon Training

Combat: Attack +16 (+12 Base, +4 Dex) +17 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +18 (+12 Base, +4 Dex, +2 Dodge Focus), Initiative +4 (+4 Dex)

Saving Throws: Toughness +5 (+2 Con, +2 studded leather armor, +1 Defensive Roll), Fortitude +7 (+5 Base, +2 Con), Reflex +16 (+10 Base, +4 Dex, +2 Lightning Reflexes), Will +5 (+5 Base, +0 Wis)

Reputation: +5

Conviction: 11

Weapons: Sword (damage +3/19-20, +3), Knife (damage +1/19-20, +3), sap (damage +2/20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

18TH-LEVEL ASSASSIN

Role: Expert 18th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +2, Int +1, Wis +0, Cha +2

Skills: Acrobatics 21 (+25, +23 armor), Bluff 12 (+14), Climb 10 (+10, +8 armor), Craft (poison making) 10 (+11), Disable Device 10 (+11), Disguise 10 (+12), Escape Artist 10 (+14, +12 armor), Gather Information 8 (+10), Intimidate 8 (+10), Jump 10 (+10, +8 armor), Knowledge (current events) 5 (+6), Knowledge (streetwise) 7 (+8), Notice 21 (+21), Search 11 (+12), Sense Motive 10 (+10), Stealth 21 (+25, +23 armor), Swim 5 (+5, +1 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Blind-Fight, Defensive Roll, Dodge Focus (+3), Evasion, Hide in Plain Sight, Light Sleeper, Lightning Reflexes, Master Plan, Move-By Action, Quick Draw, Sneak Attack (+5), Uncanny Dodge, Weapon Training

Combat: Attack +17 (+13 Base, +4 Dex) +18 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +20 (+13 Base, +4 Dex, +3 Dodge Focus), Initiative +4 (+4 Dex)

Saving Throws: Toughness +5 (+2 Con, +2 studded leather armor, +1 Defensive Roll), Fortitude +8 (+6 Base, +2 Con), Reflex +17 (+11 Base, +4 Dex, +2 Lightning Reflexes), Will +5 (+5 Base, +0 Wis)

Reputation: +5

Conviction: 11

Weapons: Sword (damage +3/19-20, +3), Knife (damage +1/19-20, +3), sap (damage +2/20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

19TH-LEVEL ASSASSIN

Role: Expert 19th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +2, Int +1, Wis +0, Cha +2

Skills: Acrobatics 22 (+26, +24 armor), Bluff 14 (+16), Climb 10 (+10, +8 armor), Craft (poison making) 10 (+11), Disable Device 11 (+12), Disguise 10 (+12), Escape Artist 10 (+14, +12 armor), Gather Information 10 (+12), Intimidate 8 (+10), Jump 10 (+10, +8 armor), Knowledge (current events) 5 (+6), Knowledge (streetwise) 7 (+8), Notice 22 (+22), Search 12 (+13), Sense Motive 10 (+10), Stealth 22 (+26, +24 armor), Swim 5 (+5, +1 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Blind-Fight, Defensive Roll (+2), Dodge Focus (+3), Evasion, Hide in Plain Sight, Light Sleeper, Lightning Reflexes, Master Plan, Move-By Action, Quick Draw, Sneak Attack (+5), Uncanny Dodge, Weapon Training

Combat: Attack +18 (+14 Base, +4 Dex) +19 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +21 (+14 Base, +4 Dex, +3 Dodge Focus), Initiative +4 (+4 Dex)

Saving Throws: Toughness +6 (+2 Con, +2 studded leather armor, +2 Defensive Roll), Fortitude +8 (+6 Base, +2 Con), Reflex +17 (+11 Base, +4 Dex, +2 Lightning Reflexes), Will +5 (+5 Base, +0 Wis)

Reputation: +5

Conviction: 12

Weapons: Sword (damage +3/19-20, +3), Knife (damage +1/19-20, +3), sap (damage +2/20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

20TH-LEVEL ASSASSIN

Role: Expert 20th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +2, Int +1, Wis +0, Cha +2

Skills: Acrobatics 23 (+27, +25 armor), Bluff 15 (+17), Climb 10 (+10, +8 armor), Craft (poison making) 10 (+11), Disable Device 14 (+15), Disguise 10 (+12), Escape Artist 10 (+14, +12 armor), Gather Information 10 (+12), Intimidate 8 (+10), Jump 10 (+10, +8 armor), Knowledge (current events) 5 (+6), Knowledge (streetwise) 7 (+8), Notice 23 (+23), Search 14 (+15), Sense Motive 10 (+10), Stealth 23 (+27, +25 armor), Swim 5 (+5, +1 armor)

Feats: Armor Training (light), Assessment, Attack Focus (sword), Blind-Fight, Crippling Strike, Defensive Roll (+2), Dodge Focus (+3), Evasion, Hide in Plain Sight, Light Sleeper, Lightning Reflexes, Master Plan, Move-By Action, Quick Draw, Sneak Attack (+5), Uncanny Dodge, Weapon Training

Combat: Attack +19 (+15 Base, +4 Dex) +20 (sword), Damage +0 (unarmed) +3 (sword) +1 (knife) +2 (sap), Defense +22 (+15 Base, +4 Dex, +3 Dodge Focus), Initiative +4 (+4 Dex)

Saving Throws: Toughness +6 (+2 Con, +2 studded leather armor, +2 Defensive Roll), Fortitude +8 (+6 Base, +2 Con), Reflex +18 (+12 Base, +4 Dex, +2 Lightning Reflexes), Will +5 (+5 Base, +0 Wis)

Reputation: +6

Conviction: 12

Weapons: Sword (damage +3/19-20, +3), Knife (damage +1/19-20, +3), sap (damage +2/20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, caltrops, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

BARBARIAN PROGRESSION

1ST-LEVEL BARBARIAN

Role: Warrior 1st

Size: Medium

Speed: 40 ft.

Abilities: Str +2, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 4 (+6, +5 armor), Intimidate 4 (+4), Jump 4 (+6, +5 armor), Survival 4 (+4)

Feats: Armor Training (light), Improved Speed, Rage, Weapon Training

Combat: Attack +2 (+1 Base, +1 Dex), Damage +2 (unarmed) +5 (warhammer) +3 (knife), Defense +2 (+1 Base, +1 Dex)
Parry +3 (+1 Base, +2 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +4 (+3 Con, +1 leather armor), Fortitude +5 (+2 Base, +3 Con), Reflex +1 (+0 Base, +1 Dex),
Will +0 (+0 Base, +0 Wis)

Reputation: +0

Conviction: 3

Weapons: Warhammer (damage +3/20, +4), knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

2ND-LEVEL BARBARIAN

Role: Warrior 2nd

Size: Medium

Speed: 40 ft.

Abilities: Str +2, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 5 (+7, +6 armor), Intimidate 5 (+5), Jump 4 (+6, +5 armor), Survival 4 (+4), Swim 2 (+4, +2 armor)

Feats: Armor Training (light), Improved Speed, Rage, Uncanny Dodge, Weapon Training

Combat: Attack +3 (+2 Base, +1 Dex), Damage +2 (unarmed) +5 (warhammer) +3 (knife), Defense +3 (+2 Base, +1 Dex)
Parry +4 (+2 Base, +2 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +4 (+3 Con, +1 leather armor), Fortitude +6 (+3 Base, +3 Con), Reflex +1 (+0 Base, +1 Dex),
Will +0 (+0 Base, +0 Wis)

Reputation: +0

Conviction: 3

Weapons: Warhammer (damage +3/20, +4), knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

3RD-LEVEL BARBARIAN

Role: Warrior 3rd

Size: Medium

Speed: 40 ft.

Abilities: Str +2, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 5 (+7, +6 armor), Intimidate 6 (+6), Jump 5 (+7, +6 armor), Ride 2 (+3), Survival 4 (+4), Swim 2 (+4, +2 armor)

Feats: Armor Training (light), Improved Speed, Rage, Tough, Uncanny Dodge, Weapon Training

Combat: Attack +4 (+3 Base, +1 Dex), Damage +2 (unarmed) +5 (warhammer) +3 (knife), Defense +4 (+3 Base, +1 Dex) Parry +5 (+3 Base, +2 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +5 (+3 Con, +1 leather armor, +1 Tough), Fortitude +6 (+3 Base, +3 Con), Reflex +2 (+1 Base, +1 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 4

Weapons: Warhammer (damage +3/20, +4), knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

4TH-LEVEL BARBARIAN

Role: Warrior 4th

Size: Medium

Speed: 40 ft.

Abilities: Str +2, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 5 (+7, +6 armor), Intimidate 7 (+7), Jump 5 (+7, +6 armor), Ride 2 (+3), Survival 7 (+7), Swim 2 (+4, +2 armor)

Feats: Armor Training (light), Improved Speed, Rage (10 rounds), Tough, Uncanny Dodge, Weapon Training

Combat: Attack +5 (+4 Base, +1 Dex), Damage +2 (unarmed) +5 (warhammer) +3 knife, Defense +5 (+4 Base, +1 Dex) Parry +6 (+4 Base, +2 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +5 (+3 Con, +1 leather armor, +1 Tough), Fortitude +7 (+4 Base, +3 Con), Reflex +2 (+1 Base, +1 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 4

Weapons: Warhammer (damage +3/20, +4), knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

5TH-LEVEL BARBARIAN

Role: Warrior 5th

Size: Medium

Speed: 40 ft.

Abilities: Str +2, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 5 (+7, +6 armor), Intimidate 7 (+7), Jump 5 (+7, +6 armor), Notice 4 (+4), Ride 2 (+3), Survival 7 (+7), Swim 2 (+4, +2 armor)

Feats: All-Out Attack, Armor Training (light), Improved Speed, Rage (10 rounds), Tough, Uncanny Dodge, Weapon Training

Combat: Attack +6 (+5 Base, +1 Dex), Damage +2 (unarmed) +5 (warhammer) +3 (knife), Defense +6 (+5 Base, +1 Dex) Parry +7 (+5 Base, +2 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +5 (+3 Con, +1 leather armor, +1 Tough), Fortitude +7 (+4 Base, +3 Con), Reflex +2 (+1 Base, +1 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 5

Weapons: Warhammer (damage +3/20, +4), knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

6TH-LEVEL BARBARIAN

Role: Warrior 6th

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 5 (+8, +7 armor), Intimidate 9 (+9), Jump 5 (+8, +7 armor), Notice 6 (+6), Ride 2 (+3), Survival 7 (+7), Swim 2 (+5, +3 armor)

Feats: All-Out Attack, Armor Training (light), Endurance, Improved Speed, Rage (10 rounds), Tough, Uncanny Dodge, Weapon Training

Combat: Attack +7 (+6 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer) +4 (knife), Defense +7 (+6 Base, +1 Dex) Parry +9 (+6 Base, +3 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +5 (+3 Con, +1 leather armor, +1 Tough), Fortitude +8 (+5 Base, +3 Con), Reflex +3 (+2 Base, +1 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +1

Conviction: 5

Weapons: Warhammer (damage +3/20, +4), knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

7TH-LEVEL BARBARIAN

Role: Warrior 7th

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 5 (+8, +6 armor), Handle Animal 4 (+4), Intimidate 9 (+9), Jump 5 (+8, +6 armor), Notice 6 (+6), Ride 2 (+3), Survival 7 (+7), Swim 2 (+5, +1 armor)

Feats: All-Out Attack, Armor Training (light), Endurance, Improved Speed, Rage (10 rounds), Tough (+2), Uncanny Dodge, Weapon Training

Combat: Attack +8 (+7 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer) +4 (knife), Defense +8 (+7 Base, +1 Dex) Parry +10 (+7 Base, +3 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +7 (+3 Con, +2 studded leather armor, +2 Tough), Fortitude +8 (+5 Base, +3 Con), Reflex +3 (+2 Base, +1 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +2

Conviction: 6

Weapons: Warhammer (damage +3/20, +4), knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

8TH-LEVEL BARBARIAN

Role: Warrior 8th

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+9, +7 armor), Handle Animal 4 (+4), Intimidate 11 (+11), Jump 5 (+8, +6 armor), Notice 6 (+6), Ride 3 (+4), Survival 7 (+7), Swim 2 (+5, +1 armor)

Feats: All-Out Attack, Armor Training (light), Endurance, Improved Speed, Rage (+3/10 rounds), Tough (+2), Uncanny Dodge, Weapon Training

Combat: Attack +9 (+8 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer) +4 (knife), Defense +9 (+8 Base, +1 Dex) Parry +11 (+8 Base, +3 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +7 (+3 Con, +2 studded leather armor, +2 Tough), Fortitude +9 (+6 Base, +3 Con), Reflex +3 (+2 Base, +1 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +2

Conviction: 6

Weapons: Warhammer (damage +3/20, +4), knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

9TH-LEVEL BARBARIAN

Role: Warrior 9th

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+9, +7 armor), Handle Animal 4 (+4), Intimidate 11 (+11), Jump 5 (+8, +6 armor), Notice 10 (+10), Ride 3 (+4), Survival 7 (+7), Swim 2 (+5, +1 armor)

Feats: All-Out Attack, Armor Training (light), Cleave, Endurance, Improved Speed, Rage (+3/10 rounds), Tough (+2), Uncanny Dodge, Weapon Training

Combat: Attack +10 (+9 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer) +4 (knife), Defense +10 (+9 Base, +1 Dex) Parry +12 (+9 Base, +3 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +7 (+3 Con, +2 studded leather armor, +2 Tough), Fortitude +9 (+6 Base, +3 Con), Reflex +4 (+3 Base, +1 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +2

Conviction: 7

Weapons: Warhammer (damage +3/20, +4), knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

10TH-LEVEL BARBARIAN

Role: Warrior 10th

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+9, +7 armor), Handle Animal 4 (+4), Intimidate 13 (+13), Jump 5 (+8, +6 armor), Notice 10 (+10), Ride 5 (+6), Survival 7 (+7), Swim 2 (+5, +1 armor)

Feats: All-Out Attack, Armor Training (light), Cleave, Endurance, Improved Speed, Rage (+3/10 rounds), Second Chance (trigger traps), Tough (+2), Uncanny Dodge, Weapon Training

Combat: Attack +11 (+10 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer) +4 (knife), Defense +11 (+10 Base, +1 Dex) Parry +13 (+10 Base, +3 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +7 (+3 Con, +2 studded leather armor, +2 Tough), Fortitude +10 (+7 Base, +3 Con), Reflex +4 (+3 Base, +1 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +2

Conviction: 7

Weapons: Warhammer (damage +3/20, +4), knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

11TH-LEVEL BARBARIAN

Role: Warrior 11th

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+9, +7 armor), Handle Animal 4 (+4), Intimidate 13 (+13), Jump 5 (+8, +6 armor), Notice 10 (+10), Ride 5 (+6), Survival 11 (+11), Swim 2 (+5, +1 armor)

Feats: All-Out Attack, Armor Training (light), Cleave, Endurance, Improved Speed, Rage (+3/10 rounds), Second Chance (trigger traps), Tough (+3), Uncanny Dodge, Weapon Training

Combat: Attack +12 (+11 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer) +4 (knife), Defense +12 (+11 Base, +1 Dex) Parry +14 (+11 Base, +3 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +8 (+3 Con, +2 studded leather armor, +3 Tough), Fortitude +10 (+7 Base, +3 Con), Reflex +4 (+3 Base, +1 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +3

Conviction: 8

Weapons: Warhammer (damage +3/20, +4), knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

12TH-LEVEL BARBARIAN

Role: Warrior 12th

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +4, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+9, +7 armor), Handle Animal 4 (+4), Intimidate 15 (+15), Jump 5 (+8, +6 armor), Notice 12 (+12), Ride 5 (+6), Survival 11 (+11), Swim 2 (+5, +1 armor)

Feats: All-Out Attack, Armor Training (light), Cleave, Endurance, Improved Speed, Rage (+3/15 rounds), Second Chance (trigger traps), Tough (+3), Uncanny Dodge, Weapon Training

Combat: Attack +13 (+12 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer) +4 (knife), Defense +13 (+12 Base, +1 Dex) Parry +15 (+12 Base, +3 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +9 (+4 Con, +2 studded leather armor, +3 Tough), Fortitude +12 (+8 Base, +4 Con), Reflex +5 (+4 Base, +1 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +3

Conviction: 8

Weapons: Warhammer (damage +3/20, +4), knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

13TH-LEVEL BARBARIAN

Role: Warrior 13th

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +4, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+9, +7 armor), Handle Animal 4 (+4), Intimidate 15 (+15), Jump 9 (+12, +10 armor), Notice 12 (+12), Ride 5 (+6), Survival 11 (+11), Swim 2 (+5, +1 armor)

Feats: All-Out Attack, Armor Training (light), Cleave, Endurance, Improved Critical (warhammer), Improved Speed, Rage (+3/15 rounds), Second Chance (trigger traps), Tough (+3), Uncanny Dodge, Weapon Training

Combat: Attack +14 (+13 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer) +4 (knife), Defense +14 (+13 Base, +1 Dex) Parry +16 (+13 Base, +3 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +9 (+4 Con, +2 studded leather armor, +3 Tough), Fortitude +12 (+8 Base, +4 Con), Reflex +5 (+4 Base, +1 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +3

Conviction: 9

Weapons: Warhammer (damage +3/19-20, +4), knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

14TH-LEVEL BARBARIAN

Role: Warrior 14th

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +4, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+9, +7 armor), Handle Animal 4 (+4), Intimidate 15 (+15), Jump 9 (+12, +10 armor), Notice 12 (+12), Ride 5 (+6), Search 4 (+4), Survival 11 (+11), Swim 2 (+5, +1 armor)

Feats: All-Out Attack, Armor Training (light), Cleave, Endurance, Improved Critical (warhammer), Improved Speed, Rage (+3/15 rounds), Second Chance (trigger traps), Tireless, Tough (+3), Uncanny Dodge, Weapon Training

Combat: Attack +15 (+14 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer) +4 (knife), Defense +15 (+14 Base, +1 Dex) Parry +17 (+14 Base, +3 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +9 (+4 Con, +2 studded leather armor, +3 Tough), Fortitude +13 (+9 Base, +4 Con), Reflex +5 (+4 Base, +1 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +3

Conviction: 9

Weapons: Warhammer (damage +3/19-20, +4), knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

15TH-LEVEL BARBARIAN

Role: Warrior 15th

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +4, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+9, +7 armor), Handle Animal 4 (+4), Intimidate 18 (+18), Jump 9 (+12, +10 armor), Notice 12 (+12), Ride 5 (+6), Search 4 (+4), Survival 11 (+11), Swim 3 (+6, +2 armor)

Feats: All-Out Attack, Armor Training (light), Cleave, Endurance, Improved Critical (warhammer), Improved Speed, Rage (+3/15 rounds), Second Chance (trigger traps), Tireless, Tough (+4), Uncanny Dodge, Weapon Training

Combat: Attack +16 (+15 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer) +4 (knife), Defense +16 (+15 Base, +1 Dex) Parry +18 (+15 Base, +3 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +10 (+4 Con, +2 studded leather armor, +4 Tough), Fortitude +13 (+9 Base, +4 Con), Reflex +6 (+5 Base, +1 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +4

Conviction: 10

Weapons: Warhammer (damage +3/19-20, +4), knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

16TH-LEVEL BARBARIAN

Role: Warrior 16th

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +4, Int +0, Wis +0, Cha +0

Skills: Climb 8 (+11, +9 armor), Handle Animal 4 (+4), Intimidate 18 (+18), Jump 9 (+12, +10 armor), Notice 12 (+12), Ride 5 (+6), Search 6 (+6), Survival 11 (+11), Swim 3 (+6, +2 armor)

Feats: All-Out Attack, Armor Training (light), Cleave, Endurance, Improved Critical (warhammer), Improved Speed, Rage (+4/15 rounds), Second Chance (trigger traps), Tireless, Tough (+4), Uncanny Dodge, Weapon Training

Combat: Attack +17 (+16 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer) +4 knife, Defense +17 (+16 Base, +1 Dex) Parry +19 (+16 Base, +3 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +10 (+4 Con, +2 studded leather armor, +4 Tough), Fortitude +14 (+10 Base, +4 Con), Reflex +6 (+5 Base, +1 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +4

Conviction: 10

Weapons: Warhammer (damage +3/19-20, +4), knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

17TH-LEVEL BARBARIAN

Role: Warrior 17th

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +4, Int +0, Wis +0, Cha +0

Skills: Climb 8 (+11, +9 armor), Handle Animal 4 (+4), Intimidate 20 (+20), Jump 9 (+12, +10 armor), Notice 12 (+12), Ride 7 (+8), Search 6 (+6), Survival 11 (+11), Swim 3 (+6, +2 armor)

Feats: All-Out Attack, Armor Training (light), Cleave, Endurance, Improved Critical (warhammer), Improved Speed, Iron Will, Rage (+4/15 rounds), Second Chance (trigger traps), Tireless, Tough (+4), Uncanny Dodge, Weapon Training

Combat: Attack +18 (+17 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer) +4 (knife), Defense +18 (+17 Base, +1 Dex) Parry +20 (+17 Base, +3 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +10 (+4 Con, +2 studded leather armor, +4 Tough), Fortitude +14 (+10 Base, +4 Con), Reflex +6 (+5 Base, +1 Dex), Will +7 (+5 Base, +0 Wis, +2 Iron Will)

Reputation: +4

Conviction: 11

Weapons: Warhammer (damage +3/19-20, +4), knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

18TH-LEVEL BARBARIAN

Role: Warrior 18th

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +5, Int +0, Wis +0, Cha +0

Skills: Climb 8 (+11, +9 armor), Handle Animal 4 (+4), Intimidate 20 (+20), Jump 9 (+12, +10 armor), Notice 12 (+12), Ride 7 (+8), Search 6 (+6), Survival 15 (+15), Swim 3 (+6, +2 armor)

Feats: All-Out Attack, Armor Training (light), Cleave, Endurance, Great Cleave, Improved Critical (warhammer), Improved Speed, Iron Will, Rage (+4/15 rounds), Second Chance (trigger traps), Tireless, Tough (+4), Uncanny Dodge, Weapon Training

Combat: Attack +19 (+18 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer) +4 (knife), Defense +19 (+18 Base, +1 Dex) Parry +21 (+18 Base, +3 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +11 (+5 Con, +2 studded leather armor, +4 Tough), Fortitude +16 (+11 Base, +5 Con), Reflex +7 (+6 Base, +1 Dex), Will +8 (+6 Base, +0 Wis, +2 Iron Will)

Reputation: +4

Conviction: 11

Weapons: Warhammer (damage +3/19-20, +4), knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

19TH-LEVEL BARBARIAN

Role: Warrior 19th

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +5, Int +0, Wis +0, Cha +0

Skills: Climb 10 (+13, +11 armor), Handle Animal 4 (+4), Intimidate 22 (+22), Jump 9 (+12, +10 armor), Notice 12 (+12), Ride 7 (+8), Search 6 (+6), Survival 15 (+15), Swim 3 (+6, +2 armor)

Feats: All-Out Attack, Armor Training (light), Cleave, Endurance, Great Cleave, Improved Critical (warhammer), Improved Speed, Iron Will, Rage (+4/15 rounds), Second Chance (trigger traps), Tireless, Tough (+5), Uncanny Dodge, Weapon Training

Combat: Attack +20 (+19 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer) +4 (knife), Defense +20 (+19 Base, +1 Dex) Parry +22 (+19 Base, +3 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +12 (+5 Con, +2 studded leather armor, +5 Tough), Fortitude +16 (+11 Base, +5 Con), Reflex +7 (+6 Base, +1 Dex), Will +8 (+6 Base, +0 Wis, +2 Iron Will)

Reputation: +4

Conviction: 12

Weapons: Warhammer (damage +3/19-20, +4), knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

20TH-LEVEL BARBARIAN

Role: Warrior 20th

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +5, Int +0, Wis +0, Cha +0

Skills: Climb 10 (+13, +11 armor), Handle Animal 4 (+4), Intimidate 22 (+22), Jump 9 (+12, +10 armor), Notice 12 (+12), Ride 10 (+11), Search 7 (+7), Survival 15 (+15), Swim 3 (+6, +2 armor)

Feats: All-Out Attack, Armor Training (light), Cleave, Endurance, Great Cleave, Improved Critical (warhammer), Improved Speed, Iron Will, Rage (+4/20 rounds), Second Chance (trigger traps), Tireless, Tough (+5), Uncanny Dodge, Weapon Training

Combat: Attack +21 (+20 Base, +1 Dex), Damage +3 (unarmed) +6 (warhammer) +4 (knife), Defense +21 (+20 Base, +1 Dex) Parry +23 (+20 Base, +3 Str), Initiative +1 (+1 Dex)

Saving Throws: Toughness +12 (+5 Con, +2 studded leather armor, +5 Tough), Fortitude +17 (+12 Base, +5 Con), Reflex +7 (+6 Base, +1 Dex), Will +8 (+6 Base, +0 Wis, +2 Iron Will)

Reputation: +4

Conviction: 12

Weapons: Warhammer (damage +3/19-20, +4), knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, horse, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

BARD PROGRESSION

1ST-LEVEL BARD

Role: Expert 1st

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +3

Skills: Bluff 4 (+7), Concentration 4 (+6), Diplomacy 4 (+7), Gather Information 4 (+7), Knowledge (current events) 4 (+5), Knowledge (history) 4 (+5), Notice 4 (+6), Perform (stringed instruments) 4 (+7), Sense Motive 4 (+6)

Feats: Armor Training (light), Attractive, Eidetic Memory, Inspire

Combat: Attack +0 (+0 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +0 (+0 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +0 (+0 Base, +0 Con), Reflex +0 (+0 Base, +0 Dex), Will +4 (+2 Base, +2 Wis)

Reputation: +1

Conviction: 3

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

2ND-LEVEL BARD

Role: Expert 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +3

Skills: Bluff 4 (+7), Concentration 5 (+7), Diplomacy 5 (+8), Gather Information 5 (+8), Knowledge (current events) 5 (+6), Knowledge (history) 4 (+5), Knowledge (popular culture) 4 (+5), Notice 4 (+6), Perform (stringed instruments) 5 (+8), Sense Motive 4 (+6)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire

Combat: Attack +1 (+1 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +1 (+1 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +0 (+0 Base, +0 Con), Reflex +0 (+0 Base, +0 Dex), Will +5 (+3 Base, +2 Wis)

Reputation: +1

Conviction: 3

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

3RD-LEVEL BARD

Role: Expert 2nd/Adept 1st

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +3

Skills: Bluff 4 (+7), Concentration 6 (+8), Diplomacy 5 (+8), Gather Information 6 (+9), Knowledge (current events) 5 (+6), Knowledge (history) 5 (+6), Knowledge (popular culture) 4 (+5), Perform (stringed instruments) 6 (+9), Notice 4 (+6), Sense Motive 5 (+7)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire

Powers: (Charisma-based, +7 bonus, Save Difficulty: 14): Light Shaping

Combat: Attack +1 (+1 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +1 (+1 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +0 (+0 Base, +0 Con), Reflex +0 (+0 Base, +0 Dex), Will +5 (+3 Base, +2 Wis)

Reputation: +2

Conviction: 4

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

4TH-LEVEL BARD

Role: Expert 3rd/Adept 1st

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +3

Skills: Bluff 4 (+7), Concentration 7 (+9), Diplomacy 6 (+9), Gather Information 7 (+10), Knowledge (current events) 5 (+6), Knowledge (history) 5 (+6), Knowledge (popular culture) 5 (+6), Notice 4 (+6), Perform (singing) 4 (+7), Perform (stringed instruments) 7 (+10), Sense Motive 5 (+7),

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 2

Powers: (Charisma-based, +7 bonus, Save Difficulty: 14): Light Shaping

Combat: Attack +2 (+2 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +2 (+2 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +1 (+1 Base, +0 Con), Reflex +1 (+1 Base, +0 Dex), Will +5 (+3 Base, +2 Wis)

Reputation: +2

Conviction: 4

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

5TH-LEVEL BARD

Role: Expert 4th/Adept 1st

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +3

Skills: Bluff 5 (+8), Concentration 8 (+10), Diplomacy 6 (+9), Disguise 1 (+4), Gather Information 8 (+11), Knowledge (current events) 6 (+7), Knowledge (history) 5 (+6), Knowledge (popular culture) 5 (+6), Notice 4 (+6), Perform (singing) 6 (+9), Perform (stringed instruments) 8 (+11), Sense Motive 6 (+8),

