

True20 Hero Creation and Advancement Reference

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This document compiles the basic rules for creating and advancing a character using the True20 System. It is meant to help players plan their characters between game sessions. The material here is drawn solely from the *True20 Adventure Roleplaying* book. The official errata (up to 03/17/2008) has been applied. All text in this document is designated as Open Gaming Content under the terms of the Open Game License Version 1.0a.

I. Abilities

Characters have six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma (see below for more information on how they affect your character). The average for any ability is 0 and each above-average ability score provides a *bonus* on certain die rolls; below-average abilities apply a *penalty* to some die rolls.

Starting Abilities

You have 6 points to divide among your hero's abilities, which all start at 0. The only limitation is you cannot put more than 5 points in a single ability score. If you choose to have a negative value in an ability, you gain bonus points to assign to your other ability scores.

Advancement

Upon gaining any level divisible by six (6th, 12th, and 18th), heroes can increase an ability score by 1 (see Level-Dependent Benefits, below). You choose which ability you want to improve, and the improvement is permanent. You can increase the same ability more than once or a different one each time. You can increase an ability score above +5 in this way.

Ability Scores

Strength (Str)

Strength measures sheer muscle power and the ability to apply it. Your Strength score applies to the following:

- ◆ Damage dealt by melee and thrown weapon attacks.
- ◆ Defense when parrying, blocking attacks in melee combat.
- ◆ Climb, Jump, and Swim checks.
- ◆ Your carrying capacity, how much you can lift and carry.
- ◆ Strength checks for breaking through doors, smashing things, and other deeds of strength when a specific skill doesn't apply.

Dexterity (Dex)

Dexterity is a measure of coordination, agility, and manual dexterity. Your Dexterity score applies to the following:

- ◆ Attack rolls.
- ◆ Defense when dodging, evading attacks in combat.
- ◆ Reflex saving throws, for avoiding danger with coordination and quick reflexes.
- ◆ Initiative checks.
- ◆ Acrobatics, Escape Artist, Ride, Sleight of Hand, and Stealth checks.
- ◆ Dexterity checks for tasks requiring agility and coordination when a specific skill doesn't apply.

Constitution (Con)

Constitution is a measure of endurance, health, and overall physical toughness. Constitution is important because it affects your hero's ability to resist damage. Your Constitution score applies to the following:

- ◆ Toughness saving throws, for resisting damage.
- ◆ Fortitude saving throws, for resisting disease, poison, fatigue, and other effects involving your hero's health.
- ◆ Constitution checks for recovering from damage.

Intelligence (Int)

Intelligence is a measure of reasoning, memory, and quick thinking. Your Intelligence score applies to the following:

- ◆ Your number of known skills at 1st level.
- ◆ The number of skill ranks you gain from successive levels.
- ◆ Craft, Disable Device, Knowledge, and Search checks.
- ◆ Intelligence checks to solve problems using sheer brainpower when a specific skill doesn't apply.

Wisdom (Wis)

While Intelligence measures reasoning, Wisdom is a measure of awareness, common sense, intuition, and strength of will. Your Wisdom score applies to the following:

- ◆ Will saving throws, for resisting attempts to influence you, whether by mundane or supernatural means.
- ◆ Concentration, Medicine, Notice, Sense Motive, and Survival checks.
- ◆ Wisdom checks to resolve matters of intuition when a specific skill doesn't apply.

Charisma (Cha)

Charisma is a measure of persuasiveness, force of personality, leadership ability, and attractiveness (not necessarily physical). Your Charisma score applies to the following:

- ◆ Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, and Perform checks.
- ◆ Charisma checks to use force of personality when a specific skill doesn't apply.
- ◆ Wealth score at 1st level.

II. Backgrounds

Backgrounds have a number of features that influence and modify a character's traits.

Human

This is the default background. The traits of a human background are:

- ◆ Ability Adjustments: None.
- ◆ Bonus Feat: The hero gains one bonus feat at 1st level out of the list of feats available for the hero's role.
- ◆ Bonus Skill: The hero gains one bonus known skill at 1st level, in addition to those gained for the hero's role and Intelligence score.
- ◆ Favored Feats: Choose any two feats as the character's favored feats. These feats are available to the hero regardless of role.