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 2, Taunt

Powers: (Charisma-based, +7 bonus, Save Difficulty: 14): Light Shaping

Combat: Attack +3 (+3 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +3 (+3 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +1 (+1 Base, +0 Con), Reflex +1 (+1 Base, +0 Dex), Will +6 (+4 Base, +2 Wis)

Reputation: +3

Conviction: 5

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

6TH-LEVEL BARD

Role: Expert 4th/Adept 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +4

Skills: Bluff 5 (+9), Concentration 9 (+11), Diplomacy 6 (+10), Disguise 2 (+5), Gather Information 9 (+13), Knowledge (current events) 6 (+7), Knowledge (history) 5 (+6), Knowledge (popular culture) 5 (+6), Notice 4 (+6), Perform (singing) 8 (+12), Perform (stringed instruments) 9 (+13), Sense Motive 6 (+8)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 2, Taunt

Powers: (Charisma-based, +9 bonus, Save Difficulty: 15): Heart Reading, Light Shaping

Combat: Attack +4 (+4 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +4 (+4 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +1 (+1 Base, +0 Con), Reflex +1 (+1 Base, +0 Dex), Will +7 (+5 Base, +2 Wis)

Reputation: +3

Conviction: 5

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

7TH-LEVEL BARD

Role: Expert 5th/Adept 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +4

Skills: Bluff 6 (+10), Concentration 10 (+12), Diplomacy 6 (+10), Disguise 2 (+5), Gather Information 10 (+14), Knowledge (current events) 6 (+7), Knowledge (history) 6 (+7), Knowledge (popular culture) 5 (+6), Notice 4 (+6), Perform (singing) 10 (+14), Perform (stringed instruments) 10 (+14), Sense Motive 7 (+9)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 3, Taunt

Powers: (Charisma-based, +9 bonus, Save Difficulty: 15): Heart Reading, Light Shaping

Combat: Attack +4 (+4 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +4 (+4 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +1 (+1 Base, +0 Con), Reflex +1 (+1 Base, +0 Dex), Will +7 (+5 Base, +2 Wis)

Reputation: +3

Conviction: 6

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

8TH-LEVEL BARD

Role: Expert 6th/Adept 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +4

Skills: Bluff 7 (+11), Concentration 11 (+13), Diplomacy 7 (+11), Disguise 2 (+5), Gather Information 11 (+15), Knowledge (current events) 6 (+7), Knowledge (history) 6 (+7), Knowledge (popular culture) 6 (+7), Notice 4 (+6), Perform (singing) 11 (+15), Perform (stringed instruments) 11 (+15), Sense Motive 7 (+9), Swim 2 (+2, +0 armor)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 3, Suggestion (Perform), Taunt

Powers: (Charisma-based, +9 bonus, Save Difficulty: 15): Heart Reading, Light Shaping

Combat: Attack +5 (+5 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +5 (+5 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +2 (+2 Base, +0 Con), Reflex +2 (+2 Base, +0 Dex), Will +8 (+6 Base, +2 Wis)

Reputation: +3

Conviction: 6

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

9TH-LEVEL BARD

Role: Expert 6th/Adept 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +4

Skills: Bluff 7 (+11), Concentration 12 (+14), Diplomacy 7 (+11), Disguise 3 (+7), Gather Information 12 (+16), Knowledge (current events) 6 (+7), Knowledge (history) 6 (+7), Knowledge (popular culture) 6 (+7), Notice 4 (+6), Perform (singing) 12 (+16), Perform (stringed instruments) 12 (+16), Sense Motive 7 (+9), Swim 2 (+2, +0 armor)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 3, Suggestion (Perform), Taunt

Powers: (Charisma-based, +10 bonus, Save Difficulty: 16): Heart Reading, Heart Shaping, Light Shaping

Combat: Attack +5 (+5 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +5 (+5 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +3 (+3 Base, +0 Con), Reflex +3 (+3 Base, +0 Dex), Will +8 (+6 Base, +2 Wis)

Reputation: +3

Conviction: 7

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

10TH-LEVEL BARD

Role: Expert 7th/Adept 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +4

Skills: Bluff 8 (+12), Concentration 13 (+15), Diplomacy 8 (+12), Disguise 4 (+8), Gather Information 13 (+17), Knowledge (current events) 7 (+8), Knowledge (history) 6 (+7), Knowledge (popular culture) 6 (+7), Notice 4 (+6), Perform (singing) 13 (+17), Perform (stringed instruments) 13 (+17), Sense Motive 8 (+10), Swim 2 (+2, +0 armor)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 4, Suggestion (Perform), Taunt

Powers: (Charisma-based, +10 bonus, Save Difficulty: 16): Heart Reading, Heart Shaping, Light Shaping

Combat: Attack +6 (+6 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +6 (+6 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +3 (+3 Base, +0 Con), Reflex +3 (+3 Base, +0 Dex), Will +8 (+6 Base, +2 Wis)

Reputation: +3

Conviction: 7

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

11TH-LEVEL BARD

Role: Expert 8th/Adept 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +4

Skills: Bluff 8 (+12), Concentration 14 (+16), Diplomacy 8 (+12), Disguise 5 (+9), Gather Information 14 (+18), Knowledge (current events) 7 (+8), Knowledge (history) 7 (+8), Knowledge (popular culture) 7 (+8), Notice 4 (+6), Perform (singing) 14 (+18), Perform (stringed instruments) 14 (+18), Sense Motive 8 (+10), Sleight of Hand 2 (+2, +1 armor), Swim 2 (+2, +0 armor)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 4, Suggestion (Perform), Taunt, Well-Informed

Powers: (Charisma-based, +10 bonus, Save Difficulty: 16): Heart Reading, Heart Shaping, Light Shaping

Combat: Attack +7 (+7 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +7 (+7 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +3 (+3 Base, +0 Con), Reflex +3 (+3 Base, +0 Dex), Will +9 (+7 Base, +2 Wis)

Reputation: +3

Conviction: 8

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

12TH-LEVEL BARD

Role: Expert 8th/Adept 4th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +5

Skills: Bluff 8 (+13), Concentration 15 (+17), Diplomacy 8 (+13), Disguise 5 (+10), Gather Information 15 (+20), Knowledge (current events) 8 (+9), Knowledge (history) 7 (+8), Knowledge (popular culture) 7 (+8), Notice 4 (+6), Perform (singing) 15 (+20), Perform (stringed instruments) 15 (+20), Sense Motive 8 (+10), Sleight of Hand 2 (+2, +1 armor), Swim 2 (+2, +0 armor)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 4, Suggestion (Perform), Taunt, Well-Informed

Powers: (Charisma-based, +12 bonus, Save Difficulty: 17): Heart Reading, Heart Shaping, Light Shaping, Suggestion

Combat: Attack +8 (+8 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +8 (+8 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +3 (+3 Base, +0 Con), Reflex +3 (+3 Base, +0 Dex), Will +10 (+8 Base, +2 Wis)

Reputation: +5

Conviction: 8

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

13TH-LEVEL BARD

Role: Expert 9th/Adept 4th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +5

Skills: Bluff 10 (+15), Concentration 16 (+18), Diplomacy 10 (+15), Disguise 5 (+10), Gather Information 16 (+21), Knowledge (current events) 8 (+9), Knowledge (history) 7 (+8), Knowledge (popular culture) 7 (+8), Notice 5 (+7), Perform (singing) 16 (+21), Perform (stringed instruments) 16 (+21), Sense Motive 8 (+10), Sleight of Hand 2 (+2, +1 armor), Swim 2 (+2, +0 armor)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 5, Suggestion (Perform), Taunt, Well-Informed

Powers: (Charisma-based, +12 bonus, Save Difficulty: 17): Heart Reading, Heart Shaping, Light Shaping, Suggestion

Combat: Attack +8 (+8 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +8 (+8 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +4 (+4 Base, +0 Con), Reflex +4 (+4 Base, +0 Dex), Will +10 (+8 Base, +2 Wis)

Reputation: +5

Conviction: 9

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

14TH-LEVEL BARD

Role: Expert 10th/Adept 4th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +5

Skills: Bluff 10 (+15), Concentration 17 (+19), Diplomacy 10 (+15), Disguise 6 (+11), Gather Information 17 (+22), Knowledge (current events) 8 (+9), Knowledge (history) 8 (+9), Knowledge (popular culture) 8 (+9), Notice 5 (+7), Perform (singing) 17 (+22), Perform (stringed instruments) 17 (+22), Sense Motive 10 (+12), Sleight of Hand 2 (+2, +1 armor), Swim 2 (+2, +0 armor)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 5, Set-Up, Suggestion (Perform), Taunt, Well-Informed

Powers: (Charisma-based, +12 bonus, Save Difficulty: 17): Heart Reading, Heart Shaping, Light Shaping, Suggestion

Combat: Attack +9 (+9 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +9 (+9 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +4 (+4 Base, +0 Con), Reflex +4 (+4 Base, +0 Dex), Will +11 (+9 Base, +2 Wis)

Reputation: +5

Conviction: 9

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

15TH-LEVEL BARD

Role: Expert 10th/Adept 5th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +5

Skills: Bluff 10 (+15), Concentration 18 (+20), Diplomacy 10 (+15), Disguise 6 (+11), Gather Information 18 (+23), Knowledge (current events) 8 (+9), Knowledge (history) 8 (+9), Knowledge (popular culture) 8 (+9), Notice 6 (+8), Perform (singing) 18 (+23), Perform (stringed instruments) 18 (+23), Sense Motive 10 (+12), Sleight of Hand 2 (+2, +1 armor), Swim 2 (+2, +0 armor)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 5, Set-Up, Suggestion (Perform), Taunt, Well-Informed

Powers: (Charisma-based, +13 bonus, Save Difficulty: 18): Heart Reading, Heart Shaping, Light Shaping, Object Reading, Suggestion

Combat: Attack +9 (+9 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +9 (+9 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +4 (+4 Base, +0 Con), Reflex +4 (+4 Base, +0 Dex), Will +11 (+9 Base, +2 Wis)

Reputation: +5

Conviction: 10

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

16TH-LEVEL BARD

Role: Expert 11th/Adept 5th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +5

Skills: Bluff 12 (+17), Concentration 19 (+21), Diplomacy 12 (+17), Disguise 6 (+11), Gather Information 19 (+24), Knowledge (current events) 8 (+9), Knowledge (history) 8 (+9), Knowledge (popular culture) 8 (+9), Notice 6 (+8), Perform (singing) 19 (+24), Perform (stringed instruments) 19 (+24), Sense Motive 11 (+13), Sleight of Hand 2 (+2, +1 armor), Swim 2 (+2, +0 armor)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 6, Set-Up, Suggestion (Perform), Taunt, Well-Informed

Powers: (Charisma-based, +13 bonus, Save Difficulty: 18): Heart Reading, Heart Shaping, Light Shaping, Object Reading, Suggestion

Combat: Attack +10 (+10 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +10 (+10 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+0 Con, +1 leather armor), Fortitude +4 (+4 Base, +0 Con), Reflex +4 (+4 Base, +0 Dex), Will +11 (+9 Base, +2 Wis)

Reputation: +5

Conviction: 10

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

17TH-LEVEL BARD

Role: Expert 12th/Adept 5th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +5

Skills: Bluff 12 (+17), Concentration 20 (+22), Diplomacy 12 (+17), Disguise 6 (+11), Gather Information 20 (+25), Knowledge (current events) 9 (+10), Knowledge (history) 8 (+9), Knowledge (popular culture) 8 (+9), Notice 6 (+8), Perform (singing) 20 (+25), Perform (stringed instruments) 20 (+25), Sense Motive 11 (+13), Sleight of Hand 4 (+4, +2 armor), Swim 4 (+4, +0 armor)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 6, Second Chance (Mental Control), Set-Up, Suggestion (Perform), Taunt, Well-Informed

Powers: (Charisma-based, +13 bonus, Save Difficulty: 18): Heart Reading, Heart Shaping, Light Shaping, Object Reading, Suggestion

Combat: Attack +11 (+11 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +11 (+11 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +2 (+0 Con, +2 studded leather armor), Fortitude +5 (+5 Base, +0 Con), Reflex +5 (+5 Base, +0 Dex), Will +12 (+10 Base, +2 Wis)

Reputation: +6

Conviction: 11

Weapons: Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

18TH-LEVEL BARD

Role: Expert 12th/Adept 6th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +1, Wis +2, Cha +5

Skills: Bluff 12 (+17), Concentration 21 (+23), Diplomacy 12 (+17), Disguise 6 (+11), Gather Information 21 (+26), Knowledge (current events) 9 (+10), Knowledge (history) 8 (+9), Knowledge (popular culture) 8 (+9), Notice 7 (+9), Perform (singing) 21 (+26), Perform (stringed instruments) 21 (+26), Sense Motive 11 (+13), Sleight of Hand 4 (+4, +2 armor), Swim 4 (+4, +0 armor)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 6, Second Chance (Mental Control), Set-Up, Suggestion (Perform), Taunt, Well-Informed

Powers: (Charisma-based, +14 bonus, Save Difficulty: 18): Heart Reading, Heart Shaping, Light Shaping, Object Reading, Scrying, Suggestion

Combat: Attack +12 (+12 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +12 (+12 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +3 (+1 Con, +2 studded leather armor), Fortitude +7 (+6 Base, +1 Con), Reflex +6 (+6 Base, +0 Dex), Will +13 (+11 Base, +2 Wis)

Reputation: +6

Conviction: 11

Weapons: Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

19TH-LEVEL BARD

Role: Expert 13th/Adept 6th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +1, Wis +2, Cha +5

Skills: Bluff 12 (+17), Concentration 22 (+24), Diplomacy 12 (+17), Disguise 6 (+11), Gather Information 22 (+27), Knowledge (current events) 10 (+11), Knowledge (history) 10 (+11), Knowledge (popular culture) 10 (+11), Notice 7 (+9), Perform (singing) 22 (+27), Perform (stringed instruments) 22 (+27), Sense Motive 11 (+13), Sleight of Hand 4 (+4, +2 armor), Swim 4 (+4, +0 armor)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 6, Second Chance (Mental Control), Set-Up, Skill Mastery (Bluff, Gather Information, Perform (singing), Perform (stringed instruments), Suggestion (Perform), Taunt, Well-Informed

Powers: (Charisma-based, +14 bonus, Save Difficulty: 18): Heart Reading, Heart Shaping, Light Shaping, Object Reading, Scrying, Suggestion

Combat: Attack +12 (+12 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +12 (+12 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +3 (+1 Con, +2 studded leather armor), Fortitude +7 (+6 Base, +1 Con), Reflex +6 (+6 Base, +0 Dex), Will +13 (+11 Base, +2 Wis)

Reputation: +6

Conviction: 12

Weapons: Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

20TH-LEVEL BARD

Role: Expert 14th/Adept 6th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +1, Wis +2, Cha +5

Skills: Bluff 13 (+18), Concentration 23 (+25), Diplomacy 13 (+18), Disguise 6 (+11), Gather Information 23 (+28), Knowledge (current events) 11 (+12), Knowledge (history) 11 (+12), Knowledge (popular culture) 11 (+12), Notice 7 (+9), Perform (singing) 23 (+28), Perform (stringed instruments) 23 (+28), Sense Motive 11 (+13), Sleight of Hand 4 (+4, +2 armor), Swim 4 (+4, +0 armor)

Feats: Armor Training (light), Attractive, Eidetic Memory, Fascinate (Perform), Inspire 6, Mass Suggestion, Second Chance (Mental Control), Set-Up, Skill Mastery (Bluff, Gather Information, Perform (singing), Perform (stringed instruments), Suggestion (Perform), Taunt, Well-Informed

Powers: (Charisma-based, +14 bonus, Save Difficulty: 18): Heart Reading, Heart Shaping, Light Shaping, Object Reading, Scrying, Suggestion

Combat: Attack +13 (+13 Base, +0 Dex), Damage +0 (unarmed) +1 (knife), Defense +13 (+13 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +3 (+1 Con, +2 studded leather armor), Fortitude +7 (+6 Base, +1 Con), Reflex +6 (+6 Base, +0 Dex), Will +14 (+12 Base, +2 Wis)

Reputation: +6

Conviction: 12

Weapons: Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, lute, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

CLERIC PROGRESSION

1ST-LEVEL CLERIC

Role: Adept 1st

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +2, Int +1, Wis +3, Cha +0

Skills: Concentration 4 (+7), Diplomacy 4 (+4), Knowledge (theology and philosophy) 4 (+5), Medicine 4 (+7), Notice 4 (+7)

Feats: Armor Training (light), Dedicated

Powers: (Wisdom-based, +7 bonus, Save Difficulty: 14): Cure, Second Sight

Combat: Attack +0 (+0 Base, +0 Dex), Damage +0 (unarmed) +2 (club), Defense +0 (+0 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +2 (+0 Base, +2 Con), Reflex +0 (+0 Base, +0 Dex), Will +5 (+2 Base, +3 Wis)

Reputation: +1

Conviction: 3

Weapons: Club (damage +2/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

2ND-LEVEL CLERIC

Role: Adept 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +2, Int +1, Wis +3, Cha +0

Skills: Concentration 5 (+8), Diplomacy 4 (+4), Knowledge (theology and philosophy) 4 (+5), Medicine 4 (+7), Notice 4 (+7), Sense Motive 4 (+7)

Feats: Armor Training (light), Dedicated

Powers: (Wisdom-based, +8 bonus, Save Difficulty: 14): Cure, Second Sight, Ward

Combat: Attack +1 (+1 Base, +0 Dex), Damage +0 (unarmed) +2 (club), Defense +1 (+1 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +2 (+0 Base, +2 Con), Reflex +0 (+0 Base, +0 Dex), Will +6 (+3 Base, +3 Wis)

Reputation: +1

Conviction: 3

Weapons: Club (damage +2/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

3RD-LEVEL CLERIC

Role: Adept 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +2, Int +1, Wis +3, Cha +0

Skills: Concentration 6 (+9), Diplomacy 4 (+4), Intimidate 2 (+2), Knowledge (theology and philosophy) 4 (+5), Medicine 4 (+7), Notice 5 (+8), Sense Motive 5 (+8)

Feats: Armor Training (light), Dedicated, Shield Training

Powers: (Wisdom-based, +9 bonus, Save Difficulty: 15): Cure, Second Sight, Ward

Combat: Attack +1 (+1 Base, +0 Dex), Damage +0 (unarmed) +2 (club), Defense +2 (+1 Base, +0 Dex, +1 small shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +3 (+1 Base, +2 Con), Reflex +1 (+1 Base, +0 Dex), Will +6 (+3 Base, +3 Wis)

Reputation: +1

Conviction: 4

Weapons: Club (damage +2/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty), Small Shield (+1 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

4TH-LEVEL CLERIC

Role: Adept 4th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +2, Int +1, Wis +3, Cha +0

Skills: Concentration 7 (+10), Diplomacy 6 (+6), Intimidate 2 (+2), Knowledge (supernatural) 2 (+3), Knowledge (theology and philosophy) 4 (+5), Medicine 4 (+7), Notice 5 (+8), Sense Motive 5 (+8)

Feats: Armor Training (light), Dedicated, Shield Training

Powers: (Wisdom-based, +10 bonus, Save Difficulty: 15): Cure, Second Sight, Truth-Reading, Ward

Combat: Attack +2 (+2 Base, +0 Dex), Damage +0 (unarmed) +2 (club), Defense +3 (+2 Base, +0 Dex, +1 small shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +3 (+1 Base, +2 Con), Reflex +1 (+1 Base, +0 Dex), Will +7 (+4 Base, +3 Wis)

Reputation: +2

Conviction: 4

Weapons: Club (damage +2/20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty), Small Shield (+1 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

5TH-LEVEL CLERIC

Role: Adept 5th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +2, Int +1, Wis +3, Cha +0

Skills: Concentration 8 (+11), Diplomacy 6 (+6), Intimidate 2 (+2), Knowledge (supernatural) 3 (+4), Knowledge (theology and philosophy) 5 (+6), Medicine 6 (+9), Notice 5 (+8), Sense Motive 5 (+8)

Feats: Armor Training (light), Armor Training (heavy), Dedicated, Shield Training

Powers: (Wisdom-based, +11 bonus, Save Difficulty: 16): Cure, Second Sight, Truth-Reading, Ward

Combat: Attack +2 (+2 Base, +0 Dex), Damage +0 (unarmed) +2 (club), Defense +3 (+2 Base, +0 Dex, +1 small shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +3 (+1 Base, +2 Con), Reflex +1 (+1 Base, +0 Dex), Will +7 (+4 Base, +3 Wis)

Reputation: +2

Conviction: 5

Weapons: Club (damage +2/20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty), Small Shield (+1 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

6TH-LEVEL CLERIC

Role: Adept 6th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +2, Int +1, Wis +4, Cha +0

Skills: Concentration 9 (+13), Diplomacy 6 (+6), Intimidate 3 (+3), Knowledge (supernatural) 3 (+4), Knowledge (theology and philosophy) 5 (+6), Medicine 7 (+11), Notice 5 (+9), Sense Motive 5 (+9), Search 2 (+3)

Feats: Armor Training (light), Armor Training (heavy), Dedicated, Shield Training

Powers: (Wisdom-based, +13 bonus, Save Difficulty: 17): Cure, Drain Vitality, Second Sight, Truth-Reading, Ward

Combat: Attack +3 (+3 Base, +0 Dex), Damage +0 (unarmed) +2 (club), Defense +4 (+3 Base, +0 Dex, +1 small shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +4 (+2 Base, +2 Con), Reflex +2 (+2 Base, +0 Dex), Will +9 (+5 Base, +4 Wis)

Reputation: +2

Conviction: 5

Weapons: Club (damage +2/20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty), Small Shield (+1 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

7TH-LEVEL CLERIC

Role: Adept 7th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +2, Int +1, Wis +4, Cha +0

Skills: Concentration 10 (+14), Diplomacy 7 (+7), Intimidate 3 (+3), Knowledge (supernatural) 3 (+4), Knowledge (theology and philosophy) 6 (+7), Medicine 7 (+11), Notice 6 (+10), Sense Motive 6 (+10), Search 2 (+3)

Feats: Armor Training (light), Armor Training (heavy), Attack Focus (club), Dedicated, Shield Training

Powers: (Wisdom-based, +14 bonus, Save Difficulty: 18): Cure, Drain Vitality, Second Sight, Truth-Reading, Ward

Combat: Attack +3 (+3 Base, +0 Dex) +4 (club), Damage +0 (unarmed) +2 (club), Defense +4 (+3 Base, +0 Dex, +1 small shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +4 (+2 Base, +2 Con), Reflex +2 (+2 Base, +0 Dex), Will +9 (+5 Base, +4 Wis)

Reputation: +2

Conviction: 6

Weapons: Club (damage +2/20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty), Small Shield (+1 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

8TH-LEVEL CLERIC

Role: Adept 8th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +2, Int +1, Wis +4, Cha +0

Skills: Concentration 11 (+15), Diplomacy 7 (+7), Intimidate 4 (+4), Knowledge (supernatural) 4 (+5), Knowledge (theology and philosophy) 6 (+7), Medicine 8 (+12), Notice 7 (+11), Sense Motive 6 (+10), Search 2 (+3)

Feats: Armor Training (light), Armor Training (heavy), Attack Focus (club), Dedicated, Shield Training

Powers: (Wisdom-based, +15 bonus, Save Difficulty: 18): Combat Sense, Cure, Drain Vitality, Second Sight, Truth-Reading, Ward

Combat: Attack +4 (+4 Base, +0 Dex) +5 (club), Damage +0 (unarmed) +2 (club), Defense +5 (+4 Base, +0 Dex, +1 small shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +4 (+2 Base, +2 Con), Reflex +2 (+2 Base, +0 Dex), Will +10 (+6 Base, +4 Wis)

Reputation: +3

Conviction: 6

Weapons: Club (damage +2/20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty), Small Shield (+1 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

9TH-LEVEL CLERIC

Role: Adept 9th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +2, Int +1, Wis +4, Cha +0

Skills: Concentration 12 (+16), Diplomacy 7 (+7), Intimidate 4 (+4), Knowledge (supernatural) 4 (+5), Knowledge (theology and philosophy) 6 (+7), Medicine 9 (+13), Notice 7 (+11), Sense Motive 7 (+11), Search 4 (+5)

Feats: Armor Training (light), Armor Training (heavy), Attack Focus (club), Dedicated, Improved Defense, Shield Training

Powers: (Wisdom-based, +16 bonus, Save Difficulty: 19): Combat Sense, Cure, Drain Vitality, Second Sight, Truth-Reading, Ward

Combat: Attack +4 (+4 Base, +0 Dex) +5 (club), Damage +0 (unarmed) +2 (club), Defense +5 (+4 Base, +0 Dex, +1 small shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +5 (+3 Base, +2 Con), Reflex +3 (+3 Base, +0 Dex), Will +10 (+6 Base, +4 Wis)

Reputation: +3

Conviction: 7

Weapons: Club (damage +2/20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty), Small Shield (+1 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

10TH-LEVEL CLERIC

Role: Adept 10th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +2, Int +1, Wis +4, Cha +0

Skills: Concentration 13 (+17), Diplomacy 8 (+8), Intimidate 4 (+4), Knowledge (supernatural) 5 (+6), Knowledge (theology and philosophy) 7 (+8), Medicine 10 (+14), Notice 7 (+11), Sense Motive 7 (+11), Search 4 (+5)

Feats: Armor Training (light), Armor Training (heavy), Attack Focus (club), Dedicated, Improved Defense, Iron Will, Shield Training

Powers: (Wisdom-based, +17 bonus, Save Difficulty: 19): Combat Sense, Cure, Drain Vitality, Second Sight, Truth-Reading, Ward

Combat: Attack +5 (+5 Base, +0 Dex) +6 (club), Damage +0 (unarmed) +2 (club), Defense +7 (+5 Base, +0 Dex, +2 medium shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +5 (+3 Base, +2 Con), Reflex +3 (+3 Base, +0 Dex), Will +13 (+7 Base, +4 Wis, +2 Iron Will)

Reputation: +3

Conviction: 7

Weapons: Club (damage +2/20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

11TH-LEVEL CLERIC

Role: Adept 11th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +2, Int +1, Wis +4, Cha +0

Skills: Concentration 14 (+18), Diplomacy 8 (+8), Intimidate 4 (+4), Knowledge (supernatural) 6 (+7), Knowledge (theology and philosophy) 8 (+9), Medicine 11 (+15), Notice 8 (+12), Sense Motive 7 (+11), Search 4 (+5)

Feats: All-Out Attack, Armor Training (light), Armor Training (heavy), Attack Focus (club), Dedicated, Improved Defense, Iron Will, Shield Training

Powers: (Wisdom-based, +18 bonus, Save Difficulty: 20): Combat Sense, Cure, Drain Vitality, Second Sight, Truth-Reading, Ward

Combat: Attack +5 (+5 Base, +0 Dex) +6 (club), Damage +0 (unarmed) +2 (club), Defense +7 (+5 Base, +0 Dex, +2 medium shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +5 (+3 Base, +2 Con), Reflex +3 (+3 Base, +0 Dex), Will +13 (+7 Base, +4 Wis, +2 Iron Will)

Reputation: +3

Conviction: 8

Weapons: Club (damage +2/20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty), Medium Shield (+2 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

12TH-LEVEL CLERIC

Role: Adept 12th

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +2, Int +1, Wis +4, Cha +0

Skills: Concentration 15 (+22), Diplomacy 8 (+8), Intimidate 5 (+5), Knowledge (supernatural) 6 (+7), Knowledge (theology and philosophy) 8 (+9), Medicine 12 (+16), Notice 8 (+12), Sense Motive 8 (+12), Search 5 (+6)

Feats: All-Out Attack, Armor Training (light), Armor Training (heavy), Attack Focus (club), Dedicated, Improved Defense, Iron Will, Shield Training, Skill Focus (Concentration)

Powers: (Wisdom-based, +19 bonus, Save Difficulty: 20): Combat Sense, Cure, Drain Vitality, Second Sight, Truth-Reading, Ward

Combat: Attack +6 (+6 Base, +0 Dex) +7 (club), Damage +1 (unarmed) +3 (club), Defense +8 (+6 Base, +0 Dex, +2 medium shield) Parry +9 (+6 Base, +1 Str, +2 medium shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +6 (+4 Base, +2 Con), Reflex +4 (+4 Base, +0 Dex), Will +14 (+8 Base, +4 Wis, +2 Iron Will)

Reputation: +4

Conviction: 8

Weapons: Club (damage +2/20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty), Medium Shield (+2 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

13TH-LEVEL CLERIC

Role: Adept 13th

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +2, Int +1, Wis +4, Cha +0

Skills: Concentration 16 (+23), Diplomacy 9 (+9), Intimidate 5 (+5), Knowledge (supernatural) 6 (+7), Knowledge (theology and philosophy) 9 (+10), Medicine 13 (+17), Notice 9 (+13), Sense Motive 8 (+12), Search 5 (+6)

Feats: All-Out Attack, Armor Training (light), Armor Training (heavy), Attack Focus (club), Dedicated, Improved Defense (+8), Iron Will, Shield Training, Skill Focus (Concentration)

Powers: (Wisdom-based, +20 bonus, Save Difficulty: 21): Combat Sense, Cure, Drain Vitality, Second Sight, Truth-Reading, Ward

Combat: Attack +6 (+6 Base, +0 Dex) +7 (club), Damage +1 (unarmed) +3 (club), Defense +8 (+6 Base, +0 Dex, +2 medium shield) Parry +9 (+6 Base, +1 Str, +2 medium shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +6 (+2 Con, +4 breastplate), Fortitude +6 (+4 Base, +2 Con), Reflex +4 (+4 Base, +0 Dex), Will +14 (+8 Base, +4 Wis, +2 Iron Will)

Reputation: +4

Conviction: 9

Weapons: Club (damage +2/20, +3)

Armor: Breastplate (+4 toughness, -4 armor check penalty), Medium Shield (+2 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

14TH-LEVEL CLERIC

Role: Adept 14th

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +2, Int +1, Wis +4, Cha +0

Skills: Concentration 17 (+24), Diplomacy 10 (+10), Intimidate 5 (+5), Knowledge (supernatural) 7 (+8), Knowledge (theology and philosophy) 9 (+10), Medicine 14 (+18), Notice 9 (+13), Sense Motive 8 (+12), Search 6 (+7)

Feats: All-Out Attack, Armor Training (light), Armor Training (heavy), Attack Focus (club), Dedicated, Improved Defense (+8), Iron Will, Shield Training, Skill Focus (Concentration)

Powers: (Wisdom-based, +21 bonus, Save Difficulty: 21): Combat Sense, Cure, Drain Vitality, Second Sight, Truth-Reading, Visions, Ward

Combat: Attack +7 (+7 Base, +0 Dex) +8 (club), Damage +1 (unarmed) +3 (club), Defense +9 (+7 Base, +0 Dex, +2 medium shield) Parry +10 (+7 Base, +1 Str, +2 medium shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +6 (+2 Con, +4 breastplate), Fortitude +6 (+4 Base, +2 Con), Reflex +4 (+4 Base, +0 Dex), Will +15 (+9 Base, +4 Wis, +2 Iron Will)

Reputation: +4

Conviction: 9

Weapons: Club (damage +2/20, +3)

Armor: Breastplate (+4 toughness, -4 armor check penalty), Medium Shield (+2 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

15TH-LEVEL CLERIC

Role: Adept 15th

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +2, Int +1, Wis +4, Cha +0

Skills: Concentration 18 (+25), Diplomacy 11 (+11), Intimidate 5 (+5), Knowledge (supernatural) 7 (+8), Knowledge (theology and philosophy) 10 (+11), Medicine 15 (+19), Notice 9 (+13), Sense Motive 9 (+13), Search 6 (+7)

Feats: Accurate Attack, All-Out Attack, Armor Training (light), Armor Training (heavy), Attack Focus (club), Dedicated, Improved Defense (+8), Iron Will, Shield Training, Skill Focus (Concentration)

Powers: (Wisdom-based, +22 bonus, Save Difficulty: 22): Combat Sense, Cure, Drain Vitality, Second Sight, Truth-Reading, Visions, Ward

Combat: Attack +7 (+7 Base, +0 Dex) +8 (club), Damage +1 (unarmed) +3 (club), Defense +9 (+7 Base, +0 Dex, +2 medium shield) Parry +10 (+7 Base, +1 Str, +2 medium shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +6 (+2 Con, +4 breastplate), Fortitude +7 (+5 Base, +2 Con), Reflex +5 (+5 Base, +0 Dex), Will +15 (+9 Base, +4 Wis, +2 Iron Will)

Reputation: +4

Conviction: 10

Weapons: Club (damage +2/20, +3)

Armor: Breastplate (+4 toughness, -4 armor check penalty), Medium Shield (+2 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

16TH-LEVEL CLERIC

Role: Adept 16th

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +2, Int +1, Wis +4, Cha +0

Skills: Concentration 19 (+26), Diplomacy 11 (+11), Intimidate 7 (+7), Knowledge (supernatural) 8 (+9), Knowledge (theology and philosophy) 10 (+11), Medicine 15 (+19), Notice 10 (+14), Sense Motive 9 (+13), Search 6 (+7)

Feats: Accurate Attack, All-Out Attack, Armor Training (light), Armor Training (heavy), Attack Focus (club), Dedicated, Improved Defense (+8), Iron Will, Shield Training, Skill Focus (Concentration), Supernatural Focus (Ward)

Powers: (Wisdom-based, +23 bonus, Save Difficulty: 22): Combat Sense, Cure, Drain Vitality, Second Sight, Truth-Reading, Visions, Ward

Combat: Attack +8 (+8 Base, +0 Dex) +9 (club), Damage +1 (unarmed) +3 (club), Defense +10 (+8 Base, +0 Dex, +2 medium shield) Parry +11 (+8 Base, +1 Str, +2 medium shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +6 (+2 Con, +4 breastplate), Fortitude +7 (+5 Base, +2 Con), Reflex +5 (+5 Base, +0 Dex), Will +16 (+10 Base, +4 Wis, +2 Iron Will)

Reputation: +5

Conviction: 10

Weapons: Club (damage +2/20, +3)

Armor: Breastplate (+4 toughness, -4 armor check penalty), Medium Shield (+2 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

17TH-LEVEL CLERIC

Role: Adept 17th

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +2, Int +1, Wis +4, Cha +0

Skills: Concentration 20 (+27), Diplomacy 11 (+11), Intimidate 10 (+10), Knowledge (supernatural) 8 (+9), Knowledge (theology and philosophy) 10 (+11), Medicine 16 (+20), Notice 10 (+14), Sense Motive 9 (+13), Search 6 (+7)

Feats: Accurate Attack, All-Out Attack, Armor Training (light), Armor Training (heavy), Attack Focus (club), Dedicated, Improved Defense (+8), Iron Will, Shield Training, Skill Focus (Concentration), Startle, Supernatural Focus (Ward)

Powers: (Wisdom-based, +24 bonus, Save Difficulty: 23): Combat Sense, Cure, Drain Vitality, Second Sight, Truth-Reading, Visions, Ward

Combat: Attack +8 (+8 Base, +0 Dex) +9 (club), Damage +1 (unarmed) +3 (club), Defense +10 (+8 Base, +0 Dex, +2 medium shield) Parry +11 (+8 Base, +1 Str, +2 medium shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +6 (+2 Con, +4 breastplate), Fortitude +7 (+5 Base, +2 Con), Reflex +5 (+5 Base, +0 Dex), Will +16 (+10 Base, +4 Wis, +2 Iron Will)

Reputation: +5

Conviction: 11

Weapons: Club (damage +2/20, +3)

Armor: Breastplate (+4 toughness, -4 armor check penalty), Medium Shield (+2 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

18TH-LEVEL CLERIC

Role: Adept 18th

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +2, Int +1, Wis +5, Cha +0

Skills: Concentration 21 (+29), Diplomacy 12 (+12), Intimidate 12 (+12), Knowledge (supernatural) 8 (+9), Knowledge (theology and philosophy) 11 (+12), Medicine 16 (+21), Notice 10 (+15), Sense Motive 9 (+14), Search 6 (+7)

Feats: Accurate Attack, All-Out Attack, Armor Training (light), Armor Training (heavy), Attack Focus (club), Dedicated, Improved Defense (+8), Iron Will, Shield Training, Skill Focus (Concentration), Startle, Supernatural Focus (Ward)

Powers: (Wisdom-based, +26 bonus, Save Difficulty: 24): Combat Sense, Cure, Drain Vitality, Imbue Life, Second Sight, Truth-Reading, Visions, Ward

Combat: Attack +9 (+9 Base, +0 Dex) +10 (club), Damage +1 (unarmed) +3 (club), Defense +11 (+9 Base, +0 Dex, +2 medium shield) Parry +12 (+9 Base, +1 Str, +2 medium shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +6 (+2 Con, +4 breastplate), Fortitude +8 (+6 Base, +2 Con), Reflex +6 (+6 Base, +0 Dex), Will +18 (+11 Base, +5 Wis, +2 Iron Will)

Reputation: +5

Conviction: 11

Weapons: Club (damage +2/20, +3)

Armor: Breastplate (+4 toughness, -4 armor check penalty), Medium Shield (+2 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

19TH-LEVEL CLERIC

Role: Adept 19th

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +2, Int +1, Wis +5, Cha +0

Skills: Concentration 22 (+30), Diplomacy 12 (+12), Intimidate 12 (+12), Knowledge (supernatural) 9 (+10), Knowledge (theology and philosophy) 11 (+12), Medicine 17 (+22), Notice 11 (+16), Sense Motive 10 (+15), Search 6 (+7)

Feats: Accurate Attack, All-Out Attack, Armor Training (light), Armor Training (heavy), Attack Focus (club), Dedicated, Improved Defense (+8), Iron Will, Shield Training, Skill Focus (Concentration), Startle, Supernatural Focus (Ward)

Powers: (Wisdom-based, +27 bonus, Save Difficulty: 25): Combat Sense, Cure, Drain Vitality, Empower, Imbue Life, Second Sight, Truth-Reading, Visions, Ward

Combat: Attack +9 (+9 Base, +0 Dex) +10 (club), Damage +1 (unarmed) +3 (club), Defense +11 (+9 Base, +0 Dex, +2 medium shield) Parry +12 (+9 Base, +1 Str, +2 medium shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +6 (+2 Con, +4 breastplate), Fortitude +8 (+6 Base, +2 Con), Reflex +6 (+6 Base, +0 Dex), Will +18 (+11 Base, +5 Wis, +2 Iron Will)

Reputation: +5

Conviction: 12

Weapons: Club (damage +2/20, +3)

Armor: Breastplate (+4 toughness, -4 armor check penalty), Medium Shield (+2 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

20TH-LEVEL CLERIC

Role: Adept 20th

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +2, Int +1, Wis +5, Cha +0

Skills: Concentration 23 (+31), Diplomacy 13 (+13), Intimidate 13 (+13), Knowledge (supernatural) 10 (+11), Knowledge (theology and philosophy) 11 (+12), Medicine 17 (+22), Notice 11 (+16), Sense Motive 11 (+16), Search 6 (+7)

Feats: Accurate Attack, All-Out Attack, Armor Training (light), Armor Training (heavy), Attack Focus (club), Dedicated, Improved Defense (+8), Iron Will, Shield Training, Skill Focus (Concentration), Startle, Supernatural Focus (Ward)

Powers: (Wisdom-based, +28 bonus, Save Difficulty: 25): Combat Sense, Cure, Drain Vitality, Empower, Harm, Imbue Life, Second Sight, Truth-Reading, Visions, Ward

Combat: Attack +10 (+10 Base, +0 Dex) +11 (club), Damage +1 (unarmed) +3 (club), Defense +12 (+10 Base, +0 Dex, +2 medium shield) Parry +13 (+10 Base, +1 Str, +2 medium shield), Initiative +0 (+0 Dex)

Saving Throws: Toughness +7 (+2 Con, +5 plate-mail), Fortitude +8 (+6 Base, +2 Con), Reflex +6 (+6 Base, +0 Dex), Will +19 (+12 Base, +5 Wis, +2 Iron Will)

Reputation: +6

Conviction: 12

Weapons: Club (damage +2/20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty), Medium Shield (+2 defense bonus, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, holy symbol, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

FIGHTER PROGRESSION

1ST-LEVEL FIGHTER

Role: Warrior 1st

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +2, Int +0, Wis +0, Cha +0

Skills: Climb 4 (+7, +1 armor and shield), Intimidate 4 (+4), Jump 4 (+7, +1 armor and shield), Notice 4 (+4)

Feats: Armor Training (light and Heavy), Shield Training, Weapon Training

Combat: Attack +2 (+1 Base, +1 Dex), Damage +3 (unarmed) +6 (sword), Defense +4 (+1 Base, +1 Dex, +2 medium shield) Parry +6 (+1 Base, +3 Str, +2 medium shield), Initiative +1 (+1 Dex)

Saving Throws: Toughness +6 (+2 Con, +4 breastplate), Fortitude +4 (+2 Base, +2 Con), Reflex +1 (+0 Base, +1 Dex), Will +0 (+0 Base, +0 Wis)

Reputation: +0

Conviction: 3

Weapons: Sword (damage +3/19-20, +3)

Armor: Breastplate (+4 toughness, -4 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

2ND-LEVEL FIGHTER

Role: Warrior 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +2, Int +0, Wis +0, Cha +0

Skills: Climb 4 (+7, +1 armor and shield), Intimidate 4 (+4), Jump 4 (+7, +1 armor and shield), Knowledge (tactics) 2 (+2), Notice 4 (+4), Search 2 (+2)

Feats: Armor Training (light and heavy), Attack Focus (sword), Shield Training, Weapon Training

Combat: Attack +3 (+2 Base, +1 Dex) +4 (sword), Damage +3 (unarmed) +6 (sword), Defense +5 (+2 Base, +1 Dex, +2 medium shield) Parry +7 (+2 Base, +3 Str, +2 medium shield), Initiative +1 (+1 Dex)

Saving Throws: Toughness +6 (+2 Con, +4 breastplate), Fortitude +5 (+3 Base, +2 Con), Reflex +1 (+0 Base, +1 Dex), Will +0 (+0 Base, +0 Wis)

Reputation: +0

Conviction: 3

Weapons: Sword (damage +3/19-20, +3)

Armor: Breastplate (+4 toughness, -4 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

3RD-LEVEL FIGHTER

Role: Warrior 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +2, Int +0, Wis +0, Cha +0

Skills: Climb 4 (+7, +1 armor and shield), Intimidate 6 (+6), Jump 4 (+7, +1 armor and shield), Knowledge (tactics) 2 (+2), Notice 4 (+4), Search 2 (+2), Swim 2 (+5, -7 armor and shield)

Feats: Armor Training (light and heavy), Attack Focus (sword), Great Fortitude, Shield Training, Weapon Training

Combat: Attack +4 (+3 Base, +1 Dex) +5 (sword), Damage +3 (unarmed) +6 (sword), Defense +4 (+3 Base, +1 Dex, +2 medium shield) Parry +8 (+3 Base, +3 Str, +2 medium shield), Initiative +1 (+1 Dex)

Saving Throws: Toughness +6 (+2 Con, +4 breastplate), Fortitude +7 (+3 Base, +2 Con, +2 Great Fortitude), Reflex +2 (+1 Base, +1 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 4

Weapons: Sword (damage +3/19-20, +3)

Armor: Breastplate (+4 toughness, -4 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

4TH-LEVEL FIGHTER

Role: Warrior 4th

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +2, Int +0, Wis +0, Cha +0

Skills: Climb 5 (+8, +2 armor and shield), Intimidate 7 (+7), Jump 5 (+8, +2 armor and shield), Knowledge (tactics) 3 (+3), Notice 4 (+4), Search 2 (+2), Swim 2 (+5, -7 armor and shield)

Feats: Armor Training (light and heavy), Attack Focus (sword), Great Fortitude, Quick Draw, Shield Training, Weapon Training

Combat: Attack +5 (+4 Base, +1 Dex) +6 (sword), Damage +3 (unarmed) +6 (sword), Defense +7 (+4 Base, +1 Dex, +2 medium shield) Parry +9 (+4 Base, +3 Str, +2 medium shield), Initiative +1 (+1 Dex)

Saving Throws: Toughness +6 (+2 Con, +4 breastplate), Fortitude +8 (+4 Base, +2 Con, +2 Great Fortitude), Reflex +2 (+1 Base, +1 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 4

Weapons: Sword (damage +3/19-20, +3)

Armor: Breastplate (+4 toughness, -4 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

5TH-LEVEL FIGHTER

Role: Warrior 5th

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +2, Int +0, Wis +0, Cha +0

Skills: Climb 5 (+8, +2 armor and shield), Intimidate 8 (+8), Jump 5 (+8, +2 armor and shield), Knowledge (tactics) 3 (+3), Notice 5 (+5), Search 2 (+2), Sense Motive 2 (+2), Swim 2 (+5, -7 armor and shield)

Feats: Armor Training (light and heavy), Attack Focus (sword), Attack Specialization (sword), Great Fortitude, Quick Draw, Shield Training, Weapon Training

Combat: Attack +6 (+5 Base, +1 Dex) +7 (sword), Damage +3 (unarmed) +7 (sword), Defense +8 (+5 Base, +1 Dex, +2 medium shield) Parry +10 (+5 Base, +3 Str, +2 medium shield), Initiative +1 (+1 Dex)

Saving Throws: Toughness +6 (+2 Con, +4 breastplate), Fortitude +8 (+4 Base, +2 Con, +2 Great Fortitude), Reflex +2 (+1 Base, +1 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 5

Weapons: Sword (damage +3/19-20, +3)

Armor: Breastplate (+4 toughness, -4 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

6TH-LEVEL FIGHTER

Role: Warrior 6th

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+9, +3 armor and shield), Intimidate 9 (+9), Jump 5 (+8, +2 armor and shield), Knowledge (tactics) 3 (+3), Notice 5 (+5), Search 3 (+3), Sense Motive 3 (+3), Swim 2 (+5, -7 armor and shield)

Feats: Armor Training (light and heavy), Attack Focus (sword), Attack Specialization (sword), Great Fortitude, Quick Draw, Shield Training, Tough, Weapon Training

Combat: Attack +7 (+6 Base, +1 Dex) +8 (sword), Damage +3 (unarmed) +7 (sword), Defense +9 (+6 Base, +1 Dex, +2 medium shield) Parry +11 (+6 Base, +3 Str, +2 medium shield), Initiative +1 (+1 Dex)

Saving Throws: Toughness +8 (+3 Con, +4 breastplate, +1 Tough), Fortitude +10 (+5 Base, +3 Con, +2 Great Fortitude), Reflex +3 (+2 Base, +1 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +1

Conviction: 5

Weapons: Sword (damage +3/19-20, +3)

Armor: Breastplate (+4 toughness, -4 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

7TH-LEVEL CLERIC

Role: Warrior 7th

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+9, +3 armor and shield), Handle Animal 2 (+2), Intimidate 9 (+9), Jump 5 (+8, +2 armor and shield), Knowledge (tactics) 3 (+3), Notice 5 (+5), Ride 2 (+3), Search 3 (+3), Sense Motive 3 (+3), Swim 2 (+5, -7 armor and shield)

Feats: Armor Training (light and heavy), Attack Focus (sword), Attack Specialization (sword), Great Fortitude, Improved Initiative, Quick Draw, Shield Training, Tough, Weapon Training

Combat: Attack +8 (+7 Base, +1 Dex) +9 (sword), Damage +3 (unarmed) +7 (sword), Defense +10 (+7 Base, +1 Dex, +2 medium shield) Parry +12 (+7 Base, +3 Str, +2 medium shield), Initiative +5 (+1 Dex, +4 Improved Initiative)

Saving Throws: Toughness +8 (+3 Con, +4 breastplate, +1 Tough), Fortitude +10 (+5 Base, +3 Con, +2 Great Fortitude), Reflex +3 (+2 Base, +1 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +2

Conviction: 6

Weapons: Sword (damage +3/19-20, +3)

Armor: Breastplate (+4 toughness, -4 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

8TH-LEVEL FIGHTER

Role: Warrior 8th

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+9, +2 armor and shield), Handle Animal 2 (+2), Intimidate 11 (+11), Jump 6 (+9, +2 armor and shield), Knowledge (tactics) 3 (+3), Notice 6 (+6), Ride 2 (+3), Search 3 (+3), Sense Motive 3 (+3), Swim 2 (+5, -9 armor and shield)

Feats: Armor Training (light and heavy), Attack Focus (sword), Attack Specialization (sword), Cleave, Great Fortitude, Improved Initiative, Quick Draw, Shield Training, Tough, Weapon Training

Combat: Attack +9 (+8 Base, +1 Dex) +10 (sword), Damage +3 (unarmed) +7 (sword), Defense +11 (+8 Base, +1 Dex, +2 medium shield) Parry +13 (+8 Base, +3 Str, +2 medium shield), Initiative +5 (+1 Dex, +4 Improved Initiative)

Saving Throws: Toughness +9 (+3 Con, +5 plate-mail, +1 Tough), Fortitude +11 (+6 Base, +3 Con, +2 Great Fortitude), Reflex +3 (+2 Base, +1 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +2

Conviction: 6

Weapons: Sword (damage +3/19-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

TRUE20 FANTASY PATHS

9TH-LEVEL FIGHTER

Role: Warrior 9th

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+9, +2 armor and shield), Handle Animal 3 (+3), Intimidate 11 (+11), Jump 6 (+9, +2 armor and shield), Knowledge (tactics) 4 (+4), Notice 6 (+6), Ride 3 (+4), Search 3 (+3), Sense Motive 3 (+3), Swim 3 (+6, -1 armor and shield)

Feats: Armor Training (light and heavy), Attack Focus (sword), Attack Specialization (sword), Cleave, Endurance, Great Fortitude, Improved Initiative, Quick Draw, Shield Training, Tough, Weapon Training

Combat: Attack +10 (+9 Base, +1 Dex) +11 (sword), Damage +3 (unarmed) +7 (sword), Defense +12 (+9 Base, +1 Dex, +2 medium shield) Parry +14 (+9 Base, +3 Str, +2 medium shield), Initiative +5 (+1 Dex, +4 Improved Initiative)

Saving Throws: Toughness +9 (+3 Con, +5 plate-mail, +1 Tough), Fortitude +11 (+6 Base, +3 Con, +2 Great Fortitude), Reflex +4 (+3 Base, +1 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +2

Conviction: 7

Weapons: Sword (damage +3/19-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

10TH-LEVEL FIGHTER

Role: Warrior 10th

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+9, +2 armor and shield), Handle Animal 3 (+3), Intimidate 13 (+13), Jump 6 (+9, +2 armor and shield), Knowledge (tactics) 4 (+4), Notice 6 (+6), Ride 4 (+5), Search 4 (+4), Sense Motive 3 (+3), Swim 3 (+6, -8 armor and shield)

Feats: Accurate Attack, Armor Training (light and heavy), Attack Focus (sword), Attack Specialization (sword), Cleave, Endurance, Great Fortitude, Improved Initiative, Quick Draw, Shield Training, Tough, Weapon Training

Combat: Attack +11 (+10 Base, +1 Dex) +12 (sword), Damage +3 (unarmed) +7 (sword), Defense +13 (+10 Base, +1 Dex, +2 medium shield) Parry +15 (+10 Base, +3 Str, +2 medium shield), Initiative +5 (+1 Dex, +4 Improved Initiative)

Saving Throws: Toughness +9 (+3 Con, +5 plate-mail, +1 Tough), Fortitude +12 (+7 Base, +3 Con, +2 Great Fortitude), Reflex +4 (+3 Base, +1 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +2

Conviction: 7

Weapons: Sword (damage +3/19-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

TRUE20 FANTASY PATHS

11TH-LEVEL FIGHTER

Role: Warrior 11th

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+9, +2 armor and shield), Handle Animal 3 (+3), Intimidate 14 (+14), Jump 6 (+9, +2 armor and shield), Knowledge (tactics) 4 (+4), Notice 6 (+6), Ride 5 (+6), Search 4 (+4), Sense Motive 4 (+4), Swim 4 (+7, -7 armor and shield)

Feats: Accurate Attack, Armor Training (light and heavy), Attack Focus (sword), Attack Specialization (sword), Cleave, Endurance, Great Fortitude, Improved Critical (sword), Improved Initiative, Quick Draw, Shield Training, Tough, Weapon Training

Combat: Attack +12 (+11 Base, +1 Dex) +13 (sword), Damage +3 (unarmed) +7 (sword), Defense +14 (+11 Base, +1 Dex, +2 medium shield) Parry +16 (+11 Base, +3 Str, +2 medium shield), Initiative +5 (+1 Dex, +4 Improved Initiative)

Saving Throws: Toughness +9 (+3 Con, +5 plate-mail, +1 Tough), Fortitude +12 (+7 Base, +3 Con, +2 Great Fortitude), Reflex +4 (+3 Base, +1 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +3

Conviction: 8

Weapons: Sword (damage +3/17-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

12TH-LEVEL FIGHTER

Role: Warrior 12th

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+10, +3 armor and shield), Handle Animal 4 (+4), Intimidate 15 (+15), Jump 6 (+10, +3 armor and shield), Knowledge (tactics) 5 (+5), Notice 6 (+6), Ride 6 (+7), Search 4 (+4), Sense Motive 4 (+4), Swim 4 (+8, -6 armor and shield)

Feats: Accurate Attack, Armor Training (light and heavy), Attack Focus (sword), Attack Specialization (sword), Cleave, Endurance, Great Fortitude, Improved Critical (sword), Improved Initiative, Quick Draw, Shield Training, Tough (2), Weapon Training

Combat: Attack +13 (+12 Base, +1 Dex) +14 (sword), Damage +4 (unarmed) +8 (sword), Defense +15 (+12 Base, +1 Dex, +2 medium shield) Parry +18 (+12 Base, +4 Str, +2 medium shield), Initiative +5 (+1 Dex, +4 Improved Initiative)

Saving Throws: Toughness +10 (+3 Con, +5 plate-mail, +2 Tough), Fortitude +13 (+8 Base, +3 Con, +2 Great Fortitude), Reflex +5 (+4 Base, +1 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +3

Conviction: 8

Weapons: Sword (damage +3/17-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

TRUE20 FANTASY PATHS

13TH-LEVEL FIGHTER

Role: Warrior 13th

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+10, +3 armor and shield), Handle Animal 5 (+5), Intimidate 16 (+16), Jump 6 (+10, +3 armor and shield), Knowledge (tactics) 6 (+6), Notice 6 (+6), Ride 6 (+7), Search 5 (+5), Sense Motive 4 (+4), Swim 4 (+8, -6 armor and shield)

Feats: Accurate Attack, Armor Training (light and heavy), Assessment, Attack Focus (sword), Attack Specialization (sword), Cleave, Endurance, Great Fortitude, Improved Critical (sword), Improved Initiative, Quick Draw, Shield Training, Tough (2), Weapon Training

Combat: Attack +14 (+13 Base, +1 Dex) +15 (sword), Damage +4 (unarmed) +8 (sword), Defense +16 (+13 Base, +1 Dex, +2 medium shield) Parry +19 (+13 Base, +4 Str, +2 medium shield), Initiative +5 (+1 Dex, +4 Improved Initiative)

Saving Throws: Toughness +10 (+3 Con, +5 plate-mail, +2 Tough), Fortitude +13 (+8 Base, +3 Con, +2 Great Fortitude), Reflex +5 (+4 Base, +1 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +3

Conviction: 9

Weapons: Sword (damage +3/17-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

14TH-LEVEL FIGHTER

Role: Warrior 14th

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+10, +3 armor and shield), Handle Animal 6 (+6), Intimidate 17 (+17), Jump 6 (+10, +3 armor and shield), Knowledge (tactics) 6 (+6), Notice 6 (+6), Ride 6 (+7), Search 5 (+5), Sense Motive 5 (+5), Swim 5 (+9, -5 armor and shield)

Feats: Accurate Attack, Armor Training (light and heavy), Assessment, Attack Focus (sword), Attack Specialization (sword), Cleave, Endurance, Great Fortitude, Greater Attack Focus (sword), Improved Critical (sword), Improved Initiative, Quick Draw, Shield Training, Tough (2), Weapon Training