Dwarf

Dwarves are a race of stocky, taciturn humanoids that generally live underground and are known for their skill in stone- and metalworking. Dwarves have the following background traits:

- ◆ Ability Adjustments: +1 Constitution, -1 Charisma
- ◆ Bonus Feats: Great Fortitude, Night Vision, Talented (Craft and Search, only involving stonework)
- ◆ Favored Feats: Dierhard, Favored Opponent (goblins or giants)

Elf

Elves are a race of slender humanoids with delicate features and pointed ears. They live in forest and sylvan environments and are known for their love of beauty and their skill with magic. Elves have the following background traits:

- ◆ Ability Adjustments: +1 Dexterity, -1 Constitution
- ◆ Bonus Feats: Night Vision, Talented (Notice and Search), Weapon Training
- ◆ Favored Feats: Choose one supernatural power (elves treat their total level as their adept level for this power).

Gnome

Gnomes are small humanoids (see the Small Heroes sidebar). They prefer to live in comfortable burrows in hillsides where animals abound, and they're well known for both their gregarious nature and as cunning tricksters and practical jokers.

- ◆ Ability Adjustments: +1 Constitution, -1 Strength
- ◆ Bonus Feats: Iron Will, Night Vision, Talented (Craft [chemical] and Notice)
- ◆ Favored Feats: Choose Fascinate and Favored Opponent (goblins), or a supernatural power.

Half-Elf

The offspring of a human and an elf parent, half-elves exist between both cultures. Some feel alienated, while others feel welcome in both worlds. Half-elves combine some of the refinement of elves with the hardiness and adaptability of humans.

- ◆ Ability Adjustments: None
- ◆ Bonus Feats: Night Vision, Talented (Diplomacy and Gather Information), Talented (Notice and Search)
- ◆ Favored Feats: Choose two (based on the half-elf's home culture).

Half-Orc

Born of a human and an orc parent, half-orcs are most often outcast from both cultures. They have great strength and equally great tempers. Half-orcs make fierce warriors and usually become soldiers, mercenaries, or raiders.

- ◆ Ability Adjustments: +1 Strength, –1 Intelligence
- ◆ Bonus Feats: Night Vision, Weapon Training
- ◆ Bonus Skill: Half-orcs have one bonus known skill (this balances out the one that they lose due to their lower natural Intelligence score).
- ◆ Favored Feats: Choose two of Cleave, Favored Opponent, Tough, or Rage.

Halfing

Halfings are small humanoids, almost exactly half the height of humans (thus the name, see Small Heroes). They're clever and insist they have to be in a world of "big people." They're most often found living among other races, particularly humans.

- ◆ Ability Adjustments: +1 Dexterity, –1 Strength
- ◆ Bonus Feats: Lucky, Talented (Climb and Jump), Talented (Notice and Stealth)
- ◆ Favored Feats: Evasion, Attack Specialization (thrown weapon or sling)

Small Heroes

Some backgrounds—such as gnomes and halfings—involve races smaller than humans. Such small heroes get a +1 to their Combat bonus due to their size (they're small targets, while normal-sized targets seem big to them), and a +4 bonus on Stealth checks. They suffer a –1 penalty on Toughness saves, however. A Small character's carrying capacity is three-quarters of that of a normal (medium-sized) character and a Small character generally moves about two-thirds as fast as a medium character.

III. Roles

Your hero's role is the part he or she plays in the game. The role you choose for your hero affect other stuff like combat bonus, saving throw bonuses, skills, feats, and others. There are three roles (adept, expert, warrior), in addition to heroes with mixed, or multiple, roles.

Starting Role

Each role has a core ability, which you only gain if you take your 1st level in that role. If you add another role later on you don't gain the new role's core ability, just the ability of your first role.

Advancement

After 1st level, heroes get the opportunity to continue in the starting role or begin mixing roles to further expand their options and capabilities. Certain benefits are based on a hero's overall level, regardless of role (as shown in the Level-Dependent Benefits table).

Level-Dependent Benefits				
Level	Max Skill Rank	Ability Increase	Conviction	Feats
1st	4	—	3	4
2nd	5	—	3	1
3rd	6	—	4	1
4th	7	—	4	1
5th	8	—	5	1
6th	9	1st	5	1
7th	10	—	6	1
8th	11	—	6	1
9th	12	—	7	1
10th	13	—	7	1
11th	14	—	8	1
12th	15	2nd	8	1
13th	16	—	9	1
14th	17	—	9	1
15th	18	—	10	1
16th	19	—	10	1

Level-Dependent Benefits				
17th	20	—	11	1
18th	21	3rd	11	1
19th	22	—	12	1
20th	23	—	12	1

Adept

An adept is someone with a talent for the supernatural powers. The role's benefits are:

- ◆ **Abilities:** Mental abilities are usually more important to adepts than physical ones. Wisdom is important to stave off fatigue and Intelligence for emphasizing on scholarship. Adepts also choose a mental ability as the key ability of their supernatural powers. Adepts find a healthy Constitution helpful.
- ◆ **The Talent (Core Ability):** The adept can spend a Conviction point to make one use of a supernatural power they do not possess. An adept with the Talent can also spend a Conviction point to eliminate any accumulated modifiers to fatigue saving throws for using powers.
- ◆ **Powers:** An adept can choose to acquire a power (see further below) in place of one of the adept's normal feats, either starting feats or those acquired by improving in level.
- ◆ **Skills:** Choose 4 + Intelligence score starting skills (minimum of 1). Adepts gain 4 + Int skill ranks per additional level (minimum of 1).
- ◆ **Feats:** Choose 4 starting feats from the General and Adept categories. An adept can also choose a power in place of a feat.

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

Expert

An expert is someone experienced in a wide range of skills. The role's benefits are:

- ◆ **Abilities:** Agility is the name of the game for experts, both physical agility (represented by Dexterity) and social agility (represented by Charisma), with a bit of mental agility (represented by Intelligence) thrown in for good measure and for picking up a few extra useful skills. Wisdom is useful to experts in avoiding danger, from traps to deception.
- ◆ **Expertise (Core Ability):** An expert can spend a point of Conviction to gain 4 temporary ranks in any skill, including skills in which the expert 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.
- ◆ **Saving Throws:** Experts vary in their Fortitude, Reflex, and Will save bonuses. Choose one of these three to be the expert's good save, with the other two as normal saves, consulting the appropriate column on the Expert Advancement table.
- ◆ **Skills:** Choose 8 + Intelligence score starting skills (minimum of 1). Experts gain 8 + Int skill ranks per additional level (minimum of 1).
- ◆ **Feats:** Choose 4 starting feats from the Expert or General categories.

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

Warrior

A warrior is someone with training in many forms of combat. The role's benefits are:

- ◆ **Abilities:** Warriors prize physical abilities over mental ones. Strength is important in striking a powerful blow. Dexterity allows warriors to evade incoming attacks and gives them accuracy with their own. Constitution may be a warrior's most important quality, granting them the endurance to sustain long marches and to fight on when others fall due to injury or fatigue.
- ◆ **Determination (Core Ability):** A warrior can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).
- ◆ **Skills:** Choose 4 + Intelligence score starting skills (minimum of 1). Warriors gain 4 + Int skill ranks per additional level (minimum of 1).

- ◆ **Feats:** All warriors have Firearms Training or Weapon Training as a starting feat. Choose 3 other starting feats from the General or Warrior categories.

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

IV. Skills

Skills are learned abilities acquired through a combination of training (skill ranks) and natural talent (an ability). You assign ranks from your role and level to skills, and the maximum rank you can have in any skill is your level +3. Each skill has a key ability, applied to the skill's checks.

Starting Skills

You choose a certain number of skills your character knows at 1st level, based on your role and Intelligence score (see Roles, above). For example, a warrior knows four skills at 1st level, plus or minus the character's Intelligence score. These starting skills begin at four ranks.

Advancement

As your hero advances in level, you gain additional ranks to assign to skills (based on the role acquired for the new level). You can assign these ranks to existing skills your hero knows, improving them up to the maximum rank (see Level-Dependent Benefits, above) or you can them to entirely new skills.

Skills Table					
Skill	Ability	Untrained?	Specialization?	Action	Take10/20
Acrobatics	Dex	No	No	React or move	10
Bluff	Cha	Yes	No	Standard or full	10
Climb	Str	Yes	No	Move or full	10
Computers	Int	No	No	—	10/20
Concentration	Wis	Yes	No	React	—
Craft	Int	No	Yes	—	10 (20 on repair)
Diplomacy	Cha	Yes	No	Full	10
Disable Device	Int	No	No	Full	10/20
Disguise	Cha	Yes	No	—	10
Drive	Dex	No	No	Move	10
Escape Artist	Dex	Yes	No	Full	20
Gather Information	Cha	Yes	No	—	10
Handle Animal	Cha	Yes	No	—	10/20
Intimidate	Cha	Yes	No	Standard or full	10
Jump	Str	Yes	No	Move	10
Knowledge	Int	No	Yes	React or full	10/20
Language	—	No	Yes	—	—
Medicine	Wis	No	No	—	10/20
Notice	Wis	Yes	No	React or move	10/20
Perform	Cha	Yes	Yes	—	10
Pilot	Dex	No	No	Move	10
Ride	Dex	No	No	Move	10
Search	Int	Yes	No	Full	10/20
Sense Motive	Wis	Yes	No	React	10
Sleight of Hand	Dex	No	No	Standard	10
Stealth	Dex	Yes	No	Move	10
Survival	Wis	Yes	No	—	10
Swim	Str	Yes	No	Move or full	10

V. Feats

Feats are special abilities that allow your hero to do things most other people cannot.