Combat: Attack +15 (+14 Base, +1 Dex) +17 (sword), Damage +4 (unarmed) +8 (sword), Defense +17 (+14 Base, +1 Dex, +2 medium shield) Parry +20 (+14 Base, +4 Str, +2 medium shield), Initiative +5 (+1 Dex, +4 Improved Initiative)

Saving Throws: Toughness +10 (+3 Con, +5 plate-mail, +2 Tough), Fortitude +14 (+9 Base, +3 Con, +2 Great Fortitude), Reflex +5 (+4 Base, +1 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +3

Conviction: 9

Weapons: Sword (damage +3/17-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

TRUE20 FANTASY PATHS

15TH-LEVEL FIGHTER

Role: Warrior 15th

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 6 (+10, +3 armor and shield), Handle Animal 6 (+6), Intimidate 18 (+18), Jump 6 (+10, +3 armor and shield), Knowledge (tactics) 6 (+6), Notice 6 (+6), Ride 6 (+7), Search 6 (+6), Sense Motive 6 (+6), Swim 6 (+10, -4 armor and shield)

Feats: Accurate Attack, Armor Training (light and heavy), Assessment, Attack Focus (sword), Attack Specialization (sword), Cleave, Diehard, Endurance, Great Fortitude, Greater Attack Focus (sword), Improved Critical (sword), Improved Initiative, Quick Draw, Shield Training, Tough (2), Weapon Training

Combat: Attack +16 (+15 Base, +1 Dex) +18 (sword), Damage +4 (unarmed) +8 (sword), Defense +18 (+15 Base, +1 Dex, +2 medium shield) Parry +21 (+15 Base, +4 Str, +2 medium shield), Initiative +5 (+1 Dex, +4 Improved Initiative)

Saving Throws: Toughness +10 (+3 Con, +5 plate-mail, +2 Tough), Fortitude +14 (+9 Base, +3 Con, +2 Great Fortitude), Reflex +6 (+5 Base, +1 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +4

Conviction: 10

Weapons: Sword (damage +3/17-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

16TH-LEVEL FIGHTER

Role: Warrior 16th

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 7 (+11, +4 armor and shield), Handle Animal 7 (+7), Intimidate 19 (+19), Jump 6 (+10, +3 armor and shield), Knowledge (tactics) 6 (+6), Notice 6 (+6), Ride 7 (+8), Search 6 (+6), Sense Motive 6 (+6), Swim 6 (+10, -4 armor and shield)

Feats: Accurate Attack, Armor Training (light and heavy), Assessment, Attack Focus (sword), Attack Specialization (sword), Cleave, Diehard, Endurance, Great Fortitude, Greater Attack Focus (sword), Improved Critical (sword), Improved Initiative, Iron Will, Quick Draw, Shield Training, Tough (2), Weapon Training

Combat: Attack +17 (+16 Base, +1 Dex) +19 (sword), Damage +4 (unarmed) +8 (sword), Defense +19 (+16 Base, +1 Dex, +2 medium shield) Parry +22 (+16 Base, +4 Str, +2 medium shield), Initiative +5 (+1 Dex, +4 Improved Initiative)

Saving Throws: Toughness +10 (+3 Con, +5 plate-mail, +2 Tough), Fortitude +15 (+10 Base, +3 Con, +2 Great Fortitude), Reflex +6 (+5 Base, +1 Dex), Will +7 (+5 Base, +0 Wis, +2 Iron Will)

Reputation: +4

Conviction: 10

Weapons: Sword (damage +3/17-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

TRUE20 FANTASY PATHS

17TH-LEVEL FIGHTER

Role: Warrior 17th

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +1, Con +3, Int +0, Wis +0, Cha +0

Skills: Climb 7 (+11, +4 armor and shield), Handle Animal 7 (+7), Intimidate 20 (+20), Jump 7 (+11, +4 armor and shield), Knowledge (tactics) 6 (+6), Notice 7 (+7), Ride 7 (+8), Search 7 (+7), Sense Motive 6 (+6), Swim 6 (+10, -4 armor and shield)

Feats: Accurate Attack, Armor Training (light and heavy), Assessment, Attack Focus (sword), Attack Specialization (sword), Cleave, Diehard, Endurance, Great Fortitude, Greater Attack Focus (sword), Greater Attack Specialization (sword), Improved Critical (sword), Improved Initiative, Iron Will, Quick Draw, Shield Training, Tough (2), Weapon Training

Combat: Attack +18 (+17 Base, +1 Dex) +20 (sword), Damage +4 (unarmed) +9 (sword), Defense +20 (+17 Base, +1 Dex, +2 medium shield) Parry +23 (+17 Base, +4 Str, +2 medium shield), Initiative +5 (+1 Dex, +4 Improved Initiative)

Saving Throws: Toughness +10 (+3 Con, +5 plate-mail, +2 Tough), Fortitude +15 (+10 Base, +3 Con, +2 Great Fortitude), Reflex +6 (+5 Base, +1 Dex), Will +7 (+5 Base, +0 Wis, +2 Iron Will)

Reputation: +4

Conviction: 11

Weapons: Sword (damage +3/17-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

18TH-LEVEL FIGHTER

Role: Warrior 18th

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +1, Con +4, Int +0, Wis +0, Cha +0

Skills: Climb 7 (+11, +4 armor and shield), Handle Animal 7 (+7), Intimidate 21 (+21), Jump 7 (+11, +4 armor and shield), Knowledge (tactics) 7 (+7), Notice 7 (+7), Ride 7 (+8), Search 7 (+7), Sense Motive 7 (+7), Swim 7 (+11, -3 armor and shield)

Feats: Accurate Attack, Armor Training (light and heavy), Assessment, Attack Focus (sword), Attack Specialization (sword), Cleave, Diehard, Endurance, Great Fortitude, Greater Attack Focus (sword), Greater Attack Specialization (sword), Improved Critical (sword), Improved Initiative, Iron Will, Quick Draw, Shield Training, Tough (3), Weapon Training

Combat: Attack +19 (+18 Base, +1 Dex) +21 (sword), Damage +4 (unarmed) +9 (sword), Defense +21 (+18 Base, +1 Dex, +2 medium shield) Parry +24 (+18 Base, +4 Str, +2 medium shield), Initiative +5 (+1 Dex, +4 Improved Initiative)

Saving Throws: Toughness +12 (+4 Con, +5 plate-mail, +3 Tough), Fortitude +17 (+11 Base, +4 Con, +2 Great Fortitude), Reflex +7 (+6 Base, +1 Dex), Will +8 (+6 Base, +0 Wis, +2 Iron Will)

Reputation: +4

Conviction: 11

Weapons: Sword (damage +3/17-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

TRUE20 FANTASY PATHS

19TH-LEVEL FIGHTER

Role: Warrior 19th

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +1, Con +4, Int +0, Wis +0, Cha +0

Skills: Climb 7 (+11, +4 armor and shield), Handle Animal 8 (+8), Intimidate 22 (+22), Jump 7 (+11, +4 armor and shield), Knowledge (tactics) 7 (+7), Notice 7 (+7), Ride 9 (+10), Search 7 (+7), Sense Motive 7 (+7), Swim 7 (+11, -3 armor and shield)

Feats: Accurate Attack, All-Out Attack, Armor Training (light and heavy), Assessment, Attack Focus (sword), Attack Specialization (sword), Cleave, Diehard, Endurance, Great Fortitude, Greater Attack Focus (sword), Greater Attack Specialization (sword), Improved Critical (sword), Improved Initiative, Iron Will, Quick Draw, Shield Training, Tough (3), Weapon Training

Combat: Attack +20 (+19 Base, +1 Dex) +22 (sword), Damage +4 (unarmed) +9 (sword), Defense +22 (+19 Base, +1 Dex, +2 medium shield) Parry +25 (+19 Base, +4 Str, +2 medium shield), Initiative +5 (+1 Dex, +4 Improved Initiative)

Saving Throws: Toughness +12 (+4 Con, +5 plate-mail, +3 Tough), Fortitude +17 (+11 Base, +4 Con, +2 Great Fortitude), Reflex +7 (+6 Base, +1 Dex), Will +8 (+6 Base, +0 Wis, +2 Iron Will)

Reputation: +5

Conviction: 12

Weapons: Sword (damage +3/17-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

20TH-LEVEL FIGHTER

Role: Warrior 20th

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +1, Con +4, Int +0, Wis +0, Cha +0

Skills: Climb 7 (+11, +4 armor and shield), Handle Animal 10 (+10), Intimidate 23 (+23), Jump 7 (+11, +4 armor and shield), Knowledge (tactics) 7 (+7), Notice 7 (+7), Ride 10 (+11), Search 7 (+7), Sense Motive 7 (+7), Swim 7 (+11, -3 armor and shield)

Feats: Accurate Attack, All-Out Attack, Armor Training (light and heavy), Assessment, Attack Focus (sword), Attack Specialization (sword), Cleave, Diehard, Endurance, Great Cleave, Great Fortitude, Greater Attack Focus (sword), Greater Attack Specialization (sword), Improved Critical (sword), Improved Initiative, Iron Will, Quick Draw, Shield Training, Tough (3), Weapon Training

Combat: Attack +21 (+20 Base, +1 Dex) +23 (sword), Damage +4 (unarmed) +9 (sword), Defense +23 (+20 Base, +1 Dex, +2 medium shield) Parry +26 (+20 Base, +4 Str, +2 medium shield), Initiative +5 (+1 Dex, +4 Improved Initiative)

Saving Throws: Toughness +12 (+4 Con, +5 plate-mail, +3 Tough), Fortitude +18 (+12 Base, +4 Con, +2 Great Fortitude), Reflex +7 (+6 Base, +1 Dex), Will +8 (+6 Base, +0 Wis, +2 Iron Will)

Reputation: +5

Conviction: 12

Weapons: Sword (damage +3/17-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty), Medium Shield (+2 defense bonus, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

TRUE20 FANTASY PATHS

PALADIN PROGRESSION

1ST-LEVEL PALADIN

Role: Warrior 1st

Size: Medium

Speed: 30 ft.

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

Skills: Diplomacy 4 (+5), Knowledge (theology and philosophy) 4 (+4), Medicine 4 (+6), Sense Motive 4 (+6)

Feats: Armor Training (light), Dedicated, Shield Training, Weapon Training

Combat: Attack +2 (+1 Base, +1 Dex), Damage +1 (unarmed) +4 (sword), Defense +2 (+1 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +4 (+1 Con, +3 chainmail), Fortitude +3 (+2 Base, +1 Con), Reflex +1 (+0 Base, +1 Dex), Will +2 (+0 Base, +2 Wis)

Reputation: +0

Conviction: 3

Weapons: Sword (damage +3/19-20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

2ND-LEVEL PALADIN

Role: Warrior 2nd

Size: Medium

Speed: 30 ft.

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

Skills: Diplomacy 4 (+5), Knowledge (theology and philosophy) 4 (+4), Medicine 4 (+6), Notice 4 (+6), Sense Motive 4 (+6)

Feats: Armor Training (light), Dedicated, Favored Opponent (undead), Shield Training, Weapon Training

Combat: Attack +3 (+2 Base, +1 Dex), Damage +1 (unarmed) +4 (sword), Defense +3 (+2 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +4 (+1 Con, +3 chainmail), Fortitude +4 (+3 Base, +1 Con), Reflex +1 (+0 Base, +1 Dex), Will +2 (+0 Base, +2 Wis)

Reputation: +0

Conviction: 3

Weapons: Sword (damage +3/19-20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

3RD-LEVEL PALADIN

Role: Warrior 3rd

Size: Medium

Speed: 30 ft.

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

Skills: Diplomacy 4 (+5), Knowledge (theology and philosophy) 4 (+4), Medicine 4 (+6), Notice 4 (+6), Ride 4 (+5), Sense Motive 4 (+6)

Feats: Armor Training (light), Dedicated, Favored Opponent (undead), Lucky, Shield Training, Weapon Training

Combat: Attack +4 (+3 Base, +1 Dex), Damage +1 (unarmed) +4 (sword), Defense +4 (+3 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +4 (+1 Con, +3 chainmail), Fortitude +5 (+3 Base, +1 Con, +1 Lucky), Reflex +3 (+1 Base, +1 Dex, +1 Lucky), Will +4 (+1 Base, +2 Wis, +1 Lucky)

Reputation: +1

Conviction: 4

Weapons: Sword (damage +3/19-20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

4TH-LEVEL PALADIN

Role: Warrior 4th

Size: Medium

Speed: 30 ft.

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

Skills: Diplomacy 4 (+5), Knowledge (theology and philosophy) 7 (+7), Medicine 4 (+6), Notice 4 (+6), Ride 4 (+5), Sense Motive 5 (+7)

Feats: Armor Training (light), Attack Focus (sword), Dedicated, Favored Opponent (undead), Lucky, Shield Training, Weapon Training

Combat: Attack +5 (+4 Base, +1 Dex) +6 (sword), Damage +1 (unarmed) +4 (sword), Defense +5 (+4 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +4 (+1 Con, +3 chainmail), Fortitude +6 (+4 Base, +1 Con, +1 Lucky), Reflex +3 (+1 Base, +1 Dex, +1 Lucky), Will +4 (+1 Base, +2 Wis, +1 Lucky)

Reputation: +1

Conviction: 4

Weapons: Sword (damage +3/19-20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

5TH-LEVEL PALADIN

Role: Warrior 4th/Adept 1st

Size: Medium

Speed: 30 ft.

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

Skills: Diplomacy 4 (+5), Knowledge (theology and philosophy) 7 (+7), Medicine 4 (+6), Notice 4 (+6), Ride 8 (+9), Sense Motive 5 (+7)

Feats: Armor Training (light), Attack Focus (sword), Dedicated, Favored Opponent (undead), Lucky, Shield Training, Weapon Training

Powers: (Wisdom-based, +6 bonus, Save Difficulty: 13): Cure

Combat: Attack +5 (+4 Base, +1 Dex) +6 (sword), Damage +1 (unarmed) +4 (sword), Defense +5 (+4 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +4 (+1 Con, +3 chainmail), Fortitude +6 (+4 Base, +1 Con, +1 Lucky), Reflex +3 (+1 Base, +1 Dex, +1 Lucky), Will +4 (+1 Base, +2 Wis, +1 Lucky)

Reputation: +2

Conviction: 5

Weapons: Sword (damage +3/19-20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

6TH-LEVEL PALADIN

Role: Warrior 5th/Adept 1st

Size: Medium

Speed: 30 ft.

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

Skills: Diplomacy 4 (+5), Knowledge (theology and philosophy) 7 (+7), Medicine 4 (+6), Notice 4 (+6), Ride 9 (+10), Sense Motive 8 (+10)

Feats: Armor Training (light), Attack Focus (sword), Dedicated, Favored Opponent (undead), Lucky, Shield Training, Vehicular Combat, Weapon Training

Powers: (Wisdom-based, +6 bonus, Save Difficulty: 13): Cure

Combat: Attack +6 (+5 Base, +1 Dex) +7 (sword), Damage +1 (unarmed) +4 (sword), Defense +6 (+5 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +7 (+4 Base, +2 Con, +1 Lucky), Reflex +3 (+1 Base, +1 Dex, +1 Lucky), Will +4 (+1 Base, +2 Wis, +1 Lucky)

Reputation: +2

Conviction: 5

Weapons: Sword (damage +3/19-20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

TRUE20 FANTASY PATHS

7TH-LEVEL PALADIN

Role: Warrior 6th/Adept 1st

Size: Medium

Speed: 30 ft.

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

Skills: Diplomacy 4 (+5), Handle Animal 4 (+5), Knowledge (theology and philosophy) 7 (+7), Medicine 4 (+6), Notice 4 (+6), Ride 9 (+10), Sense Motive 8 (+10)

Feats: Armor Training (light), Attack Focus (sword), Attack Specialization (sword), Dedicated, Favored Opponent (undead), Lucky, Shield Training, Vehicular Combat, Weapon Training

Powers: (Wisdom-based, +6 bonus, Save Difficulty: 13): Cure

Combat: Attack +7 (+6 Base, +1 Dex) +8 (sword), Damage +1 (unarmed) +5 (sword), Defense +7 (+6 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +8 (+5 Base, +2 Con, +1 Lucky), Reflex +4 (+2 Base, +1 Dex, +1 Lucky), Will +5 (+2 Base, +2 Wis, +1 Lucky)

Reputation: +2

Conviction: 6

Weapons: Sword (damage +3/19-20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

8TH-LEVEL PALADIN

Role: Warrior 7th/Adept 1st

Size: Medium

Speed: 30 ft.

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

Skills: Diplomacy 4 (+5), Handle Animal 6 (+7), Knowledge (theology and philosophy) 7 (+7), Medicine 4 (+6), Notice 4 (+6), Ride 11 (+12), Sense Motive 8 (+10)

Feats: Armor Training (light), Armor Training (heavy), Attack Focus (sword), Attack Specialization (sword), Dedicated, Favored Opponent (undead), Lucky, Smite Opponent (undead), Vehicular Combat, Weapon Training

Powers: (Wisdom-based, +6 bonus, Save Difficulty: 13): Cure

Combat: Attack +8 (+7 Base, +1 Dex) +9 (sword), Damage +1 (unarmed) +5 (sword), Defense +8 (+7 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +8 (+5 Base, +2 Con, +1 Lucky), Reflex +4 (+2 Base, +1 Dex, +1 Lucky), Will +5 (+2 Base, +2 Wis, +1 Lucky)

Reputation: +3

Conviction: 6

Weapons: Sword (damage +3/19-20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

TRUE20 FANTASY PATHS

9TH-LEVEL PALADIN

Role: Warrior 8th/Adept 1st

Size: Medium

Speed: 30 ft.

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

Skills: Diplomacy 4 (+5), Handle Animal 10 (+11), Knowledge (theology and philosophy) 7 (+7), Medicine 4 (+6), Notice 4 (+6), Ride 11 (+12), Sense Motive 8 (+10)

Feats: Armor Training (light), Armor Training (heavy), Attack Focus (sword), Attack Specialization (sword), Dedicated, Favored Opponent (undead), Lucky, Quick Draw, Smite Opponent (undead), Vehicular Combat, Weapon Training

Powers: (Wisdom-based, +6 bonus, Save Difficulty: 13): Cure

Combat: Attack +9 (+8 Base, +1 Dex) +10 (sword), Damage +1 (unarmed) +5 (sword), Defense +9 (+8 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +9 (+6 Base, +2 Con, +1 Lucky), Reflex +4 (+2 Base, +1 Dex, +1 Lucky), Will +5 (+2 Base, +2 Wis, +1 Lucky)

Reputation: +3

Conviction: 7

Weapons: Sword (damage +3/19-20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

10TH-LEVEL PALADIN

Role: Warrior 8th/Adept 2nd

Size: Medium

Speed: 30 ft.

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

Skills: Diplomacy 4 (+5), Handle Animal 10 (+11), Knowledge (theology and philosophy) 7 (+7), Medicine 8 (+10), Notice 4 (+6), Ride 11 (+12), Sense Motive 8 (+10)

Feats: Armor Training (light), Armor Training (heavy), Attack Focus (sword), Attack Specialization (sword), Dedicated, Favored Opponent (undead), Lucky, Quick Draw, Smite Opponent (undead), Vehicular Combat, Weapon Training

Powers: (Wisdom-based, +7 bonus, Save Difficulty: 13): Cure, Supernatural Weapon

Combat: Attack +10 (+9 Base, +1 Dex) +11 (sword), Damage +1 (unarmed) +5 (sword), Defense +10 (+9 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +9 (+6 Base, +2 Con, +1 Lucky), Reflex +4 (+2 Base, +1 Dex, +1 Lucky), Will +6 (+3 Base, +2 Wis, +1 Lucky)

Reputation: +3

Conviction: 7

Weapons: Sword (damage +3/19-20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

TRUE20 FANTASY PATHS

11TH-LEVEL PALADIN

Role: Warrior 9th/Adept 2nd

Size: Medium

Speed: 30 ft.

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

Skills: Diplomacy 4 (+5), Handle Animal 14 (+15), Knowledge (theology and philosophy) 7 (+7), Medicine 8 (+10), Notice 4 (+6), Ride 11 (+12), Sense Motive 8 (+10)

Feats: Armor Training (light), Armor Training (heavy), Attack Focus (sword), Attack Specialization (sword), Dedicated, Favored Opponent (undead), Lucky, Overrun, Quick Draw, Smite Opponent (undead), Vehicular Combat, Weapon Training

Powers: (Wisdom-based, +7 bonus, Save Difficulty: 13): Cure, Supernatural Weapon

Combat: Attack +11 (+10 Base, +1 Dex) +12 (sword), Damage +1 (unarmed) +5 (sword), Defense +11 (+10 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +9 (+6 Base, +2 Con, +1 Lucky), Reflex +5 (+3 Base, +1 Dex, +1 Lucky), Will +7 (+4 Base, +2 Wis, +1 Lucky)

Reputation: +3

Conviction: 8

Weapons: Sword (damage +3/19-20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

12TH-LEVEL PALADIN

Role: Warrior 10th/Adept 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +2, Int +0, Wis +3, Cha +1

Skills: Diplomacy 4 (+5), Handle Animal 14 (+15), Knowledge (theology and philosophy) 7 (+7), Medicine 8 (+11), Notice 8 (+11), Ride 11 (+12), Sense Motive 8 (+11)

Feats: Armor Training (light), Armor Training (heavy), Attack Focus (sword), Attack Specialization (sword), Cleave, Dedicated, Favored Opponent (undead), Lucky, Overrun, Quick Draw, Smite Opponent (undead), Vehicular Combat, Weapon Training

Powers: (Wisdom-based, +8 bonus, Save Difficulty: 14): Cure, Supernatural Weapon

Combat: Attack +12 (+11 Base, +1 Dex) +13 (sword), Damage +1 (unarmed) +5 (sword), Defense +12 (+11 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +10 (+7 Base, +2 Con, +1 Lucky), Reflex +5 (+3 Base, +1 Dex, +1 Lucky), Will +8 (+4 Base, +3 Wis, +1 Lucky)

Reputation: +3

Conviction: 8

Weapons: Sword (damage +3/19-20, +3)

Armor: Chainmail (+3 toughness, -3 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

TRUE20 FANTASY PATHS

13TH-LEVEL PALADIN

Role: Warrior 11th/Adept 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +2, Int +0, Wis +3, Cha +1

Skills: Diplomacy 4 (+5), Handle Animal 14 (+15), Knowledge (theology and philosophy) 7 (+7), Medicine 8 (+11), Notice 8 (+11), Ride 15 (+16), Sense Motive 8 (+11)

Feats: Armor Training (light), Armor Training (heavy), Attack Focus (sword), Attack Specialization (sword), Cleave, Dedicated, Favored Opponent (undead), Lucky, Overrun, Quick Draw, Seize Initiative, Smite Opponent (undead), Vehicular Combat, Weapon Training

Powers: (Wisdom-based, +8 bonus, Save Difficulty: 14): Cure, Supernatural Weapon

Combat: Attack +13 (+12 Base, +1 Dex) +14 (sword), Damage +1 (unarmed) +5 (sword), Defense +13 (+12 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +7 (+2 Con, +5 plate-mail), Fortitude +10 (+7 Base, +2 Con, +1 Lucky), Reflex +5 (+3 Base, +1 Dex, +1 Lucky), Will +8 (+4 Base, +3 Wis, +1 Lucky)

Reputation: +4

Conviction: 9

Weapons: Sword (damage +3/19-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

14TH-LEVEL PALADIN

Role: Warrior 12th/Adept 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +2, Int +0, Wis +3, Cha +1

Skills: Diplomacy 4 (+5), Handle Animal 14 (+15), Knowledge (theology and philosophy) 11 (+11), Medicine 8 (+11), Notice 8 (+11), Ride 15 (+16), Sense Motive 8 (+11)

Feats: Armor Training (light), Armor Training (heavy), Attack Focus (sword), Attack Specialization (sword), Cleave, Dedicated, Favored Opponent (undead, +4/+2), Lucky, Overrun, Quick Draw, Seize Initiative, Smite Opponent (undead), Vehicular Combat, Weapon Training

Powers: (Wisdom-based, +8 bonus, Save Difficulty: 14): Cure, Supernatural Weapon

Combat: Attack +14 (+13 Base, +1 Dex) +15 (sword), Damage +1 (unarmed) +5 (sword), Defense +14 (+13 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +7 (+2 Con, +5 plate-mail), Fortitude +11 (+8 Base, +2 Con, +1 Lucky), Reflex +6 (+4 Base, +1 Dex, +1 Lucky), Will +9 (+5 Base, +3 Wis, +1 Lucky)

Reputation: +4

Conviction: 9

Weapons: Sword (damage +3/19-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

TRUE20 FANTASY PATHS

15TH-LEVEL PALADIN

Role: Warrior 12th/Adept 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +2, Int +0, Wis +3, Cha +1

Skills: Diplomacy 8 (+9), Handle Animal 14 (+15), Knowledge (theology and philosophy) 11 (+11), Medicine 8 (+11), Notice 8 (+11), Ride 15 (+16), Sense Motive 8 (+11)

Feats: Armor Training (light), Armor Training (heavy), Attack Focus (sword), Attack Specialization (sword), Cleave, Dedicated, Favored Opponent (undead, +4/+2), Lucky, Overrun, Quick Draw, Seize Initiative, Smite Opponent (undead), Vehicular Combat, Weapon Training

Powers: (Wisdom-based, +9 bonus, Save Difficulty: 15): Cure, Ghost Touch, Supernatural Weapon

Combat: Attack +14 (+13 Base, +1 Dex) +15 (sword), Damage +1 (unarmed) +5 (sword), Defense +16 (+14 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +7 (+2 Con, +5 plate-mail), Fortitude +12 (+9 Base, +2 Con, +1 Lucky), Reflex +7 (+5 Base, +1 Dex, +1 Lucky), Will +9 (+5 Base, +3 Wis, +1 Lucky)

Reputation: +4

Conviction: 10

Weapons: Sword (damage +3/19-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

16TH-LEVEL PALADIN

Role: Warrior 13th/Adept 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +2, Int +0, Wis +3, Cha +1

Skills: Diplomacy 8 (+9), Handle Animal 14 (+15), Knowledge (theology and philosophy) 11 (+11), Medicine 8 (+11), Notice 8 (+11), Ride 19 (+20), Sense Motive 8 (+11)

Feats: Armor Training (light), Armor Training (heavy), Attack Focus (sword), Attack Specialization (sword), Cleave, Dedicated, Favored Opponent (undead, +4/+2), Lucky, Overrun, Quick Draw, Seize Initiative, Smite Opponent (undead), Spirited Charge, Vehicular Combat, Weapon Training

Powers: (Wisdom-based, +9 bonus, Save Difficulty: 15): Cure, Ghost Touch, Supernatural Weapon

Combat: Attack +15 (+14 Base, +1 Dex) +16 (sword), Damage +1 (unarmed) +5 (sword), Defense +15 (+14 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +7 (+2 Con, +5 plate-mail), Fortitude +12 (+9 Base, +2 Con, +1 Lucky), Reflex +7 (+5 Base, +1 Dex, +1 Lucky), Will +9 (+5 Base, +3 Wis, +1 Lucky)

Reputation: +4

Conviction: 10

Weapons: Sword (damage +3/19-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

TRUE20 FANTASY PATHS

17TH-LEVEL PALADIN

Role: Warrior 14th/Adept 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +2, Int +0, Wis +3, Cha +1

Skills: Diplomacy 8 (+9), Handle Animal 14 (+15), Knowledge (theology and philosophy) 11 (+11), Medicine 8 (+11), Notice 8 (+11), Ride 19 (+20), Sense Motive 12 (+15)

Feats: All-Out Attack, Armor Training (light), Armor Training (heavy), Attack Focus (sword), Attack Specialization (sword), Cleave, Dedicated, Favored Opponent (undead, +4/+2), Lucky, Overrun, Quick Draw, Seize Initiative, Smite Opponent (undead), Spirited Charge, Vehicular Combat, Weapon Training

Powers: (Wisdom-based, +9 bonus, Save Difficulty: 15): Cure, Ghost Touch, Supernatural Weapon

Combat: Attack +16 (+15 Base, +1 Dex) +17 (sword), Damage +1 (unarmed) +5 (sword), Defense +16 (+15 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +7 (+2 Con, +5 plate-mail), Fortitude +13 (+10 Base, +2 Con, +1 Lucky), Reflex +7 (+5 Base, +1 Dex, +1 Lucky), Will +9 (+5 Base, +3 Wis, +1 Lucky)

Reputation: +4

Conviction: 11

Weapons: Sword (damage +3/19-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

18TH-LEVEL PALADIN

Role: Warrior 15th/Adept 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +2, Int +0, Wis +3, Cha +2

Skills: Diplomacy 8 (+10), Handle Animal 18 (+20), Knowledge (theology and philosophy) 11 (+11), Medicine 8 (+11), Notice 8 (+11), Ride 19 (+20), Sense Motive 12 (+15)

Feats: All-Out Attack, Armor Training (light), Armor Training (heavy), Attack Focus (sword), Attack Specialization (sword), Cleave, Dedicated, Favored Opponent (undead, +4/+2), Improved Critical, Lucky, Overrun, Quick Draw, Seize Initiative, Smite Opponent (undead), Spirited Charge, Vehicular Combat, Weapon Training

Powers: (Wisdom-based, +9 bonus, Save Difficulty: 15): Cure, Ghost Touch, Supernatural Weapon

Combat: Attack +17 (+16 Base, +1 Dex) +18 (sword), Damage +2 (unarmed) +5 (sword), Defense +17 (+16 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +7 (+2 Con, +5 plate-mail), Fortitude +13 (+10 Base, +2 Con, +1 Lucky), Reflex +8 (+6 Base, +1 Dex, +1 Lucky), Will +10 (+6 Base, +3 Wis, +1 Lucky)

Reputation: +5

Conviction: 11

Weapons: Sword (damage +3/17-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

TRUE20 FANTASY PATHS

19TH-LEVEL PALADIN

Role: Warrior 16th/Adept 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +2, Int +0, Wis +3, Cha +2

Skills: Diplomacy 8 (+10), Handle Animal 18 (+20), Knowledge (theology and philosophy) 11 (+11), Medicine 12 (+15), Notice 8 (+11), Ride 19 (+20), Sense Motive 12 (+15)

Feats: All-Out Attack, Armor Training (light), Armor Training (heavy), Attack Focus (sword), Attack Specialization (sword), Cleave, Dedicated, Favored Opponent (undead, +4/+2), Great Cleave, Improved Critical, Lucky, Overrun, Quick Draw, Seize Initiative, Smite Opponent (undead), Spirited Charge, Vehicular Combat, Weapon Training

Powers: (Wisdom-based, +9 bonus, Save Difficulty: 15): Cure, Ghost Touch, Supernatural Weapon

Combat: Attack +18 (+17 Base, +1 Dex) +19 (sword), Damage +2 (unarmed) +5 (sword), Defense +18 (+17 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +7 (+2 Con, +5 plate-mail), Fortitude +14 (+11 Base, +2 Con, +1 Lucky), Reflex +8 (+6 Base, +1 Dex, +1 Lucky), Will +10 (+6 Base, +3 Wis, +1 Lucky)

Reputation: +5

Conviction: 12

Weapons: Sword (damage +3/17-20, +3)

Armor: Plate-mail (+5 toughness, -5 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

20TH-LEVEL PALADIN

Role: Warrior 17th/Adept 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +2, Int +0, Wis +3, Cha +2

Skills: Diplomacy 8 (+10), Handle Animal 18 (+20), Knowledge (theology and philosophy) 11 (+11), Medicine 12 (+15), Notice 8 (+11), Ride 23 (+24), Sense Motive 12 (+15)

Feats: All-Out Attack, Armor Training (light), Armor Training (heavy), Attack Focus (sword), Attack Specialization (sword), Cleave, Dedicated, Favored Opponent (undead, +6/+3), Great Cleave, Improved Critical, Lucky, Overrun, Quick Draw, Seize Initiative, Smite Opponent (undead), Spirited Charge, Vehicular Combat, Weapon Training

Powers: (Wisdom-based, +9 bonus, Save Difficulty: 15): Cure, Ghost Touch, Supernatural Weapon

Combat: Attack +19 (+18 Base, +1 Dex) +20 (sword), Damage +2 (unarmed) +5 (sword), Defense +19 (+18 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +8 (+2 Con, +6 full plate), Fortitude +14 (+11 Base, +2 Con, +1 Lucky), Reflex +8 (+6 Base, +1 Dex, +1 Lucky), Will +10 (+6 Base, +3 Wis, +1 Lucky)

Reputation: +5

Conviction: 12

Weapons: Sword (damage +3/17-20, +3)

Armor: Full Plate (+6 toughness, -6 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, warhorse

TRUE20 FANTASY PATHS

PSION PROGRESSION

1ST-LEVEL PSION

Role: Adept 1st

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +2, Cha +3

Skills: Concentration 4 (+6), Knowledge (supernatural) 4 (+4), Notice 4 (+6), Sense Motive 4 (+6)

Feats: Canny Dodge (Wisdom), Uncanny Dodge

Powers: (Charisma-based, +7 bonus, Save Difficulty: 14): Mind Touch, Sense Minds

Combat: Attack +1 (+0 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +3 (+0 Base, +1 Dex, +2 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +0 (+0 Base, +0 Con), Reflex +1 (+0 Base, +1 Dex), Will +4 (+2 Base, +2 Wis)

Reputation: +1

Conviction: 3

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

2ND-LEVEL PSION

Role: Adept 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +2, Cha +3

Skills: Concentration 5 (+7), Diplomacy 2 (+5), Knowledge (supernatural) 4 (+4), Notice 5 (+7), Sense Motive 4 (+6)

Feats: Canny Dodge (Wisdom), Uncanny Dodge

Powers: (Charisma-based, +8 bonus, Save Difficulty: 14): Mind Touch, Psychic Shield, Sense Minds

Combat: Attack +2 (+1 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +4 (+1 Base, +1 Dex, +2 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +0 (+0 Base, +0 Con), Reflex +1 (+0 Base, +1 Dex), Will +5 (+3 Base, +2 Wis)

Reputation: +1

Conviction: 3

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

3RD-LEVEL PSION

Role: Adept 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +2, Cha +3

Skills: Bluff 2 (+5), Concentration 6 (+8), Diplomacy 2 (+5), Knowledge (supernatural) 4 (+4), Notice 6 (+8), Sense Motive 4 (+6)

Feats: Canny Dodge (Wisdom), Uncanny Dodge

Powers: (Charisma-based, +9 bonus, Save Difficulty: 15): Mind Touch, Psychic Shield, Psychic Weapon, Sense Minds

Combat: Attack +2 (+1 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +4 (+1 Base, +1 Dex, +2 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +1 (+1 Base, +0 Con), Reflex +2 (+1 Base, +1 Dex), Will +5 (+3 Base, +2 Wis)

Reputation: +1

Conviction: 4

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

4TH-LEVEL PSION

Role: Adept 4th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +2, Cha +3

Skills: Bluff 2 (+5), Concentration 7 (+9), Diplomacy 2 (+5), Knowledge (supernatural) 4 (+4), Intimidate 2 (+5), Notice 7 (+9), Sense Motive 4 (+6)

Feats: Canny Dodge (Wisdom), Uncanny Dodge

Powers: (Charisma-based, +10 bonus, Save Difficulty: 15): Mind Reading, Mind Touch, Psychic Shield, Psychic Weapon, Sense Minds

Combat: Attack +3 (+2 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +5 (+2 Base, +1 Dex, +2 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +1 (+1 Base, +0 Con), Reflex +2 (+1 Base, +1 Dex), Will +6 (+4 Base, +2 Wis)

Reputation: +2

Conviction: 4

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

5TH-LEVEL PSION

Role: Adept 5th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +2, Cha +3

Skills: Bluff 2 (+5), Concentration 8 (+10), Diplomacy 2 (+5), Knowledge (supernatural) 4 (+4), Intimidate 2 (+5), Notice 8 (+10), Sense Motive 6 (+8)

Feats: Canny Dodge (Wisdom), Uncanny Dodge

Powers: (Charisma-based, +11 bonus, Save Difficulty: 16): Bliss, Mind Reading, Mind Touch, Psychic Shield, Psychic Weapon, Sense Minds

Combat: Attack +3 (+2 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +5 (+2 Base, +1 Dex, +2 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +1 (+1 Base, +0 Con), Reflex +2 (+1 Base, +1 Dex), Will +6 (+4 Base, +2 Wis)

Reputation: +2

Conviction: 5

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

6TH-LEVEL PSION

Role: Adept 6th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +3, Cha +3

Skills: Bluff 2 (+5), Concentration 9 (+12), Diplomacy 2 (+5), Knowledge (supernatural) 6 (+6), Intimidate 2 (+5), Notice 9 (+12), Sense Motive 6 (+9)

Feats: Canny Dodge (Wisdom), Uncanny Dodge

Powers: (Charisma-based, +12 bonus, Save Difficulty: 16): Bliss, Mind Reading, Mind Touch, Psychic Blast, Psychic Shield, Psychic Weapon, Sense Minds

Combat: Attack +4 (+3 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +7 (+3 Base, +1 Dex, +3 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +2 (+2 Base, +0 Con), Reflex +3 (+2 Base, +1 Dex), Will +8 (+5 Base, +3 Wis)

Reputation: +2

Conviction: 5

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

7TH-LEVEL PSION

Role: Adept 7th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +3, Cha +3

Skills: Bluff 2 (+5), Concentration 10 (+13), Diplomacy 4 (+7), Knowledge (supernatural) 6 (+6), Intimidate 2 (+5), Notice 10 (+13), Sense Motive 6 (+9)

Feats: Canny Dodge (Wisdom), Uncanny Dodge

Powers: (Charisma-based, +13 bonus, Save Difficulty: 17): Bliss, Calm, Mind Reading, Mind Touch, Psychic Blast, Psychic Shield, Psychic Weapon, Sense Minds

Combat: Attack +4 (+3 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +7 (+3 Base, +1 Dex, +3 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +2 (+2 Base, +0 Con), Reflex +3 (+2 Base, +1 Dex), Will +8 (+5 Base, +3 Wis)

Reputation: +2

Conviction: 6

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

8TH-LEVEL PSION

Role: Adept 8th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +3, Cha +3

Skills: Bluff 4 (+7), Concentration 11 (+14), Diplomacy 4 (+7), Knowledge (supernatural) 6 (+6), Intimidate 2 (+5), Notice 11 (+14), Sense Motive 6 (+9)

Feats: Canny Dodge (Wisdom), Uncanny Dodge

Powers: (Charisma-based, +14 bonus, Save Difficulty: 17): Bliss, Calm, Mind Over Body, Mind Reading, Mind Touch, Psychic Blast, Psychic Shield, Psychic Weapon, Sense Minds

Combat: Attack +5 (+4 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +8 (+4 Base, +1 Dex, +3 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +2 (+2 Base, +0 Con), Reflex +3 (+2 Base, +1 Dex), Will +9 (+6 Base, +3 Wis)

Reputation: +3

Conviction: 6

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

9TH-LEVEL PSION

Role: Adept 9th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +3, Cha +3

Skills: Bluff 4 (+7), Concentration 12 (+15), Diplomacy 4 (+7), Knowledge (supernatural) 6 (+6), Intimidate 4 (+7), Notice 12 (+15), Sense Motive 6 (+9)

Feats: Canny Dodge (Wisdom), Uncanny Dodge

Powers: (Charisma-based, +15 bonus, Save Difficulty: 18): Bliss, Calm, Mind Over Body, Mind Reading, Mind Touch, Psychic Blast, Psychic Shield, Psychic Weapon, Sense Minds, Sleep

Combat: Attack +5 (+4 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +8 (+4 Base, +1 Dex, +3 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +3 (+3 Base, +0 Con), Reflex +4 (+3 Base, +1 Dex), Will +9 (+6 Base, +3 Wis)

Reputation: +3

Conviction: 7

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

10TH-LEVEL PSION

Role: Adept 10th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +3, Cha +3

Skills: Bluff 4 (+7), Concentration 13 (+16), Diplomacy 4 (+7), Knowledge (supernatural) 6 (+6), Intimidate 4 (+7), Notice 13 (+16), Sense Motive 8 (+11)

Feats: Canny Dodge (Wisdom), Uncanny Dodge

Powers: (Charisma-based, +16 bonus, Save Difficulty: 18): Bliss, Calm, Mind Over Body, Mind Reading, Mind Touch, Pain, Psychic Blast, Psychic Shield, Psychic Weapon, Sense Minds, Sleep

Combat: Attack +6 (+5 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +9 (+5 Base, +1 Dex, +3 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +3 (+3 Base, +0 Con), Reflex +4 (+3 Base, +1 Dex), Will +10 (+7 Base, +3 Wis)

Reputation: +3

Conviction: 7

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

11TH-LEVEL PSION

Role: Adept 11th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +3, Cha +3

Skills: Bluff 4 (+7), Concentration 14 (+17), Diplomacy 6 (+9), Knowledge (supernatural) 6 (+6), Intimidate 4 (+7), Notice 14 (+17), Sense Motive 8 (+11)

Feats: Canny Dodge (Wisdom), Uncanny Dodge

Powers: (Charisma-based, +17 bonus, Save Difficulty: 19): Bliss, Calm, Mind Over Body, Mind Probe, Mind Reading, Mind Touch, Pain, Psychic Blast, Psychic Shield, Psychic Weapon, Sense Minds, Sleep

Combat: Attack +6 (+5 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +9 (+5 Base, +1 Dex, +3 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con) , Fortitude +3 (+3 Base, +0 Con), Reflex +4 (+3 Base, +1 Dex), Will +10 (+7 Base, +3 Wis)

Reputation: +3

Conviction: 8

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

12TH-LEVEL PSION

Role: Adept 12th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +3, Cha +4

Skills: Bluff 6 (+10), Concentration 15 (+18), Diplomacy 6 (+10), Knowledge (supernatural) 6 (+6), Intimidate 4 (+8), Notice 15 (+18), Sense Motive 8 (+11)

Feats: Canny Dodge (Wisdom), Uncanny Dodge, Widen Power (Psychic Blast)

Powers: (Charisma-based, +19 bonus, Save Difficulty: 20): Bliss, Calm, Mind Over Body, Mind Probe, Mind Reading, Mind Touch, Pain, Psychic Blast, Psychic Shield, Psychic Weapon, Sense Minds, Sleep

Combat: Attack +7 (+6 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +10 (+6 Base, +1 Dex, +3 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con) , Fortitude +4 (+4 Base, +0 Con), Reflex +5 (+4 Base, +1 Dex), Will +11 (+8 Base, +3 Wis)

Reputation: +4

Conviction: 8

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

13TH-LEVEL PSION

Role: Adept 13th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +3, Cha +4

Skills: Bluff 6 (+10), Concentration 16 (+19), Diplomacy 6 (+10), Knowledge (supernatural) 6 (+6), Intimidate 6 (+10), Notice 16 (+19), Sense Motive 8 (+11)

Feats: Canny Dodge (Wisdom), Uncanny Dodge, Widen Power (Psychic Blast)

Powers: (Charisma-based, +20 bonus, Save Difficulty: 21): Bliss, Calm, Mind Over Body, Mind Probe, Mind Reading, Mind Touch, Pain, Psychic Blast, Psychic Shield, Psychic Weapon, Sense Minds, Sleep, Ward

Combat: Attack +7 (+6 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +10 (+6 Base, +1 Dex, +3 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +4 (+4 Base, +0 Con), Reflex +5 (+4 Base, +1 Dex), Will +11 (+8 Base, +3 Wis)

Reputation: +4

Conviction: 9

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

14TH-LEVEL PSION

Role: Adept 14th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +3, Cha +4

Skills: Bluff 6 (+10), Concentration 17 (+20), Diplomacy 6 (+10), Knowledge (supernatural) 6 (+6), Intimidate 6 (+10), Notice 17 (+20), Sense Motive 10 (+13)

Feats: Canny Dodge (Wisdom), Uncanny Dodge, Widen Power (Psychic Blast)

Powers: (Charisma-based, +21 bonus, Save Difficulty: 21): Bliss, Calm, Mind Over Body, Mind Probe, Mind Reading, Mind Touch, Pain, Psychic Blast, Psychic Shield, Psychic Trap, Psychic Weapon, Sense Minds, Sleep, Ward

Combat: Attack +8 (+7 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +11 (+7 Base, +1 Dex, +3 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +4 (+4 Base, +0 Con), Reflex +5 (+4 Base, +1 Dex), Will +12 (+9 Base, +3 Wis)

Reputation: +4

Conviction: 9

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

15TH-LEVEL PSION

Role: Adept 15th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +3, Cha +4

Skills: Bluff 6 (+10), Concentration 18 (+21), Diplomacy 6 (+10), Knowledge (supernatural) 8 (+8), Intimidate 6 (+10), Notice 18 (+21), Sense Motive 10 (+13)

Feats: Canny Dodge (Wisdom), Supernatural Focus (Psychic Blast), Uncanny Dodge, Widen Power (Psychic Blast)

Powers: (Charisma-based, +22 bonus, Save Difficulty: 22): Bliss, Calm, Mind Over Body, Mind Probe, Mind Reading, Mind Touch, Pain, Psychic Blast, Psychic Shield, Psychic Trap, Psychic Weapon, Sense Minds, Sleep, Ward

Combat: Attack +8 (+7 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +11 (+7 Base, +1 Dex, +3 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +5 (+5 Base, +0 Con), Reflex +6 (+5 Base, +1 Dex), Will +12 (+9 Base, +3 Wis)

Reputation: +4

Conviction: 10

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

16TH-LEVEL PSION

Role: Adept 16th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +3, Cha +4

Skills: Bluff 6 (+10), Concentration 19 (+22), Diplomacy 8 (+12), Knowledge (supernatural) 8 (+8), Intimidate 6 (+10), Notice 19 (+22), Sense Motive 10 (+13)

Feats: Canny Dodge (Wisdom), Supernatural Focus (Psychic Blast), Uncanny Dodge, Widen Power (Psychic Blast)

Powers: (Charisma-based, +23 bonus, Save Difficulty: 22): Bliss, Calm, Dominate, Mind Over Body, Mind Probe, Mind Reading, Mind Touch, Pain, Psychic Blast, Psychic Shield, Psychic Trap, Psychic Weapon, Sense Minds, Sleep, Ward

Combat: Attack +9 (+8 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +12 (+8 Base, +1 Dex, +3 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +5 (+5 Base, +0 Con), Reflex +6 (+5 Base, +1 Dex), Will +13 (+10 Base, +3 Wis)

Reputation: +5

Conviction: 10

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

17TH-LEVEL PSION

Role: Adept 17th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +3, Cha +4

Skills: Bluff 8 (+12), Concentration 20 (+23), Diplomacy 8 (+12), Knowledge (supernatural) 8 (+8), Intimidate 6 (+10), Notice 20 (+23), Sense Motive 10 (+13)

Feats: Canny Dodge (Wisdom), Supernatural Focus (Psychic Blast), Uncanny Dodge, Widen Power (Psychic Blast)

Powers: (Charisma-based, +24 bonus, Save Difficulty: 23): Bliss, Calm, Dominate, Mind Over Body, Mind Probe, Mind Reading, Mind Touch, Pain, Psychic Blast, Psychic Reflection, Psychic Shield, Psychic Trap, Psychic Weapon, Sense Minds, Sleep, Ward

Combat: Attack +9 (+8 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +12 (+8 Base, +1 Dex, +3 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +5 (+5 Base, +0 Con), Reflex +6 (+5 Base, +1 Dex), Will +13 (+10 Base, +3 Wis)

Reputation: +5

Conviction: 11

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

18TH-LEVEL PSION

Role: Adept 18th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +3, Cha +5

Skills: Bluff 8 (+13), Concentration 21 (+24), Diplomacy 8 (+13), Knowledge (supernatural) 8 (+8), Intimidate 8 (+13), Notice 21 (+24), Sense Motive 10 (+13)

Feats: Canny Dodge (Wisdom), Empower, Supernatural Focus (Psychic Blast), Uncanny Dodge, Widen Power (Psychic Blast)

Powers: (Charisma-based, +26 bonus, Save Difficulty: 24): Bliss, Calm, Dominate, Mind Over Body, Mind Probe, Mind Reading, Mind Touch, Pain, Psychic Blast, Psychic Reflection, Psychic Shield, Psychic Trap, Psychic Weapon, Sense Minds, Sleep, Ward

Combat: Attack +10 (+9 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +13 (+9 Base, +1 Dex, +3 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +6 (+6 Base, +0 Con), Reflex +7 (+6 Base, +1 Dex), Will +14 (+11 Base, +3 Wis)

Reputation: +5

Conviction: 11

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

19TH-LEVEL PSION

Role: Adept 19th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +3, Cha +5

Skills: Bluff 8 (+13), Concentration 22 (+25), Diplomacy 8 (+13), Knowledge (supernatural) 8 (+8), Intimidate 8 (+13), Notice 22 (+25), Sense Motive 12 (+15)

Feats: Canny Dodge (Wisdom), Empower, Supernatural Focus (Psychic Blast), Uncanny Dodge, Widen Power (Psychic Blast)

Powers: (Charisma-based, +27 bonus, Save Difficulty: 25): Bliss, Calm, Dominate, Mind Over Body, Mind Probe, Mind Reading, Mind Shaping, Mind Touch, Pain, Psychic Blast, Psychic Reflection, Psychic Shield, Psychic Trap, Psychic Weapon, Sense Minds, Sleep, Ward

Combat: Attack +10 (+9 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +13 (+9 Base, +1 Dex, +3 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +6 (+6 Base, +0 Con), Reflex +7 (+6 Base, +1 Dex), Will +14 (+11 Base, +3 Wis)

Reputation: +5

Conviction: 12

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

20TH-LEVEL PSION

Role: Adept 20th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +3, Cha +5

Skills: Bluff 8 (+13), Concentration 23 (+26), Diplomacy 8 (+13), Knowledge (supernatural) 10 (+10), Intimidate 8 (+13), Notice 23 (+26), Sense Motive 12 (+15)

Feats: Canny Dodge (Wisdom), Empower, Supernatural Focus (Psychic Blast), Uncanny Dodge, Widen Power (Psychic Blast)

Powers: (Charisma-based, +28 bonus, Save Difficulty: 25): Bliss, Calm, Dominate, Mind Over Body, Mind Probe, Mind Reading, Mind Shaping, Mind Touch, Pain, Psychic Blast, Psychic Reflection, Psychic Shield, Psychic Trap, Psychic Weapon, Sense Minds, Severance, Sleep, Ward

Combat: Attack +11 (+10 Base, +1 Dex), Damage +0 (unarmed) +1 (knife), Defense +14 (+10 Base, +1 Dex, +3 Canny Dodge), Initiative +1 (+1 Dex)

Saving Throws: Toughness +0 (+0 Con), Fortitude +6 (+6 Base, +0 Con), Reflex +7 (+6 Base, +1 Dex), Will +15 (+12 Base, +3 Wis)

Reputation: +6

Conviction: 12

Weapons: Knife (damage +1/19-20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

RANGER PROGRESSION

1ST-LEVEL RANGER

Role: Warrior 1st

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +2, Con +2, Int +0, Wis +2, Cha +0

Skills: Climb 4 (+4, +3 armor), Handle Animal 4 (+4), Knowledge (life sciences) 4 (+4), Survival 4 (+6)

Feats: Armor Training (light), Track, Weapon Training, Wild Empathy

Combat: Attack +3 (+1 Base, +2 Dex), Damage +0 (unarmed) +3 (bow), Defense +3 (+1 Base, +2 Dex), Initiative +2 (+2 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +4 (+2 Base, +2 Con), Reflex +2 (+0 Base, +2 Dex), Will +2 (+0 Base, +2 Wis)

Reputation: +0

Conviction: 3

Weapons: Bow (damage +3/20, +4)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

2ND-LEVEL RANGER

Role: Warrior 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +2, Con +2, Int +0, Wis +2, Cha +0

Skills: Climb 4 (+4, +3 armor), Handle Animal 4 (+4), Knowledge (life sciences) 4 (+4), Stealth 4 (+6, +5 armor), Survival 4 (+6)

Feats: Armor Training (light), Favored Opponent (goblin), Track, Weapon Training, Wild Empathy

Combat: Attack +4 (+2 Base, +2 Dex), Damage +0 (unarmed) +3 (bow), Defense +4 (+2 Base, +2 Dex), Initiative +2 (+2 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +5 (+3 Base, +2 Con), Reflex +2 (+0 Base, +2 Dex), Will +2 (+0 Base, +2 Wis)

Reputation: +0

Conviction: 3

Weapons: Bow (damage +3/20, +4)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

3RD-LEVEL RANGER

Role: Warrior 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +2, Con +2, Int +0, Wis +2, Cha +0

Skills: Climb 4 (+4, +3 armor), Handle Animal 4 (+4), Knowledge (life sciences) 4 (+4), Ride 2 (+4), Stealth 6 (+8, +7 armor), Survival 4 (+6)

Feats: Armor Training (light), Favored Opponent (goblin), Point Blank Shot, Track, Weapon Training, Wild Empathy

Combat: Attack +5 (+3 Base, +2 Dex) +6 (bow within 30 ft.), Damage +0 (unarmed) +3 (bow) +4 (bow within 30 ft.), Defense +5 (+3 Base, +2 Dex), Initiative +2 (+2 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +5 (+3 Base, +2 Con), Reflex +3 (+1 Base, +2 Dex), Will +3 (+1 Base, +2 Wis)

Reputation: +1

Conviction: 4

Weapons: Bow (damage +3/20, +4)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

4TH-LEVEL RANGER

Role: Warrior 3rd/Adept 1st

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +0, Wis +2, Cha +0

Skills: Climb 4 (+4, +3 armor), Handle Animal 4 (+4), Knowledge (life sciences) 4 (+4), Ride 2 (+4), Stealth 7 (+9, +8 armor), Survival 7 (+9)

Feats: Armor Training (light), Familiar (hawk), Favored Opponent (goblin), Point Blank Shot, Track, Weapon Training, Wild Empathy

Combat: Attack +6 (+4 Base, +2 Dex) +7 (bow within 30 ft.), Damage +0 (unarmed) +3 (bow) +4 (bow within 30 ft.), Defense +6 (+4 Base, +2 Dex), Initiative +2 (+2 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +5 (+3 Base, +2 Con), Reflex +3 (+1 Base, +2 Dex), Will +3 (+1 Base, +2 Wis)

Reputation: +2

Conviction: 4

Weapons: Bow (damage +3/20, +4)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers.

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

5TH-LEVEL RANGER

Role: Warrior 4th/Adept 1st

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +2, Con +2, Int +0, Wis +2, Cha +0

Skills: Climb 4 (+4, +3 armor), Handle Animal 4 (+4), Knowledge (life sciences) 4 (+4), Ride 2 (+4), Search 3 (+3), Stealth 8 (+10, +9 armor), Survival 7 (+9)

Feats: Armor Training (light), Endurance, Familiar (hawk), Favored Opponent (goblin), Point Blank Shot, Track, Weapon Training, Wild Empathy

Combat: Attack +6 (+4 Base, +2 Dex) +7 (bow within 30 ft.), Damage +0 (unarmed) +3 (bow) +4 (bow within 30 ft.), Defense +6 (+4 Base, +2 Dex), Initiative +2 (+2 Dex)

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +6 (+4 Base, +2 Con), Reflex +3 (+1 Base, +2 Dex), Will +3 (+1 Base, +2 Wis)

Reputation: +2

Conviction: 5

Weapons: Bow (damage +3/20, +4)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers.

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

6TH-LEVEL RANGER

Role: Warrior 5th/Adept 1st

Size: Medium

Speed: 30 ft.

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

Skills: Climb 4 (+4, +2 armor), Handle Animal 4 (+4), Knowledge (life sciences) 4 (+5), Notice 4 (+6), Ride 2 (+4), Search 3 (+4), Stealth 9 (+11, +9 armor), Survival 7 (+9)

Feats: Armor Training (light), Attack Focus (bow), Endurance, Familiar (hawk), Favored Opponent (goblin), Point Blank Shot, Track, Weapon Training, Wild Empathy

Combat: Attack +7 (+5 Base, +2 Dex) +8 (bow) +9 (bow within 30 ft.), Damage +0 (unarmed) +3 (bow) +4 (bow within 30 ft.), Defense +7 (+5 Base, +2 Dex), Initiative +2 (+2 Dex)

Saving Throws: Toughness +4 (+2 Con, +2 studded leather armor), Fortitude +6 (+4 Base, +2 Con), Reflex +3 (+1 Base, +2 Dex), Will +3 (+1 Base, +2 Wis)

Reputation: +2

Conviction: 5

Weapons: Bow (damage +3/20, +4)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers.

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

7TH-LEVEL RANGER

Role: Warrior 6th/Adept 1st

Size: Medium

Speed: 30 ft.

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

Skills: Climb 4 (+4, +2 armor), Handle Animal 5 (+5), Knowledge (life sciences) 4 (+5), Notice 4 (+6), Ride 2 (+4), Search 3 (+4), Stealth 10 (+12, +10 armor), Survival 10 (+12)

Feats: Armor Training (light), Attack Focus (bow), Endurance, Familiar (hawk), Favored Opponent (goblin), Point Blank Shot, Quick Draw, Track, Weapon Training, Wild Empathy

Combat: Attack +8 (+6 Base, +2 Dex) +9 (bow) +10 (bow within 30 ft.), Damage +0 (unarmed) +3 (bow) +4 (bow within 30 ft.), Defense +8 (+6 Base, +2 Dex), Initiative +2 (+2 Dex)

Saving Throws: Toughness +4 (+2 Con, +2 studded leather armor), Fortitude +7 (+5 Base, +2 Con), Reflex +4 (+2 Base, +2 Dex), Will +4 (+2 Base, +2 Wis)

Reputation: +2

Conviction: 6

Weapons: Bow (damage +3/20, +4)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers.

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

8TH-LEVEL RANGER

Role: Warrior 7th/Adept 1st

Size: Medium

Speed: 30 ft.

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

Skills: Climb 4 (+4, +2 armor), Handle Animal 5 (+5), Knowledge (life sciences) 4 (+5), Notice 6 (+8), Ride 2 (+4), Search 5 (+6), Stealth 11 (+13, +11 armor), Survival 10 (+12)

Feats: Armor Training (light), Attack Focus (bow), Endurance, Familiar (hawk), Favored Opponent (goblin), Point Blank Shot, Quick Draw, Track, Trailblazer, Weapon Training, Wild Empathy

Combat: Attack +9 (+7 Base, +2 Dex) +10 (bow) +11 (bow within 30 ft.), Damage +0 (unarmed) +3 (sword) +3 (bow) +4 (bow within 30 ft.), Defense +9 (+7 Base, +2 Dex), Initiative +2 (+2 Dex)

Saving Throws: Toughness +4 (+2 Con, +2 studded leather armor), Fortitude +7 (+5 Base, +2 Con), Reflex +4 (+2 Base, +2 Dex), Will +4 (+2 Base, +2 Wis)

Reputation: +3

Conviction: 6

Weapons: Bow (damage +3/20, +4), Sword (damage +3/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers.

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

9TH-LEVEL RANGER

Role: Warrior 8th/Adept 1st

Size: Medium

Speed: 30 ft.

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

Skills: Climb 6 (+6, +4 armor), Handle Animal 5 (+5), Jump 2 (+2, +0 armor), Knowledge (life sciences) 4 (+5), Notice 6 (+8), Ride 2 (+4), Search 5 (+6), Stealth 12 (+14, +12 armor), Survival 10 (+12)

Feats: Armor Training (light), Attack Focus (bow), Endurance, Familiar (hawk), Far Shot, Favored Opponent (goblin), Point Blank Shot, Quick Draw, Track, Trailblazer, Weapon Training, Wild Empathy

Combat: Attack +10 (+8 Base, +2 Dex) +11 (bow) +12 (bow within 30 ft.), Damage +0 (unarmed) +3 (sword) +3 (bow) +4 (bow within 30 ft.), Defense +10 (+8 Base, +2 Dex), Initiative +2 (+2 Dex)

Saving Throws: Toughness +4 (+2 Con, +2 studded leather armor), Fortitude +8 (+6 Base, +2 Con), Reflex +4 (+2 Base, +2 Dex), Will +4 (+2 Base, +2 Wis)

Reputation: +3

Conviction: 7

Weapons: Bow (damage +3/20, +4), Sword (damage +3/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers.

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

10TH-LEVEL RANGER

Role: Warrior 9th/Adept 1st

Size: Medium

Speed: 30 ft.

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

Skills: Climb 6 (+6, +4 armor), Handle Animal 5 (+5), Jump 2 (+2, +0 armor), Knowledge (life sciences) 4 (+5), Notice 8 (+10), Ride 2 (+4), Search 5 (+6), Stealth 13 (+15, +13 armor), Survival 12 (+14)

Feats: Armor Training (light), Attack Focus (bow), Endurance, Familiar (hawk), Far Shot, Favored Opponent (goblin), Point Blank Shot, Quick Draw, Track, Trailblazer, Uncanny Dodge, Weapon Training, Wild Empathy

Combat: Attack +11 (+9 Base, +2 Dex) +12 (bow) +13 (bow within 30 ft.), Damage +0 (unarmed) +3 (sword) +3 (bow) +4 (bow within 30 ft.), Defense +11 (+9 Base, +2 Dex), Initiative +2 (+2 Dex)

Saving Throws: Toughness +4 (+2 Con, +2 studded leather armor), Fortitude +8 (+6 Base, +2 Con), Reflex +5 (+3 Base, +2 Dex), Will +5 (+3 Base, +2 Wis)

Reputation: +3

Conviction: 7

Weapons: Bow (damage +3/20, +4), Sword (damage +3/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers.

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

11TH-LEVEL

Role: Warrior 9th/Adept 2nd

Size: Medium

Speed: 30 ft.

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

Skills: Climb 6 (+6, +4 armor), Handle Animal 5 (+5), Jump 2 (+2, +0 armor), Knowledge (life sciences) 8 (+9), Notice 8 (+10), Ride 2 (+4), Search 5 (+6), Stealth 14 (+16, +14 armor), Survival 12 (+14)

Feats: Armor Training (light), Attack Focus (bow), Endurance, Familiar (hawk), Far Shot, Favored Opponent (goblin), Point Blank Shot, Quick Draw, Track, Trailblazer, Uncanny Dodge, Weapon Training, Wild Empathy

Powers: (Wisdom-based, +7 bonus, Save Difficulty: 13): Beast Link

Combat: Attack +12 (+10 Base, +2 Dex) +13 (bow) +14 (bow within 30 ft.), Damage +0 (unarmed) +3 (sword) +3 (bow) +4 (bow within 30 ft.), Defense +12 (+10 Base, +2 Dex), Initiative +2 (+2 Dex)

Saving Throws: Toughness +4 (+2 Con, +2 studded leather armor), Fortitude +8 (+6 Base, +2 Con), Reflex +5 (+3 Base, +2 Dex), Will +6 (+4 Base, +2 Wis)

Reputation: +3

Conviction: 8

Weapons: Bow (damage +3/20, +4), Sword (damage +3/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers.

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

12TH-LEVEL RANGER

Role: Warrior 10th/Adept 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +2, Cha +0

Skills: Climb 6 (+6, +4 armor), Handle Animal 9 (+9), Jump 2 (+2, +0 armor), Knowledge (life sciences) 8 (+9), Notice 8 (+10), Ride 2 (+5), Search 5 (+6), Stealth 15 (+18, +16 armor), Survival 12 (+14)

Feats: Armor Training (light), Attack Focus (bow), Attack Specialization (bow), Endurance, Familiar (hawk), Far Shot, Favored Opponent (goblin), Point Blank Shot, Quick Draw, Track, Trailblazer, Uncanny Dodge, Weapon Training, Wild Empathy

Powers: (Wisdom-based, +7 bonus, Save Difficulty: 13): Beast Link

Combat: Attack +14 (+11 Base, +3 Dex) +15 (bow) +16 (bow within 30 ft.), Damage +0 (unarmed) +3 (sword) +4 (bow) +5 (bow within 30 ft.), Defense +14 (+11 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +4 (+2 Con, +2 studded leather armor), Fortitude +9 (+7 Base, +2 Con), Reflex +6 (+3 Base, +3 Dex), Will +6 (+4 Base, +2 Wis)

Reputation: +4

Conviction: 8

Weapons: Bow (damage +3/20, +4), Sword (damage +3/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers.

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

13TH-LEVEL RANGER

Role: Warrior 11th/Adept 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +2, Cha +0

Skills: Climb 6 (+6, +4 armor), Handle Animal 9 (+9), Jump 2 (+2, +0 armor), Knowledge (life sciences) 8 (+9), Notice 8 (+10), Ride 2 (+5), Search 5 (+6), Stealth 16 (+19, +17 armor), Survival 16 (+18)

Feats: Armor Training (light), Attack Focus (bow), Attack Specialization (bow), Endurance, Familiar (hawk), Far Shot, Favored Opponent (goblin, +4/+2), Point Blank Shot, Quick Draw, Track, Trailblazer, Uncanny Dodge, Weapon Training, Wild Empathy

Powers: (Wisdom-based, +7 bonus, Save Difficulty: 13): Beast Link

Combat: Attack +15 (+12 Base, +3 Dex) +16 (bow) +17 (bow within 30 ft.), Damage +0 (unarmed) +3 (sword) +4 (bow) +5 (bow within 30 ft.), Defense +15 (+12 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +4 (+2 Con, +2 studded leather armor), Fortitude +9 (+7 Base, +2 Con), Reflex +6 (+3 Base, +3 Dex), Will +6 (+4 Base, +2 Wis)

Reputation: +4

Conviction: 9

Weapons: Bow (damage +3/20, +4), Sword (damage +3/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers.

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

14TH-LEVEL RANGER

Role: Warrior 12th/Adept 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +2, Cha +0

Skills: Climb 6 (+6, +4 armor), Handle Animal 9 (+9), Jump 2 (+2, +0 armor), Knowledge (life sciences) 12 (+3), Notice 9 (+11), Ride 2 (+5), Search 5 (+6), Stealth 16 (+19, +17 armor), Survival 16 (+18)

Feats: Armor Training (light), Attack Focus (bow), Attack Specialization (bow), Endurance, Familiar (hawk), Far Shot, Favored Opponent (goblin, +4/+2), Point Blank Shot, Precise Shot, Quick Draw, Track, Trailblazer, Uncanny Dodge, Weapon Training, Wild Empathy

Powers: (Wisdom-based, +7 bonus, Save Difficulty: 13): Beast Link

Combat: Attack +16 (+13 Base, +3 Dex) +17 (bow) +18 (bow within 30 ft.), Damage +0 (unarmed) +3 (sword) +4 (bow) +5 (bow within 30 ft.), Defense +16 (+13 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +4 (+2 Con, +2 studded leather armor), Fortitude +10 (+8 Base, +2 Con), Reflex +7 (+4 Base, +3 Dex), Will +7 (+5 Base, +2 Wis)

Reputation: +4

Conviction: 9

Weapons: Bow (damage +3/20, +4), Sword (damage +3/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers.

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

15TH-LEVEL RANGER

Role: Warrior 13th/Adept 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +2, Cha +0

Skills: Climb 6 (+6, +4 armor), Handle Animal 9 (+9), Jump 2 (+2, +0 armor), Knowledge (life sciences) 12 (+3), Medicine 5 (+7), Notice 9 (+11), Ride 2 (+5), Search 5 (+6), Stealth 16 (+19, +17 armor), Survival 16 (+18)

Feats: Armor Training (light), Attack Focus (bow), Attack Specialization (bow), Endurance, Familiar (hawk), Far Shot, Favored Opponent (goblin, +4/+2), Point Blank Shot, Precise Shot, Quick Draw, Track, Trackless, Trailblazer, Uncanny Dodge, Weapon Training, Wild Empathy

Powers: (Wisdom-based, +7 bonus, Save Difficulty: 13): Beast Link

Combat: Attack +17 (+14 Base, +3 Dex) +18 (bow) +19 (bow within 30 ft.), Damage +0 (unarmed) +3 (sword) +4 (bow) +5 (bow within 30 ft.), Defense +17 (+14 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +4 (+2 Con, +2 studded leather armor), Fortitude +10 (+8 Base, +2 Con), Reflex +7 (+4 Base, +3 Dex), Will +7 (+5 Base, +2 Wis)

Reputation: +4

Conviction: 10

Weapons: Bow (damage +3/20, +4), Sword (damage +3/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers.

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

16TH-LEVEL RANGER

Role: Warrior 14th/Adept 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +2, Cha +0

Skills: Climb 6 (+6, +4 armor), Handle Animal 9 (+9), Jump 4 (+4, +2 armor), Knowledge (life sciences) 12 (+3), Medicine 5 (+7), Notice 9 (+11), Ride 5 (+9), Search 5 (+7), Stealth 16 (+20, +18 armor), Survival 16 (+18)

Feats: Armor Training (light), Attack Focus (bow), Attack Specialization (bow), Endurance, Familiar (hawk), Far Shot, Favored Opponent (goblin, +4/+2), Improved Critical (bow), Point Blank Shot, Precise Shot, Quick Draw, Track, Trackless, Trailblazer, Uncanny Dodge, Weapon Training, Wild Empathy

Powers: (Wisdom-based, +7 bonus, Save Difficulty: 13): Beast Link

Combat: Attack +18 (+15 Base, +3 Dex) +19 (bow) +20 (bow within 30 ft.), Damage +0 (unarmed) +3 (sword) +4 (bow) +5 (bow within 30 ft.), Defense +18 (+15 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +4 (+2 Con, +2 studded leather armor), Fortitude +11 (+9 Base, +2 Con), Reflex +7 (+4 Base, +3 Dex), Will +7 (+5 Base, +2 Wis)

Reputation: +4

Conviction: 10

Weapons: Bow (damage +3/19-20, +4), Sword (damage +3/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers.

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

17TH-LEVEL RANGER

Role: Warrior 15th/Adept 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +2, Cha +0

Skills: Climb 6 (+6, +4 armor), Handle Animal 9 (+9), Jump 4 (+4, +2 armor), Knowledge (life sciences) 12 (+3), Medicine 5 (+7), Notice 9 (+11), Ride 5 (+8), Search 5 (+6), Stealth 20 (+23, +21 armor), Survival 17 (+19)

Feats: Armor Training (light), Attack Focus (bow), Attack Specialization (bow), Endurance, Familiar (hawk), Far Shot, Favored Opponent (goblin, +4/+2), Improved Critical (bow), Improved Precise Shot, Point Blank Shot, Precise Shot, Quick Draw, Track, Trackless, Trailblazer, Uncanny Dodge, Weapon Training, Wild Empathy

Powers: (Wisdom-based, +7 bonus, Save Difficulty: 13): Beast Link

Combat: Attack +19 (+16 Base, +3 Dex) +20 (bow) +21 (bow within 30 ft.), Damage +0 (unarmed) +3 (sword) +4 (bow) +5 (bow within 30 ft.), Defense +19 (+16 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +4 (+2 Con, +2 studded leather armor), Fortitude +11 (+9 Base, +2 Con), Reflex +8 (+5 Base, +3 Dex), Will +8 (+6 Base, +2 Wis)

Reputation: +5

Conviction: 11

Weapons: Bow (damage +3/19-20, +4), Sword (damage +3/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers.

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

18TH-LEVEL RANGER

Role: Warrior 15th/Adept 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +3, Cha +0

Skills: Climb 6 (+6, +4 armor), Handle Animal 9 (+9), Jump 4 (+4, +2 armor), Knowledge (life sciences) 12 (+13), Medicine 10 (+13), Notice 9 (+12), Ride 5 (+8), Search 5 (+6), Stealth 20 (+23, +21 armor), Survival 17 (+20)

Feats: Armor Training (light), Attack Focus (bow), Attack Specialization (bow), Endurance, Familiar (hawk), Far Shot, Favored Opponent (goblin, +4/+2), Improved Critical (bow), Improved Precise Shot, Point Blank Shot, Precise Shot, Quick Draw, Track, Trackless, Trailblazer, Uncanny Dodge, Weapon Training, Wild Empathy

Powers: (Wisdom-based, +8 bonus, Save Difficulty: 15): Beast Link, Nature Reading

Combat: Attack +19 (+16 Base, +3 Dex) +20 (bow) +21 (bow within 30 ft.), Damage +0 (unarmed) +3 (sword) +4 (bow) +5 (bow within 30 ft.), Defense +19 (+16 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +4 (+2 Con, +2 studded leather armor), Fortitude +12 (+10 Base, +2 Con), Reflex +9 (+6 Base, +3 Dex), Will +9 (+6 Base, +3 Wis)

Reputation: +5

Conviction: 11

Weapons: Bow (damage +3/19-20, +4), Sword (damage +3/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers, evasion.

Tricks: Two tricks of player's choice.

TRUE20 FANTASY PATHS

19TH-LEVEL RANGER

Role: Warrior 16th/Adept 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +2, Int +1, Wis +3, Cha +0

Skills: Climb 6 (+6, +4 armor), Handle Animal 9 (+9), Jump 4 (+4, +2 armor), Knowledge (life sciences) 12 (+13), Medicine 10 (+13), Notice 9 (+12), Ride 5 (+8), Search 10 (+11), Stealth 20 (+23, +21 armor), Survival 17 (+20)

Feats: Armor Training (light), Attack Focus (bow), Attack Specialization (bow), Endurance, Familiar (hawk), Far Shot, Favored Opponent (goblin, +4/+2), Improved Critical (bow), Improved Precise Shot, Point Blank Shot, Precise Shot, Quick Draw, Ranged Pin, Track, Trackless, Trailblazer, Uncanny Dodge, Weapon Training, Wild Empathy

Powers: (Wisdom-based, +8 bonus, Save Difficulty: 15): Beast Link, Nature Reading

Combat: Attack +20 (+17 Base, +3 Dex) +21 (bow) +24 (bow within 30 ft.), Damage +0 (unarmed) +3 (sword) +4 (bow) +5 (bow within 30 ft.), Defense +20 (+17 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +4 (+2 Con, +2 studded leather armor), Fortitude +13 (+11 Base, +2 Con), Reflex +9 (+6 Base, +3 Dex), Will +9 (+6 Base, +3 Wis)

Reputation: +5

Conviction: 12

Weapons: Bow (damage +3/19-20, +4), Sword (damage +3/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers, evasion.

Tricks: Two tricks of player's choice.

TRUE20 FANTASY PATHS

20TH-LEVEL RANGER

Role: Warrior 17th/Adept 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +2, Int +1, Wis +3, Cha +0

Skills: Climb 6 (+6, +4 armor), Handle Animal 11 (+11), Jump 4 (+4, +2 armor), Knowledge (life sciences) 12 (+13), Medicine 10 (+13), Notice 9 (+12), Ride 5 (+8), Search 10 (+11), Stealth 23 (+26, +24 armor), Survival 17 (+20)

Feats: Armor Training (light), Attack Focus (bow), Attack Specialization (bow), Endurance, Familiar (hawk), Far Shot, Favored Opponent (goblin, +6/+3), Improved Critical (bow), Improved Precise Shot, Point Blank Shot, Precise Shot, Quick Draw, Ranged Pin, Track, Trackless, Trailblazer, Uncanny Dodge, Weapon Training, Wild Empathy

Powers: (Wisdom-based, +8 bonus, Save Difficulty: 15): Beast Link, Nature Reading

Combat: Attack +21 (+18 Base, +3 Dex) +22 (bow) +23 (bow within 30 ft.), Damage +0 (unarmed) +3 (sword) +4 (bow) +5 (bow within 30 ft.), Defense +21 (+18 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +4 (+2 Con, +2 studded leather armor), Fortitude +13 (+11 Base, +2 Con), Reflex +9 (+6 Base, +3 Dex), Will +9 (+6 Base, +3 Wis)

Reputation: +5

Conviction: 12

Weapons: Bow (damage +3/19-20, +4), Sword (damage +3/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, trail rations (5 days), 50' rope, horse

HAWK FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Combat: Attack +5 (+3 Dex, +2 size), Damage -1 (talons), Defense +5 (+3 Dex, +2 Size), Initiative +3 (Dex +3)

Saving Throws: Toughness -2, Fortitude +2, Reflex +5, Will +2

Special: Link, share powers, evasion.

Tricks: Two tricks of player's choice.

TRUE20 FANTASY PATHS

ROGUE PROGRESSION

1ST-LEVEL ROGUE

Role: Expert 1st

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +0, Int +0, Wis +1, Cha +2

Skills: Acrobatics 4 (+7, +6 armor), Bluff 4 (+6), Climb 4 (+4, +3 armor), Disable Device 4 (+4), Notice 4 (+5), Search 4 (+4), Sleight of Hand 4 (+7, +6 armor), Stealth 4 (+7, +6 armor)

Feats: Armor Training (light), Defensive Roll, Light Sleeper, Run

Combat: Attack +3 (+0 Base, +3 Dex), Damage +0 (unarmed) +1 (knife), Defense +3 (+0 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +2 (+0 Con, +1 leather armor, +1 Defensive Roll), Fortitude +0 (+0 Base, +0 Con), Reflex +5 (+2 Base, +3 Dex), Will +1 (+0 Base, +1 Wis)

Reputation: +1

Conviction: 3

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, basic toolkit, bedroll, blanket, caltrops, trail rations (5 days), 50' rope

2ND-LEVEL ROGUE

Role: Expert 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +0, Int +0, Wis +1, Cha +2

Skills: Acrobatics 4 (+7, +6 armor), Bluff 5 (+7), Climb 4 (+4, +3 armor), Disable Device 5 (+5), Disguise 2 (+4), Escape Artist 2 (+5, +4 armor), Notice 5 (+6), Search 4 (+4), Sleight of Hand 4 (+7, +6 armor), Stealth 5 (+8, +7 armor)

Feats: Armor Training (light), Defensive Roll, Evasion, Light Sleeper, Run

Combat: Attack +4 (+1 Base, +3 Dex), Damage +0 (unarmed) +1 (knife), Defense +4 (+1 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +2 (+0 Con, +1 leather armor, +1 Defensive Roll), Fortitude +0 (+0 Base, +0 Con), Reflex +6 (+3 Base, +3 Dex), Will +1 (+0 Base, +1 Wis)

Reputation: +1

Conviction: 3

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, basic toolkit, bedroll, blanket, caltrops, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

3RD-LEVEL ROGUE

Role: Expert 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +0, Int +0, Wis +1, Cha +2

Skills: Acrobatics 6 (+9, +8 armor), Bluff 5 (+7), Climb 4 (+4, +3 armor), Disable Device 5 (+5), Disguise 2 (+4), Escape Artist 2 (+5, +4 armor), Knowledge (streetwise) 2 (+2), Notice 6 (+7), Search 4 (+4), Sense Motive 2 (+3), Sleight of Hand 4 (+7, +6 armor), Stealth 6 (+9, +8 armor)

Feats: Armor Training (light), Defensive Roll, Evasion, Light Sleeper, Run, Second Chance (trigger traps)

Combat: Attack +5 (+2 Base, +3 Dex), Damage +0 (unarmed) +1 (knife), Defense +5 (+2 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +2 (+0 Con, +1 leather armor, +1 Defensive Roll), Fortitude +1 (+1 Base, +0 Con), Reflex +6 (+3 Base, +3 Dex), Will +2 (+1 Base, +1 Wis)

Reputation: +1

Conviction: 4

Weapons: Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, basic toolkit, bedroll, blanket, caltrops, trail rations (5 days), 50' rope

4TH-LEVEL ROGUE

Role: Expert 4th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +0, Int +0, Wis +1, Cha +2

Skills: Acrobatics 6 (+9, +8 armor), Bluff 5 (+7), Climb 4 (+4, +3 armor), Disable Device 5 (+5), Disguise 4 (+6), Escape Artist 2 (+5, +4 armor), Knowledge (streetwise) 2 (+2), Notice 7 (+8), Search 4 (+4), Sense Motive 2 (+3), Sleight of Hand 4 (+7, +6 armor), Stealth 7 (+10, +9 armor), Swim 4 (+4, +2 armor)

Feats: Armor Training (light), Defensive Roll, Evasion, Light Sleeper, Run, Second Chance (trigger traps), Uncanny Dodge

Combat: Attack +6 (+3 Base, +3 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +6 (+3 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +2 (+0 Con, +1 leather armor, +1 Defensive Roll), Fortitude +1 (+1 Base, +0 Con), Reflex +7 (+4 Base, +3 Dex), Will +2 (+1 Base, +1 Wis)

Reputation: +2

Conviction: 4

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, basic toolkit, bedroll, blanket, caltrops, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

5TH-LEVEL ROGUE

Role: Expert 5th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +0, Int +0, Wis +1, Cha +2

Skills: Acrobatics 8 (+11, +10 armor), Bluff 5 (+7), Climb 4 (+4, +3 armor), Disable Device 5 (+5), Disguise 4 (+6), Escape Artist 4 (+7, +6 armor), Knowledge (streetwise) 2 (+2), Notice 8 (+9), Search 6 (+6), Sense Motive 2 (+3), Sleight of Hand 4 (+7, +6 armor), Stealth 8 (+11, +10 armor), Swim 4 (+4, +2 armor)

Feats: Armor Training (light), Defensive Roll (+2), Evasion, Light Sleeper, Run, Second Chance (trigger traps), Uncanny Dodge

Combat: Attack +6 (+3 Base, +3 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +6 (+3 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +3 (+0 Con, +1 leather armor, +2 Defensive Roll), Fortitude +1 (+1 Base, +0 Con), Reflex +7 (+4 Base, +3 Dex), Will +2 (+1 Base, +1 Wis)

Reputation: +2

Conviction: 5

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, basic toolkit, bedroll, blanket, caltrops, trail rations (5 days), 50' rope

6TH-LEVEL ROGUE

Role: Expert 6th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +0, Int +1, Wis +1, Cha +2

Skills: Acrobatics 8 (+11, +10 armor), Bluff 8 (+10), Climb 7 (+7, +6 armor), Disable Device 5 (+6), Disguise 4 (+6), Escape Artist 4 (+7, +6 armor), Knowledge (streetwise) 2 (+3), Notice 9 (+10), Search 6 (+7), Sense Motive 2 (+3), Sleight of Hand 4 (+7, +6 armor), Stealth 9 (+12, +11 armor), Swim 5 (+5, +3 armor)

Feats: Armor Training (light), Defensive Roll (+2), Evasion, Light Sleeper, Run, Second Chance (trigger traps), Sneak Attack, Uncanny Dodge

Combat: Attack +7 (+4 Base, +3 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +7 (+4 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +3 (+0 Con, +1 leather armor, +2 Defensive Roll), Fortitude +2 (+2 Base, +0 Con), Reflex +8 (+5 Base, +3 Dex), Will +3 (+2 Base, +1 Wis)

Reputation: +2

Conviction: 5

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Leather Armor (+1 toughness, -1 armor check penalty)

Equipment: Backpack, basic toolkit, bedroll, blanket, caltrops, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

7TH-LEVEL ROGUE

Role: Expert 7th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +0, Int +1, Wis +1, Cha +2

Skills: Acrobatics 8 (+11, +9 armor), Bluff 8 (+10), Climb 7 (+7, +5 armor), Disable Device 8 (+9), Disguise 4 (+6), Escape Artist 4 (+7, +5 armor), Knowledge (streetwise) 4 (+5), Notice 10 (+11), Search 6 (+7), Sense Motive 4 (+5), Sleight of Hand 4 (+7, +5 armor), Stealth 10 (+13, +11 armor), Swim 5 (+5, +1 armor)

Feats: Armor Training (light), Defensive Roll (+2), Evasion, Light Sleeper, Lightning Reflexes, Run, Second Chance (trigger traps), Sneak Attack, Uncanny Dodge

Combat: Attack +8 (+5 Base, +3 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +8 (+5 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +4 (+0 Con, +2 studded leather armor, +2 Defensive Roll), Fortitude +2 (+2 Base, +0 Con), Reflex +10 (+5 Base, +3 Dex, +2 Lightning Reflexes), Will +3 (+2 Base, +1 Wis)

Reputation: +2

Conviction: 6

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, basic toolkit, bedroll, blanket, caltrops, trail rations (5 days), 50' rope

8TH-LEVEL ROGUE

Role: Expert 8th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +0, Int +1, Wis +1, Cha +2

Skills: Acrobatics 8 (+11, +9 armor), Bluff 8 (+10), Climb 10 (+10, +8 armor), Disable Device 8 (+9), Disguise 6 (+8), Escape Artist 6 (+9, +7 armor), Knowledge (streetwise) 4 (+5), Notice 11 (+12), Search 6 (+7), Sense Motive 4 (+5), Sleight of Hand 4 (+7, +5 armor), Stealth 11 (+14, +12 armor), Swim 5 (+5, +1 armor)

Feats: Armor Training (light), Defensive Roll (+2), Evasion, Light Sleeper, Lightning Reflexes, Run, Second Chance (trigger traps), Sneak Attack, Taunt, Uncanny Dodge

Combat: Attack +9 (+6 Base, +3 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +9 (+6 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +4 (+0 Con, +2 studded leather armor, +2 Defensive Roll), Fortitude +2 (+2 Base, +0 Con), Reflex +11 (+6 Base, +3 Dex, +2 Lightning Reflexes), Will +3 (+2 Base, +1 Wis)

Reputation: +3

Conviction: 6

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, basic toolkit, bedroll, blanket, caltrops, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

9TH-LEVEL ROGUE

Role: Expert 9th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +0, Int +1, Wis +1, Cha +2

Skills: Acrobatics 8 (+11, +9 armor), Bluff 8 (+10), Climb 10 (+10, +8 armor), Disable Device 8 (+9), Disguise 6 (+8), Escape Artist 6 (+9, +7 armor), Knowledge (streetwise) 4 (+5), Notice 12 (+13), Search 8 (+9), Sense Motive 6 (+7), Sleight of Hand 6 (+9, +7 armor), Stealth 12 (+15, +13 armor), Swim 6 (+6, +2 armor)

Feats: Armor Training (light), Defensive Roll (+2), Evasion, Light Sleeper, Lightning Reflexes, Run, Second Chance (trigger traps), Set-Up, Sneak Attack, Taunt, Uncanny Dodge

Combat: Attack +9 (+6 Base, +3 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +9 (+6 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +2 (+0 Con, +2 studded leather armor, +2 Defensive Roll), Fortitude +3 (+3 Base, +0 Con), Reflex +11 (+6 Base, +3 Dex, +2 Lightning Reflexes), Will +4 (+3 Base, +1 Wis)

Reputation: +3

Conviction: 7

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, basic toolkit, bedroll, blanket, caltrops, trail rations (5 days), 50' rope

10TH-LEVEL ROGUE

Role: Expert 10th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +0, Int +1, Wis +1, Cha +2

Skills: Acrobatics 9 (+12, +10 armor), Bluff 8 (+10), Climb 10 (+10, +8 armor), Disable Device 10 (+11), Disguise 6 (+8), Escape Artist 6 (+9, +7 armor), Knowledge (streetwise) 6 (+6), Notice 13 (+14), Search 10 (+11), Sense Motive 6 (+7), Sleight of Hand 6 (+9, +7 armor), Stealth 13 (+16, +14 armor), Swim 6 (+6, +2 armor)

Feats: Armor Training (light), Defensive Roll (+3), Evasion, Light Sleeper, Lightning Reflexes, Run, Second Chance (trigger traps), Set-Up, Sneak Attack, Taunt, Uncanny Dodge

Combat: Attack +10 (+7 Base, +3 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +10 (+7 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +5 (+0 Con, +2 studded leather armor, +3 Defensive Roll), Fortitude +3 (+3 Base, +0 Con), Reflex +12 (+7 Base, +3 Dex, +2 Lightning Reflexes), Will +4 (+3 Base, +1 Wis)

Reputation: +3

Conviction: 7

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, caltrops, masterwork toolkit, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

11TH-LEVEL ROGUE

Role: Expert 11th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +0, Int +1, Wis +1, Cha +2

Skills: Acrobatics 10 (+13, +11 armor), Bluff 10 (+12), Climb 10 (+10, +8 armor), Disable Device 10 (+11), Disguise 8 (+10), Escape Artist 8 (+11, +9 armor), Knowledge (streetwise) 6 (+6), Notice 14 (+15), Search 10 (+11), Sense Motive 6 (+7), Sleight of Hand 6 (+9, +7 armor), Stealth 14 (+17, +15 armor), Swim 6 (+6, +2 armor)

Feats: Armor Training (light), Defensive Roll (+3), Evasion, Improved Evasion, Light Sleeper, Lightning Reflexes, Run, Second Chance (trigger traps), Set-Up, Sneak Attack, Taunt, Uncanny Dodge

Combat: Attack +11 (+8 Base, +3 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +11 (+8 Base, +3 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +5 (+0 Con, +2 studded leather armor, +3 Defensive Roll), Fortitude +3 (+3 Base, +0 Con), Reflex +12 (+7 Base, +3 Dex, +2 Lightning Reflexes), Will +4 (+3 Base, +1 Wis)

Reputation: +3

Conviction: 8

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, caltrops, masterwork toolkit, trail rations (5 days), 50' rope

12TH-LEVEL ROGUE

Role: Expert 12th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +0, Int +1, Wis +1, Cha +2

Skills: Acrobatics 11 (+15, +13 armor), Bluff 10 (+12), Climb 10 (+10, +8 armor), Disable Device 10 (+11), Disguise 8 (+10), Escape Artist 8 (+12, +10 armor), Knowledge (streetwise) 8 (+8), Notice 15 (+16), Search 10 (+11), Sense Motive 8 (+9), Sleight of Hand 8 (+12, +10 armor), Stealth 15 (+19, +17 armor), Swim 6 (+6, +2 armor)

Feats: Armor Training (light), Defensive Roll (+3), Evasion, Improved Evasion, Light Sleeper, Lightning Reflexes, Run, Second Chance (trigger traps), Set-Up, Sneak Attack (+3), Taunt, Uncanny Dodge

Combat: Attack +13 (+9 Base, +4 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +13 (+9 Base, +4 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +5 (+0 Con, +2 studded leather armor, +3 Defensive Roll), Fortitude +4 (+4 Base, +0 Con), Reflex +14 (+8 Base, +4 Dex, +2 Lightning Reflexes), Will +5 (+4 Base, +1 Wis)

Reputation: +4

Conviction: 8

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, caltrops, masterwork toolkit, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

13TH-LEVEL ROGUE

Role: Expert 13th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +0, Int +1, Wis +1, Cha +2

Skills: Acrobatics 12 (+16, +14 armor), Bluff 10 (+12), Climb 10 (+10, +8 armor), Disable Device 10 (+11), Disguise 10 (+12), Escape Artist 10 (+14, +12 armor), Knowledge (streetwise) 8 (+8), Notice 16 (+17), Search 10 (+11), Sense Motive 10 (+11), Sleight of Hand 8 (+12, +10 armor), Stealth 16 (+20, +18 armor), Swim 6 (+6, +2 armor)

Feats: Armor Training (light), Defensive Roll (+3), Evasion, Hide in Plain Sight, Improved Evasion, Light Sleeper, Lightning Reflexes, Run, Second Chance (trigger traps), Set-Up, Sneak Attack (+3), Taunt, Uncanny Dodge

Combat: Attack +13 (+9 Base, +4 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +13 (+9 Base, +4 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +5 (+0 Con, +2 studded leather armor, +3 Defensive Roll), Fortitude +4 (+4 Base, +0 Con), Reflex +14 (+8 Base, +4 Dex, +2 Lightning Reflexes), Will +5 (+4 Base, +1 Wis)

Reputation: +4

Conviction: 9

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, caltrops, masterwork toolkit, trail rations (5 days), 50' rope

14TH-LEVEL ROGUE

Role: Expert 14th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +0, Int +1, Wis +1, Cha +2

Skills: Acrobatics 13 (+17, +15 armor), Bluff 12 (+14), Climb 10 (+10, +8 armor), Disable Device 12 (+13), Disguise 10 (+12), Escape Artist 10 (+14, +12 armor), Knowledge (streetwise) 8 (+8), Notice 17 (+18), Search 10 (+11), Sense Motive 10 (+11), Sleight of Hand 10 (+14, +12 armor), Stealth 17 (+21, +19 armor), Swim 6 (+6, +2 armor)

Feats: Armor Training (light), Defensive Roll (+3), Evasion, Hide in Plain Sight, Improved Evasion, Light Sleeper, Lightning Reflexes, Run, Second Chance (trigger traps), Set-Up, Skill Mastery (Climb, Escape Artist, Jump, Stealth), Sneak Attack (+3), Taunt, Uncanny Dodge

Combat: Attack +14 (+10 Base, +4 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +14 (+10 Base, +4 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +5 (+0 Con, +2 studded leather armor, +3 Defensive Roll), Fortitude +4 (+4 Base, +0 Con), Reflex +15 (+9 Base, +4 Dex, +2 Lightning Reflexes), Will +5 (+4 Base, +1 Wis)

Reputation: +4

Conviction: 9

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, caltrops, masterwork toolkit, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

15TH-LEVEL ROGUE

Role: Expert 15th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +0, Int +1, Wis +1, Cha +2

Skills: Acrobatics 14 (+18, +16 armor), Bluff 12 (+14), Climb 12 (+12, +10 armor), Disable Device 14 (+15), Disguise 10 (+12), Escape Artist 10 (+14, +12 armor), Knowledge (streetwise) 8 (+8), Notice 18 (+19), Search 12 (+13), Sense Motive 10 (+11), Sleight of Hand 10 (+14, +12 armor), Stealth 18 (+22, +20 armor), Swim 6 (+6, +2 armor)

Feats: Armor Training (light), Defensive Roll (+4), Evasion, Hide in Plain Sight, Improved Evasion, Light Sleeper, Lightning Reflexes, Run, Second Chance (trigger traps), Set-Up, Skill Mastery (Climb, Escape Artist, Jump, Stealth), Sneak Attack (+3), Taunt, Uncanny Dodge

Combat: Attack +15 (+11 Base, +4 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +15 (+11 Base, +4 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +6 (+0 Con, +2 studded leather armor, +4 Defensive Roll), Fortitude +5 (+5 Base, +0 Con), Reflex +15 (+9 Base, +4 Dex, +2 Lightning Reflexes), Will +6 (+5 Base, +1 Wis)

Reputation: +4

Conviction: 10

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, caltrops, masterwork toolkit, trail rations (5 days), 50' rope

16TH-LEVEL ROGUE

Role: Expert 16th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +0, Int +1, Wis +1, Cha +2

Skills: Acrobatics 15 (+19, +17 armor), Bluff 14 (+16), Climb 12 (+12, +10 armor), Disable Device 14 (+15), Disguise 10 (+12), Escape Artist 12 (+16, +14 armor), Knowledge (streetwise) 8 (+8), Notice 19 (+20), Search 14 (+15), Sense Motive 10 (+11), Sleight of Hand 10 (+14, +12 armor), Stealth 19 (+23, +21 armor), Swim 6 (+6, +2 armor)

Feats: Armor Training (light), Challenge (Stealth, Slip Between Cover), Defensive Roll (+4), Evasion, Hide in Plain Sight, Improved Evasion, Light Sleeper, Lightning Reflexes, Run, Second Chance (trigger traps), Set-Up, Skill Mastery (Climb, Escape Artist, Jump, Stealth), Sneak Attack (+3), Taunt, Uncanny Dodge

Combat: Attack +16 (+12 Base, +4 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +16 (+12 Base, +4 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +6 (+0 Con, +2 studded leather armor, +4 Defensive Roll), Fortitude +5 (+5 Base, +0 Con), Reflex +16 (+10 Base, +4 Dex, +2 Lightning Reflexes), Will +6 (+5 Base, +1 Wis)

Reputation: +5

Conviction: 10

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, caltrops, masterwork toolkit, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

17TH-LEVEL ROGUE

Role: Expert 17th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +0, Int +1, Wis +1, Cha +2

Skills: Acrobatics 16 (+20, +18 armor), Bluff 14 (+16), Climb 14 (+14, +12 armor), Disable Device 16 (+17), Disguise 10 (+12), Escape Artist 12 (+16, +14 armor), Knowledge (streetwise) 8 (+8), Notice 20 (+21), Search 16 (+17), Sense Motive 10 (+11), Sleight of Hand 10 (+14, +12 armor), Stealth 20 (+24, +22 armor), Swim 6 (+6, +2 armor)

Feats: Armor Training (light), Challenge (Stealth, Slip Between Cover), Defensive Roll (+4), Evasion, Hide in Plain Sight, Improved Evasion, Improvised Tools, Light Sleeper, Lightning Reflexes, Run, Second Chance (trigger traps), Set-Up, Skill Mastery (Climb, Escape Artist, Jump, Stealth), Sneak Attack (+3), Taunt, Uncanny Dodge

Combat: Attack +16 (+12 Base, +4 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +16 (+12 Base, +4 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +2 (+0 Con, +2 studded leather armor, +4 Defensive Roll), Fortitude +5 (+5 Base, +0 Con), Reflex +16 (+10 Base, +4 Dex, +2 Lightning Reflexes), Will +6 (+5 Base, +1 Wis)

Reputation: +5

Conviction: 11

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, caltrops, masterwork toolkit, trail rations (5 days), 50' rope

18TH-LEVEL ROGUE

Role: Expert 18th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +1, Int +1, Wis +1, Cha +2

Skills: Acrobatics 17 (+21, +19 armor), Bluff 16 (+18), Climb 14 (+14, +12 armor), Disable Device 18 (+19), Disguise 10 (+12), Escape Artist 12 (+16, +14 armor), Knowledge (streetwise) 8 (+8), Notice 21 (+22), Search 18 (+19), Sense Motive 10 (+11), Sleight of Hand 10 (+14, +12 armor), Stealth 21 (+25, +23 armor), Swim 6 (+6, +2 armor)

Feats: Armor Training (light), Challenge (Stealth, Slip Between Cover), Defensive Roll (+4), Evasion, Hide in Plain Sight, Improved Evasion, Improvised Tools, Light Sleeper, Lightning Reflexes, Run, Second Chance (trigger traps), Set-Up, Skill Mastery (Climb, Escape Artist, Jump, Stealth), Sneak Attack (+4), Taunt, Uncanny Dodge

Combat: Attack +17 (+13 Base, +4 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +17 (+13 Base, +4 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +7 (+1 Con, +2 studded leather armor, +4 Defensive Roll), Fortitude +7 (+6 Base, +1 Con), Reflex +17 (+11 Base, +4 Dex, +2 Lightning Reflexes), Will +7 (+6 Base, +1 Wis)

Reputation: +5

Conviction: 11

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, caltrops, masterwork toolkit, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

19TH-LEVEL ROGUE

Role: Expert 19th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +1, Int +1, Wis +1, Cha +2

Skills: Acrobatics 18 (+22, +20 armor), Bluff 16 (+18), Climb 14 (+14, +12 armor), Disable Device 18 (+19), Disguise 12 (+14), Escape Artist 12 (+16, +14 armor), Knowledge (streetwise) 10 (+10), Notice 22 (+23), Search 18 (+19), Sense Motive 10 (+11), Sleight of Hand 12 (+16, +14 armor), Stealth 22 (+26, +24 armor), Swim 6 (+6, +2 armor)

Feats: Armor Training (light), Challenge (Stealth, Slip Between Cover), Defensive Roll (+4), Evasion, Hide in Plain Sight, Improved Evasion, Improvised Tools, Light Sleeper, Lightning Reflexes, Run, Second Chance (mind control and trigger traps), Set-Up, Skill Mastery (Climb, Escape Artist, Jump, Stealth), Sneak Attack (+4), Taunt, Uncanny Dodge

Combat: Attack +18 (+14 Base, +4 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +18 (+14 Base, +4 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +7 (+1 Con, +2 studded leather armor, +4 Defensive Roll), Fortitude +7 (+6 Base, +1 Con), Reflex +17 (+11 Base, +4 Dex, +2 Lightning Reflexes), Will +7 (+6 Base, +1 Wis)

Reputation: +5

Conviction: 12

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, caltrops, masterwork toolkit, trail rations (5 days), 50' rope

20TH-LEVEL ROGUE

Role: Expert 20th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +1, Int +1, Wis +1, Cha +2

Skills: Acrobatics 20 (+24, +22 armor), Bluff 16 (+18), Climb 14 (+14, +12 armor), Disable Device 20 (+21), Disguise 12 (+14), Escape Artist 12 (+16, +14 armor), Knowledge (streetwise) 10 (+10), Notice 23 (+24), Search 20 (+21), Sense Motive 10 (+11), Sleight of Hand 12 (+16, +14 armor), Stealth 23 (+27, +25 armor), Swim 7 (+7, +3 armor)

Feats: Armor Training (light), Challenge (Stealth, Slip Between Cover), Defensive Roll (+5), Evasion, Hide in Plain Sight, Improved Evasion, Improvised Tools, Light Sleeper, Lightning Reflexes, Run, Second Chance (mind control and trigger traps), Set-Up, Skill Mastery (Climb, Escape Artist, Jump, Stealth), Sneak Attack (+4), Taunt, Uncanny Dodge

Combat: Attack +19 (+15 Base, +4 Dex), Damage +0 (unarmed) +3 (crossbow) +1 (knife), Defense +19 (+15 Base, +4 Dex), Initiative +3 (+3 Dex)

Saving Throws: Toughness +8 (+1 Con, +2 studded leather armor, +5 Defensive Roll), Fortitude +7 (+6 Base, +1 Con), Reflex +18 (+12 Base, +4 Dex, +2 Lightning Reflexes), Will +7 (+6 Base, +1 Wis)

Reputation: +5

Conviction: 12

Weapons: Crossbow (damage +3/19-20, +3), Knife (damage +1/19-20, +3)

Armor: Studded Leather Armor (+2 toughness, -2 armor check penalty)

Equipment: Backpack, bedroll, blanket, caltrops, masterwork toolkit, trail rations (5 days), 50' rope

TRUE20 FANTASY PATHS

WIZARD PROGRESSION

1ST-LEVEL WIZARD

Role: Adept 1st

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +3, Wis +2, Cha +0

Skills: Bluff 4 (+4), Concentration 4 (+6), Diplomacy 4 (+4), Knowledge (supernatural) 4 (+7), Notice 4 (+6), Search 4 (+7), Sense Motive 4 (+6)

Feats: Familiar

Powers: (Intelligence-based, +7 bonus, Save Difficulty: 14): Enhanced Senses, Light Shaping, Second Sight

Combat: Attack +0 (+0 Base, +0 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +0 (+0 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +1 (+0 Base, +1 Con), Reflex +0 (+0 Base, +0 Dex), Will +4 (+2 Base, +2 Wis)

Reputation: +1

Conviction: 3

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days)

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -4, Dex +2, Con +0, Int -4, Wis +1, Cha -2

Skills: Acrobatics 0 (+10), Climb 0 (+6), Jump 0 (+10), Notice 4 (+5), Stealth 0 (+14, +18 tall grass)

Feats: Night Vision^B

Traits: Scent

Combat: Attack +4 (+0 base, +2 Dex, +2 size), Damage -4 (unarmed), Defense +4 (+0 base, +2 Dex, +2 size), Initiative +2

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +2 (+2 base, +0 Con), Reflex +4 (+2 base, +2 Dex), Will +1 (+0 base, +1 Wis)

Special: Link, Share Power

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

2ND-LEVEL WIZARD

Role: Adept 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +3, Wis +2, Cha +0

Skills: Bluff 4 (+4), Concentration 5 (+7), Diplomacy 4 (+4), Gather Information 1 (+1), Knowledge (history) 1 (+4), Knowledge (supernatural) 5 (+8), Notice 4 (+6), Search 4 (+7), Sense Motive 4 (+6), Sleight of Hand 1 (+1), Survival 1 (+3), Swim 1 (+1)

Feats: Familiar

Powers: (Intelligence-based, +8 bonus, Save Difficulty: 14): Cold Shaping, Enhanced Senses, Light Shaping, Second Sight

Combat: Attack +1 (+1 Base, +0 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +1 (+1 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +1 (+0 Base, +1 Con), Reflex +0 (+0 Base, +0 Dex), Will +5 (+3 Base, +2 Wis)

Reputation: +1

Conviction: 3

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None **Equipment:** Backpack, bedroll, blanket, trail rations (5 days)

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -4, Dex +2, Con +0, Int -4, Wis +1, Cha -2

Skills: Acrobatics 0 (+10), Climb 0 (+6), Jump 0 (+10), Notice 4 (+5), Stealth 0 (+14, +18 tall grass)

Feats: Night Vision^b

Traits: Scent

Combat: Attack +5 (+1 base, +2 Dex, +2 size), Damage -4 (unarmed), Defense +5 (+1 base, +2 Dex, +2 size), Initiative +2

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +3 (+3 base, +0 Con), Reflex +5 (+3 base, +2 Dex), Will +1 (+0 base, +1 Wis)

Special: Link, Share Power

Tricks: One trick of player's choice.

TRUE20 FANTASY PATHS

3RD-LEVEL WIZARD

Role: Adept 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +3, Wis +2, Cha +0

Skills: Acrobatics 1 (+1), Bluff 4 (+4), Climb 1 (+1), Concentration 6 (+8), Diplomacy 4 (+4), Disguise 1 (+1), Gather Information 1 (+1), Intimidate 1 (+1), Knowledge (history) 1 (+4), Knowledge (supernatural) 6 (+9), Notice 4 (+6), Search 4 (+7), Sense Motive 4 (+6), Sleight of Hand 1 (+1), Stealth 1 (+1), Survival 1 (+3), Swim 1 (+1)

Feats: Familiar

Powers: (Intelligence-based, +9 bonus, Save Difficulty: 15): Cold Shaping, Elemental Weapon, Enhanced Senses, Light Shaping, Second Sight

Combat: Attack +1 (+1 Base, +0 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +1 (+1 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +2 (+1 Base, +1 Con), Reflex +1 (+1 Base, +0 Dex), Will +5 (+3 Base, +2 Wis)

Reputation: +1

Conviction: 4

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days)

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -4, Dex +2, Con +0, Int -4, Wis +1, Cha -2

Skills: Acrobatics 0 (+10), Climb 0 (+6), Jump 0 (+10), Notice 4 (+5), Stealth 0 (+14, +18 tall grass)

Feats: Night Vision^B

Traits: Scent

Combat: Attack +6 (+2 base, +2 Dex, +2 size), Damage -4 (unarmed), Defense +6 (+2 base, +2 Dex, +2 size), Initiative +2

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +3 (+3 base, +0 Con), Reflex +5 (+3 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Special: Link, Share Power, Evasion

Tricks: Two tricks of player's choice.

TRUE20 FANTASY PATHS

4TH-LEVEL WIZARD

Role: Adept 4th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +3, Wis +2, Cha +0

Skills: Acrobatics 2 (+2), Bluff 5 (+5), Climb 1 (+1), Concentration 7 (+9), Diplomacy 4 (+4), Disguise 1 (+1), Gather Information 1 (+1), Intimidate 1 (+1), Knowledge (history) 2 (+5), Knowledge (supernatural) 7 (+10), Notice 5 (+7), Search 4 (+7), Sense Motive 5 (+7), Sleight of Hand 1 (+1), Stealth 1 (+1), Survival 1 (+3), Swim 1 (+1)

Feats: Familiar

Powers: (Intelligence-based, +10 bonus, Save Difficulty: 15): Cold Shaping, Elemental Weapon, Enhance Ability, Enhanced Senses, Light Shaping, Second Sight

Combat: Attack +2 (+2 Base, +0 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +2 (+2 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +2 (+1 Base, +1 Con), Reflex +1 (+1 Base, +0 Dex), Will +6 (+4 Base, +2 Wis)

Reputation: +2

Conviction: 4

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days)

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -4, Dex +2, Con +0, Int -4, Wis +1, Cha -2

Skills: Acrobatics 0 (+10), Climb 0 (+6), Jump 0 (+10), Notice 4 (+5), Stealth 0 (+14, +18 tall grass)

Feats: Night Vision^B

Traits: Scent

Combat: Attack +7 (+3 base, +2 Dex, +2 size), Damage -4 (unarmed), Defense +7 (+3 base, +2 Dex, +2 size), Initiative +2

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +4 (+4 base, +0 Con), Reflex +6 (+4 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Special: Link, Share Power, Evasion

Tricks: Two tricks of player's choice.

TRUE20 FANTASY PATHS

5TH-LEVEL WIZARD

Role: Adept 5th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +3, Wis +2, Cha +0

Skills: Acrobatics 2 (+2), Bluff 5 (+5), Climb 2 (+2), Concentration 8 (+10), Diplomacy 4 (+4), Disguise 2 (+2), Gather Information 2 (+2), Intimidate 2 (+2), Knowledge (history) 2 (+5), Knowledge (supernatural) 8 (+11), Notice 5 (+7), Search 4 (+7), Sense Motive 5 (+7), Sleight of Hand 1 (+1), Stealth 2 (+2), Survival 1 (+3), Swim 1 (+1)

Feats: Familiar

Powers: (Intelligence-based, +11 bonus, Save Difficulty: 16): Blink, Cold Shaping, Elemental Weapon, Enhance Ability, Enhanced Senses, Light Shaping, Second Sight

Combat: Attack +2 (+2 Base, +0 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +2 (+2 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +2 (+1 Base, +1 Con), Reflex +1 (+1 Base, +0 Dex), Will +6 (+4 Base, +2 Wis)

Reputation: +2

Conviction: 5

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days)

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -4, Dex +2, Con +0, Int -4, Wis +1, Cha -2

Skills: Acrobatics 0 (+10), Climb 0 (+6), Jump 0 (+10), Notice 4 (+5), Stealth 0 (+14, +18 tall grass)

Feats: Night Vision^B

Traits: Scent

Combat: Attack +7 (+3 base, +2 Dex, +2 size), Damage -4 (unarmed), Defense +7 (+3 base, +2 Dex, +2 size), Initiative +2

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +4 (+4 base, +0 Con), Reflex +6 (+4 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Special: Link, Share Power, Evasion

Tricks: Two tricks of player's choice.

TRUE20 FANTASY PATHS

6TH-LEVEL WIZARD

Role: Adept 6th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +4, Wis +2, Cha +0

Skills: Acrobatics 3 (+3), Bluff 6 (+6), Climb 2 (+2), Concentration 9 (+11), Diplomacy 4 (+4), Disguise 2 (+2), Gather Information 2 (+2), Intimidate 2 (+2), Knowledge (history) 3 (+7), Knowledge (supernatural) 9 (+13), Notice 5 (+7), Search 4 (+8), Sense Motive 5 (+7), Sleight of Hand 2 (+2), Stealth 2 (+2), Survival 2 (+4), Swim 2 (+2)

Feats: Familiar

Powers: (Intelligence-based, +13 bonus, Save Difficulty: 17): Blink, Cold Shaping, Elemental Blast, Elemental Weapon, Enhance Ability, Enhanced Senses, Light Shaping, Second Sight

Combat: Attack +3 (+3 Base, +0 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +3 (+3 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +3 (+2 Base, +1 Con), Reflex +2 (+2 Base, +0 Dex), Will +7 (+5 Base, +2 Wis)

Reputation: +2

Conviction: 5

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days)

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -3, Dex +3, Con +0, Int -3, Wis +1, Cha -2

Skills: Acrobatics 0 (+11), Climb 0 (+7), Jump 0 (+11), Notice 4 (+5), Stealth 0 (+15, +19 tall grass)

Feats: Night Vision^B

Traits: Scent

Combat: Attack +9 (+4 base, +3 Dex, +2 size), Damage -3 (unarmed), Defense +9 (+4 base, +3 Dex, +2 size), Initiative +3 (+3 Dex)

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +5 (+5 base, +0 Con), Reflex +9 (+5 base, +4 Dex), Will +3 (+2 base, +1 Wis)

Special: Link, Share Power, Evasion, Dedicated

Tricks: Three tricks of player's choice.

TRUE20 FANTASY PATHS

7TH-LEVEL WIZARD

Role: Adept 7th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +4, Wis +2, Cha +0

Skills: Acrobatics 3 (+3), Bluff 6 (+6), Climb 3 (+3), Concentration 10 (+12), Diplomacy 4 (+4), Disguise 2 (+2), Gather Information 3 (+3), Intimidate 2 (+2), Knowledge (history) 3 (+7), Knowledge (supernatural) 10 (+14), Notice 5 (+7), Search 5 (+9), Sense Motive 5 (+7), Sleight of Hand 3 (+3), Stealth 3 (+3), Survival 2 (+4), Swim 3 (+3)

Feats: Familiar

Powers: (Intelligence-based, +14 bonus, Save Difficulty: 18): Blink, Body Control, Cold Shaping, Elemental Blast, Elemental Weapon, Enhance Ability, Enhanced Senses, Light Shaping, Second Sight

Combat: Attack +3 (+3 Base, +0 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +3 (+3 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +3 (+2 Base, +1 Con), Reflex +2 (+2 Base, +0 Dex), Will +7 (+5 Base, +2 Wis)

Reputation: +2

Conviction: 6

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days)

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -3, Dex +3, Con +0, Int -3, Wis +1, Cha -2

Skills: Acrobatics 0 (+11), Climb 0 (+7), Jump 0 (+11), Notice 4 (+5), Stealth 0 (+15, +19 tall grass)

Feats: Night Vision^B

Traits: Scent

Combat: Attack +10 (+5 base, +3 Dex, +2 size), Damage -3 (unarmed), Defense +10 (+5 base, +3 Dex, +2 size), Initiative +3 (+3 Dex)

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +5 (+5 base, +0 Con), Reflex +9 (+5 base, +4 Dex), Will +3 (+2 base, +1 Wis)

Special: Link, Share Power, Evasion, Dedicated

Tricks: Three tricks of player's choice.

TRUE20 FANTASY PATHS

8TH-LEVEL WIZARD

Role: Adept 8th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +4, Wis +2, Cha +0

Skills: Acrobatics 3 (+3), Bluff 6 (+6), Climb 3 (+3), Concentration 11 (+13), Diplomacy 4 (+4), Disguise 3 (+3), Gather Information 3 (+3), Intimidate 3 (+3), Knowledge (history) 3 (+7), Knowledge (supernatural) 11 (+15), Notice 5 (+7), Ride 3 (+3), Search 5 (+9), Sense Motive 5 (+7), Sleight of Hand 3 (+3), Stealth 3 (+3), Survival 3 (+5), Swim 3 (+3)

Feats: Familiar

Powers: (Intelligence-based, +15 bonus, Save Difficulty: 18): Blink, Body Control, Cold Shaping, Elemental Blast, Elemental Weapon, Enhance Ability, Enhanced Senses, Manipulate Object, Light Shaping, Second Sight

Combat: Attack +4 (+4 Base, +0 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +4 (+4 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +3 (+2 Base, +1 Con), Reflex +2 (+2 Base, +0 Dex), Will +8 (+6 Base, +2 Wis)

Reputation: +3

Conviction: 6

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), horse

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -3, Dex +3, Con +0, Int -3, Wis +1, Cha -2

Skills: Acrobatics 0 (+11), Climb 0 (+7), Jump 0 (+11), Notice 4 (+5), Stealth 0 (+15, +19 tall grass)

Feats: Night Vision^B

Traits: Scent

Combat: Attack +11 (+6 base, +3 Dex, +2 size), Damage -3 (unarmed), Defense +11 (+6 base, +3 Dex, +2 size), Initiative +3 (+3 Dex)

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +6 (+6 base, +0 Con), Reflex +10 (+6 base, +4 Dex), Will +3 (+2 base, +1 Wis)

Special: Link, Share Power, Evasion, Dedicated

Tricks: Three tricks of player's choice.

TRUE20 FANTASY PATHS

9TH-LEVEL WIZARD

Role: Adept 9th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +4, Wis +2, Cha +0

Skills: Acrobatics 3 (+3), Bluff 7 (+7), Climb 3 (+3), Concentration 12 (+14), Diplomacy 6 (+6), Disguise 3 (+3), Gather Information 3 (+3), Intimidate 3 (+3), Knowledge (history) 3 (+7), Knowledge (supernatural) 12 (+16), Notice 6 (+8), Ride 3 (+3), Search 6 (+10), Sense Motive 6 (+8), Sleight of Hand 3 (+3), Stealth 3 (+3), Survival 3 (+5), Swim 3 (+3)

Feats: Familiar

Powers: (Intelligence-based, +16 bonus, Save Difficulty: 19): Blink, Body Control, Cold Shaping, Elemental Blast, Elemental Resistance, Elemental Weapon, Enhance Ability, Enhanced Senses, Manipulate Object, Light Shaping, Second Sight

Combat: Attack +4 (+4 Base, +0 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +4 (+4 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +4 (+3 Base, +1 Con), Reflex +3 (+3 Base, +0 Dex), Will +8 (+6 Base, +2 Wis)

Reputation: +3

Conviction: 7

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), horse

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -3, Dex +3, Con +0, Int -3, Wis +1, Cha -2

Skills: Acrobatics 0 (+11), Climb 0 (+7), Jump 0 (+11), Notice 4 (+5), Stealth 0 (+15, +19 tall grass)

Feats: Night Vision^B

Traits: Scent

Combat: Attack +11 (+6 base, +3 Dex, +2 size), Damage -3 (unarmed), Defense +11 (+6 base, +3 Dex, +2 size), Initiative +3 (+3 Dex)

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +6 (+6 base, +0 Con), Reflex +10 (+6 base, +4 Dex), Will +4 (+3 base, +1 Wis)

Special: Link, Share Power, Evasion, Dedicated, Speak

Tricks: Four tricks of player's choice.

TRUE20 FANTASY PATHS

10TH-LEVEL WIZARD

Role: Adept 10th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +4, Wis +2, Cha +0

Skills: Acrobatics 4 (+4), Bluff 7 (+7), Climb 4 (+4), Concentration 13 (+15), Diplomacy 6 (+6), Disguise 4 (+4), Gather Information 3 (+3), Intimidate 3 (+3), Knowledge (history) 3 (+7), Knowledge (supernatural) 13 (+17), Notice 6 (+8), Ride 4 (+4), Search 6 (+10), Sense Motive 6 (+8), Sleight of Hand 4 (+4), Stealth 4 (+4), Survival 3 (+5), Swim 3 (+3)

Feats: Familiar, Iron Will

Powers: (Intelligence-based, +17 bonus, Save Difficulty: 19): Blink, Body Control, Cold Shaping, Elemental Blast, Elemental Resistance, Elemental Weapon, Enhance Ability, Enhanced Senses, Manipulate Object, Light Shaping, Second Sight

Combat: Attack +5 (+5 Base, +0 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +5 (+5 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +4 (+3 Base, +1 Con), Reflex +3 (+3 Base, +0 Dex), Will +11 (+7 Base, +2 Wis, +2 Iron Will)

Reputation: +3

Conviction: 7

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), horse

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -3, Dex +3, Con +0, Int -3, Wis +1, Cha -2

Skills: Acrobatics 0 (+11), Climb 0 (+7), Jump 0 (+11), Notice 4 (+5), Stealth 0 (+15, +19 tall grass)

Feats: Night Vision^B

Traits: Scent

Combat: Attack +12 (+7 base, +3 Dex, +2 size), Damage -3 (unarmed), Defense +12 (+7 base, +3 Dex, +2 size), Initiative +3 (+3 Dex)

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +7 (+7 base, +0 Con), Reflex +11 (+7 base, +4 Dex), Will +4 (+3 base, +1 Wis)

Special: Link, Share Power, Evasion, Dedicated, Speak

Tricks: Four tricks of player's choice.

TRUE20 FANTASY PATHS

11TH-LEVEL WIZARD

Role: Adept 11th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +4, Wis +2, Cha +0

Skills: Acrobatics 4 (+4), Bluff 8 (+8), Climb 4 (+4), Concentration 14 (+16), Diplomacy 6 (+6), Disguise 4 (+4), Gather Information 4 (+4), Intimidate 4 (+4), Knowledge (history) 4 (+8), Knowledge (supernatural) 14 (+18), Notice 6 (+8), Ride 4 (+4), Search 6 (+10), Sense Motive 6 (+8), Sleight of Hand 4 (+4), Stealth 4 (+4), Survival 4 (+6), Swim 4 (+4)

Feats: Familiar, Iron Will

Powers: (Intelligence-based, +18 bonus, Save Difficulty: 20): Blink, Body Control, Cold Shaping, Elemental Blast, Elemental Resistance, Elemental Weapon, Enhance Ability, Enhanced Senses, Manipulate Object, Light Shaping, Phase, Second Sight

Combat: Attack +5 (+5 Base, +0 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +5 (+5 Base, +0 Dex), Initiative +0 (+0 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +4 (+3 Base, +1 Con), Reflex +3 (+3 Base, +0 Dex), Will +11 (+7 Base, +2 Wis, +2 Iron Will)

Reputation: +3

Conviction: 8

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), horse

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -3, Dex +3, Con +0, Int -3, Wis +1, Cha -2

Skills: Acrobatics 0 (+11), Climb 0 (+7), Jump 0 (+11), Notice 4 (+5), Stealth 0 (+15, +19 tall grass)

Feats: Night Vision^b

Traits: Scent

Combat: Attack +13 (+8 base, +3 Dex, +2 size), Damage -3 (unarmed), Defense +13 (+8 base, +3 Dex, +2 size), Initiative +3 (+3 Dex)

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +7 (+7 base, +0 Con), Reflex +11 (+7 base, +4 Dex), Will +4 (+3 base, +1 Wis)

Special: Link, Share Power, Evasion, Dedicated, Speak

Tricks: Four tricks of player's choice.

TRUE20 FANTASY PATHS

12TH-LEVEL WIZARD

Role: Adept 12th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +1, Int +4, Wis +2, Cha +0

Skills: Acrobatics 5 (+6), Bluff 8 (+8), Climb 5 (+5), Concentration 15 (+17), Diplomacy 6 (+6), Disguise 5 (+5), Gather Information 4 (+4), Intimidate 4 (+4), Knowledge (history) 4 (+8), Knowledge (supernatural) 15 (+19), Notice 6 (+8), Ride 5 (+6), Search 6 (+10), Sense Motive 6 (+8), Sleight of Hand 5 (+6), Stealth 5 (+6), Survival 4 (+6), Swim 4 (+4)

Feats: Familiar, Iron Will, Widen Power (Elemental Blast)

Powers: (Intelligence-based, +19 bonus, Save Difficulty: 20): Blink, Body Control, Cold Shaping, Elemental Blast, Elemental Resistance, Elemental Weapon, Enhance Ability, Enhanced Senses, Manipulate Object, Light Shaping, Phase, Second Sight

Combat: Attack +7 (+6 Base, +1 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +7 (+6 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +5 (+4 Base, +1 Con), Reflex +5 (+4 Base, +1 Dex), Will +12 (+8 Base, +2 Wis, +2 Iron Will)

Reputation: +4

Conviction: 8

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), horse

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -2, Dex +4, Con +0, Int -2, Wis +1, Cha -2

Skills: Acrobatics 0 (+12), Climb 0 (+6), Jump 0 (+12), Notice 4 (+5), Stealth 0 (+16, +20 tall grass)

Feats: Night Vision^b

Traits: Scent

Combat: Attack +15 (+9 base, +4 Dex, +2 size), Damage -2 (unarmed), Defense +15 (+9 base, +4 Dex, +2 size), Initiative +4 (+4 Dex)

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +8 (+8 base, +0 Con), Reflex +12 (+8 base, +4 Dex), Will +5 (+4 base, +1 Wis)

Special: Link, Share Power, Evasion, Dedicated, Speak

Tricks: Five tricks of player's choice.

TRUE20 FANTASY PATHS

13TH-LEVEL WIZARD

Role: Adept 13th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +1, Int +4, Wis +2, Cha +0

Skills: Acrobatics 5 (+6), Bluff 8 (+8), Climb 5 (+5), Concentration 16 (+18), Diplomacy 6 (+6), Disguise 5 (+5), Gather Information 5 (+5), Intimidate 5 (+5), Knowledge (history) 4 (+8), Knowledge (supernatural) 16 (+20), Notice 8 (+10), Ride 5 (+6), Search 6 (+10), Sense Motive 6 (+8), Sleight of Hand 5 (+6), Stealth 5 (+6), Survival 5 (+7), Swim 5 (+5)

Feats: Familiar, Iron Will, Widen Power (Elemental Blast)

Powers: (Intelligence-based, +20 bonus, Save Difficulty: 21): Blink, Body Control, Cold Shaping, Elemental Blast, Elemental Resistance, Elemental Weapon, Enhance Ability, Enhanced Senses, Flesh Shaping, Manipulate Object, Light Shaping, Phase, Second Sight

Combat: Attack +7 (+6 Base, +1 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +7 (+6 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +5 (+4 Base, +1 Con), Reflex +5 (+4 Base, +1 Dex), Will +12 (+8 Base, +2 Wis, +2 Iron Will)

Reputation: +4

Conviction: 9

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), horse

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -2, Dex +4, Con +0, Int -2, Wis +1, Cha -2

Skills: Acrobatics 0 (+12), Climb 0 (+6), Jump 0 (+12), Notice 4 (+5), Stealth 0 (+16, +20 tall grass)

Feats: Night Vision^b

Traits: Scent

Combat: Attack +15 (+9 base, +4 Dex, +2 size), Damage -2 (unarmed), Defense +15 (+9 base, +4 Dex, +2 size), Initiative +4 (+4 Dex)

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +8 (+8 base, +0 Con), Reflex +12 (+8 base, +4 Dex), Will +5 (+4 base, +1 Wis)

Special: Link, Share Power, Evasion, Dedicated, Speak

Tricks: Five tricks of player's choice.

TRUE20 FANTASY PATHS

14TH-LEVEL WIZARD

Role: Adept 14th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +1, Int +4, Wis +2, Cha +0

Skills: Acrobatics 6 (+7), Bluff 10 (+10), Climb 6 (+6), Concentration 17 (+19), Diplomacy 7 (+7), Disguise 5 (+5), Gather Information 5 (+5), Intimidate 5 (+5), Knowledge (history) 5 (+9), Knowledge (supernatural) 17 (+21), Notice 8 (+10), Ride 5 (+6), Search 6 (+10), Sense Motive 6 (+8), Sleight of Hand 5 (+6), Stealth 5 (+6), Survival 5 (+7), Swim 5 (+5)

Feats: Familiar, Iron Will, Widen Power (Elemental Blast)

Powers: (Intelligence-based, +21 bonus, Save Difficulty: 21): Blink, Body Control, Cold Shaping, Elemental Blast, Elemental Resistance, Elemental Weapon, Enhance Ability, Enhanced Senses, Flesh Shaping, Manipulate Object, Move Object, Light Shaping, Phase, Second Sight

Combat: Attack +8 (+7 Base, +1 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +8 (+7 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +5 (+4 Base, +1 Con), Reflex +5 (+4 Base, +1 Dex), Will +13 (+9 Base, +2 Wis, +2 Iron Will)

Reputation: +4

Conviction: 9

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), horse

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -2, Dex +4, Con +0, Int -2, Wis +1, Cha -2

Skills: Acrobatics 0 (+12), Climb 0 (+6), Jump 0 (+12), Notice 4 (+5), Stealth 0 (+16, +20 tall grass)

Feats: Night Vision^b

Traits: Scent

Combat: Attack +16 (+10 base, +4 Dex, +2 size), Damage -2 (unarmed), Defense +16 (+10 base, +4 Dex, +2 size), Initiative +4 (+4 Dex)

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +9 (+9 base, +0 Con), Reflex +13 (+9 base, +4 Dex), Will +5 (+4 base, +1 Wis)

Special: Link, Share Power, Evasion, Dedicated, Speak

Tricks: Five tricks of player's choice.

TRUE20 FANTASY PATHS

15TH-LEVEL WIZARD

Role: Adept 15th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +1, Int +4, Wis +2, Cha +0

Skills: Acrobatics 6 (+7), Bluff 10 (+10), Climb 6 (+6), Concentration 18 (+20), Diplomacy 7 (+7), Disguise 6 (+6), Gather Information 6 (+6), Intimidate 5 (+5), Knowledge (history) 5 (+9), Knowledge (supernatural) 18 (+22), Notice 8 (+10), Ride 6 (+7), Search 6 (+10), Sense Motive 6 (+8), Sleight of Hand 5 (+6), Stealth 6 (+7), Survival 6 (+8), Swim 6 (+6)

Feats: Familiar, Iron Will, Supernatural Focus (Elemental Blast), Widen Power (Elemental Blast)

Powers: (Intelligence-based, +22 bonus, Save Difficulty: 22): Blink, Body Control, Cold Shaping, Elemental Blast, Elemental Resistance, Elemental Weapon, Enhance Ability, Enhanced Senses, Flesh Shaping, Manipulate Object, Move Object, Light Shaping, Phase, Second Sight

Combat: Attack +8 (+7 Base, +1 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +8 (+7 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +6 (+5 Base, +1 Con), Reflex +6 (+5 Base, +1 Dex), Will +13 (+9 Base, +2 Wis, +2 Iron Will)

Reputation: +4

Conviction: 10

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), horse

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -2, Dex +4, Con +0, Int -2, Wis +1, Cha -2

Skills: Acrobatics 0 (+12), Climb 0 (+6), Jump 0 (+12), Notice 4 (+5), Stealth 0 (+16, +20 tall grass)

Feats: Night Vision^b

Traits: Scent

Combat: Attack +17 (+11 base, +4 Dex, +2 size), Damage -2 (unarmed), Defense +17 (+11 base, +4 Dex, +2 size), Initiative +4 (+4 Dex)

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +9 (+9 base, +0 Con), Reflex +13 (+9 base, +4 Dex), Will +6 (+5 base, +1 Wis)

Special: Link, Share Power, Evasion, Dedicated, Speak, improved Evasion

Tricks: Six tricks of player's choice.

TRUE20 FANTASY PATHS

16TH-LEVEL WIZARD

Role: Adept 16th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +1, Int +4, Wis +2, Cha +0

Skills: Acrobatics 6 (+7), Bluff 10 (+10), Climb 6 (+6), Concentration 19 (+21), Diplomacy 7 (+7), Disguise 6 (+6), Gather Information 6 (+6), Intimidate 5 (+5), Knowledge (history) 5 (+9), Knowledge (supernatural) 19 (+23), Notice 10 (+12), Ride 8 (+9), Search 8 (+12), Sense Motive 6 (+8), Sleight of Hand 5 (+6), Stealth 6 (+7), Survival 6 (+8), Swim 6 (+6)

Feats: Familiar, Iron Will, Supernatural Focus (Elemental Blast), Widen Power (Elemental Blast)

Powers: (Intelligence-based, +23 bonus, Save Difficulty: 22): Blink, Body Control, Cold Shaping, Elemental Blast, Elemental Resistance, Elemental Weapon, Enhance Ability, Enhanced Senses, Flesh Shaping, Manipulate Object, Move Object, Light Shaping, Phase, Scrying, Second Sight

Combat: Attack +9 (+8 Base, +1 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +9 (+8 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +6 (+5 Base, +1 Con), Reflex +6 (+5 Base, +1 Dex), Will +14 (+10 Base, +2 Wis, +2 Iron Will)

Reputation: +5

Conviction: 10

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), horse

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -2, Dex +4, Con +0, Int -2, Wis +1, Cha -2

Skills: Acrobatics 0 (+12), Climb 0 (+6), Jump 0 (+12), Notice 4 (+5), Stealth 0 (+16, +20 tall grass)

Feats: Night Vision^b

Traits: Scent

Combat: Attack +18 (+12 base, +4 Dex, +2 size), Damage -2 (unarmed), Defense +18 (+12 base, +4 Dex, +2 size), Initiative +4 (+4 Dex)

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +10 (+10 base, +0 Con), Reflex +14 (+10 base, +4 Dex), Will +6 (+5 base, +1 Wis)

Special: Link, Share Power, Evasion, Dedicated, Speak, improved Evasion

Tricks: Six tricks of player's choice.

TRUE20 FANTASY PATHS

17TH-LEVEL WIZARD

Role: Adept 17th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +1, Int +4, Wis +2, Cha +0

Skills: Acrobatics 8 (+9), Bluff 10 (+10), Climb 8 (+8), Concentration 20 (+22), Diplomacy 7 (+7), Disguise 6 (+6), Gather Information 6 (+6), Intimidate 5 (+5), Knowledge (history) 5 (+9), Knowledge (supernatural) 20 (+24), Notice 10 (+12), Ride 8 (+9), Search 8 (+12), Sense Motive 6 (+8), Sleight of Hand 5 (+6), Stealth 8 (+9), Survival 6 (+8), Swim 6 (+6)

Feats: Familiar, Iron Will, Supernatural Focus (Elemental Blast), Widen Power (Elemental Blast)

Powers: (Intelligence-based, +24 bonus, Save Difficulty: 23): Blink, Body Control, Cold Shaping, Elemental Blast, Elemental Resistance, Elemental Weapon, Enhance Ability, Enhanced Senses, Flesh Shaping, Manipulate Object, Move Object, Light Shaping, Phase, Scrying, Second Sight, Teleport

Combat: Attack +9 (+8 Base, +1 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +9 (+8 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +6 (+5 Base, +1 Con), Reflex +6 (+5 Base, +1 Dex), Will +14 (+10 Base, +2 Wis, +2 Iron Will)

Reputation: +5

Conviction: 11

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), horse

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -2, Dex +4, Con +0, Int -2, Wis +1, Cha -2

Skills: Acrobatics 0 (+12), Climb 0 (+6), Jump 0 (+12), Notice 4 (+5), Stealth 0 (+16, +20 tall grass)

Feats: Night Vision^b

Traits: Scent

Combat: Attack +18 (+12 base, +4 Dex, +2 size), Damage -2 (unarmed), Defense +18 (+12 base, +4 Dex, +2 size), Initiative +4 (+4 Dex)

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +10 (+10 base, +0 Con), Reflex +14 (+10 base, +4 Dex), Will +6 (+5 base, +1 Wis)

Special: Link, Share Power, Evasion, Dedicated, Speak, improved Evasion

Tricks: Six tricks of player's choice.

TRUE20 FANTASY PATHS

18TH-LEVEL WIZARD

Role: Adept 18th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +1, Int +4, Wis +3, Cha +0

Skills: Acrobatics 8 (+9), Bluff 10 (+10), Climb 8 (+8), Concentration 21 (+24), Diplomacy 8 (+8), Disguise 6 (+6), Gather Information 6 (+6), Intimidate 6 (+6), Knowledge (history) 6 (+10), Knowledge (supernatural) 21 (+25), Notice 10 (+13), Ride 8 (+9), Search 8 (+12), Sense Motive 6 (+9), Sleight of Hand 8 (+9), Stealth 8 (+9), Survival 6 (+9), Swim 6 (+6)

Feats: Empower, Familiar, Iron Will, Supernatural Focus (Elemental Blast), Widen Power (Elemental Blast)

Powers: (Intelligence-based, +25 bonus, Save Difficulty: 23): Blink, Body Control, Cold Shaping, Elemental Blast, Elemental Resistance, Elemental Weapon, Enhance Ability, Enhanced Senses, Flesh Shaping, Manipulate Object, Move Object, Light Shaping, Phase, Scrying, Second Sight, Teleport

Combat: Attack +10 (+9 Base, +1 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +10 (+9 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +7 (+6 Base, +1 Con), Reflex +7 (+6 Base, +1 Dex), Will +16 (+11 Base, +3 Wis, +2 Iron Will)

Reputation: +5

Conviction: 11

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), horse

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -1, Dex +5, Con +0, Int -1, Wis +1, Cha -2

Skills: Acrobatics 0 (+13), Climb 0 (+9), Jump 0 (+13), Notice 4 (+5), Stealth 0 (+17, +21 tall grass)

Feats: Night Vision^b

Traits: Scent

Combat: Attack +20 (+13 base, +5 Dex, +2 size), Damage -1 (unarmed), Defense +20 (+13 base, +5 Dex, +2 size), Initiative +5 (+5 Dex)

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +11 (+11 base, +0 Con), Reflex +16 (+11 base, +5 Dex), Will +7 (+6 base, +1 Wis)

Special: Link, Share Power, Evasion, Dedicated, Speak, improved Evasion

Tricks: Seven tricks of player's choice.

TRUE20 FANTASY PATHS

19TH-LEVEL WIZARD

Role: Adept 19th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +1, Int +4, Wis +3, Cha +0

Skills: Acrobatics 10 (+11), Bluff 10 (+10), Climb 10 (+10), Concentration 22 (+25), Diplomacy 8 (+8), Disguise 6 (+6), Gather Information 6 (+6), Intimidate 6 (+6), Knowledge (history) 6 (+10), Knowledge (supernatural) 22 (+26), Notice 10 (+13), Ride 10 (+11), Search 8 (+12), Sense Motive 6 (+9), Sleight of Hand 8 (+9), Stealth 8 (+9), Survival 6 (+9), Swim 6 (+6)

Feats: Empower, Familiar, Iron Will, Supernatural Focus (Elemental Blast), Widen Power (Elemental Blast)

Powers: (Intelligence-based, +26 bonus, Save Difficulty: 24): Blink, Body Control, Cold Shaping, Elemental Blast, Elemental Resistance, Elemental Weapon, Enhance Ability, Enhanced Senses, Flesh Shaping, Manipulate Object, Move Object, Light Shaping, Phase, Scrying, Second Sight, Self-Shaping, Teleport

Combat: Attack +10 (+9 Base, +1 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +10 (+9 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +7 (+6 Base, +1 Con), Reflex +7 (+6 Base, +1 Dex), Will +16 (+11 Base, +3 Wis, +2 Iron Will)

Reputation: +5

Conviction: 12

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), horse

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -1, Dex +5, Con +0, Int -1, Wis +1, Cha -2

Skills: Acrobatics 0 (+13), Climb 0 (+9), Jump 0 (+13), Notice 4 (+5), Stealth 0 (+17, +21 tall grass)

Feats: Night Vision^b

Traits: Scent

Combat: Attack +21 (+14 base, +5 Dex, +2 size), Damage -1 (unarmed), Defense +21 (+14 base, +5 Dex, +2 size), Initiative +5 (+5 Dex)

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +11 (+11 base, +0 Con), Reflex +16 (+11 base, +5 Dex), Will +7 (+6 base, +1 Wis)

Special: Link, Share Power, Evasion, Dedicated, Speak, improved Evasion

Tricks: Seven tricks of player's choice.

TRUE20 FANTASY PATHS

20TH-LEVEL WIZARD

Role: Adept 20th

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +1, Int +4, Wis +3, Cha +0

Skills: Acrobatics 10 (+11), Bluff 10 (+10), Climb 10 (+10), Concentration 23 (+26), Diplomacy 8 (+8), Disguise 8 (+8), Gather Information 6 (+6), Intimidate 6 (+6), Knowledge (history) 8 (+12), Knowledge (supernatural) 23 (+27), Notice 10 (+13), Ride 10 (+11), Search 8 (+12), Sense Motive 6 (+9), Sleight of Hand 8 (+9), Stealth 10 (+11), Survival 6 (+9), Swim 6 (+6)

Feats: Empower, Familiar, Iron Will, Supernatural Focus (Elemental Blast), Widen Power (Elemental Blast)

Powers: (Intelligence-based, +27 bonus, Save Difficulty: 24): Apport, Blink, Body Control, Cold Shaping, Elemental Blast, Elemental Resistance, Elemental Weapon, Enhance Ability, Enhanced Senses, Flesh Shaping, Manipulate Object, Move Object, Light Shaping, Phase, Scrying, Second Sight, Self-Shaping, Teleport

Combat: Attack +11 (+10 Base, +1 Dex), Damage +0 (unarmed) +2 (quarterstaff), Defense +11 (+10 Base, +1 Dex), Initiative +1 (+1 Dex)

Saving Throws: Toughness +1 (+1 Con), Fortitude +7 (+6 Base, +1 Con), Reflex +7 (+6 Base, +1 Dex), Will +17 (+12 Base, +3 Wis, +2 Iron Will)

Reputation: +6

Conviction: 12

Weapons: Quarterstaff (damage +2/20, +3)

Armor: None

Equipment: Backpack, bedroll, blanket, trail rations (5 days), horse

CAT FAMILIAR

Type: 1st-level animal

Size: Tiny

Speed: 30 ft.

Abilities: Str -1, Dex +5, Con +0, Int -1, Wis +1, Cha -2

Skills: Acrobatics 0 (+13), Climb 0 (+9), Jump 0 (+13), Notice 4 (+5), Stealth 0 (+17, +21 tall grass)

Feats: Night Vision^b

Traits: Scent

Combat: Attack +22 (+15 base, +5 Dex, +2 size), Damage -1 (unarmed), Defense +22 (+15 base, +5 Dex, +2 size), Initiative +5 (+5 Dex)

Saving Throws: Toughness -2 (+0 Con, -2 size), Fortitude +12 (+12 base, +0 Con), Reflex +17 (+12 base, +5 Dex), Will +7 (+6 base, +1 Wis)

Special: Link, Share Power, Evasion, Dedicated, Speak, improved Evasion

Tricks: Seven tricks of player's choice.

TRUE20 FANTASY PATHS

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