Starting Feats

Heroes start out with a certain number of feats, based on their role. Each role has access to the general feats, as well as its own list of feats. Players choose new feats for their heroes from these lists (included below).

Advancement

Characters acquire a new feat each time they gain a level, either in that role or in a new role (see Level-Dependent Benefits, above).

General Feats	
Feat Name	Summary
Accurate Attack	You can sacrifice damage for accuracy.
All-out Attack	You can sacrifice defense for accuracy.
Animal Empathy	You can use interaction skills on animals.
Armor Training	You know how to move and fight while wearing armor.
Assessment	You can get an idea of an opponent's combat bonus.
Attack Focus	+1 on attack rolls with a chosen attack.
Attractive	+4 on Bluff and Diplomacy checks from your appearance.
Benefit	Gain some minor, but significant, benefit.
Blind-Fight	Half miss chance while in melee combat.
Canny Dodge	Add your Int or Wis score to your dodge bonus.
Challenge	Perform a particular challenge with no modifier.
Connected	You can call in favors from time to time.
Contacts	You can make Gather Information checks faster.
Dedicated	+4 bonus for checks involving the object of your devotion.
Defensive Attack	You can sacrifice accuracy for defense.
Dodge Focus	+1 to your dodge bonus.
Eidetic Memory	Total recall and +4 bonus on checks to remember things.
Endurance	+4 bonus on stamina-related Con checks and Fort saves.
Exotic Weapon Training	You're trained in a particular exotic weapon.
Far Shot	Increase range increment by one-half (double for thrown weapons).
Firearms Training	You are trained in the proper use of firearms.
Great Fortitude	+2 on Fortitude saving throws.
Improved Critical	Your threat range with a particular attack is doubled.
Improved Defense	+2 bonus when taking the total defense action.
Improved Disarm	+2 bonus when attempting to disarm an opponent
Improved Grab	You can follow an unarmed attack with a free grapple.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Pin	Opponents suffer a -4 penalty on grapple checks against you.
Improved Precise Shot	No penalty for less than total cover or concealment.
Improved Ranged Disarm	No penalty when making a ranged disarm attempt.
Improved Speed	+10 feet movement speed.
Improved Strike	You do lethal damage unarmed.
Improved Sunder	+4 to hit when striking held objects.
Improved Throw	Choose whether an opponent uses Str or Dex against a trip.

Improved Trip	+2 bonus to trip opponents.
Iron Will	+2 bonus on Will saving throws.
Leadership	You acquire a number of followers.
Light Sleeper	No penalty on Notice checks while sleeping.
Lightning Reflexes	+2 bonus on Reflex saving throws.
Low Profile	Subtract 3 from your Reputation score.
Lucky	Add your Cha score to your saving throws.
Move-by Action	Move both before and after your standard action.
Night Vision	See twice as far in low-light conditions.
Overrun	You can overrun more effectively while mounted or in a vehicle.
Point Blank Shot	+1 attack and damage with ranged weapons at 30 ft. range.
Precise Shot	You can make ranged attacks into melee with no penalty.
Prone Fighting	No penalties while fighting prone.
Quick Draw	Draw or reload a weapon as a free action.
Ranged Pin	You can pin an opponent with a ranged weapon.
Run	You run at five times your normal speed.
Second Chance	You get a second save against a particular hazard.
Set-up	Transfer an interaction bonus in combat to an ally.
Shield Training	You're trained in the proper use of shields in combat.
Skill Focus	+3 bonus with a chosen skill.
Skill Training	+4 skill ranks.
Startle	Use Intimidate in place of Bluff to feint in combat.
Talented	+2 bonus with two related skills.
Taunt	Make a Bluff check to shake a target's confidence.
Tireless	Suffer no penalties from fatigue.
Track	You can find and follow tracks.
Trackless	You leave no trail in natural surroundings.
Trailblazer	You can move through natural surroundings freely.
Two-Weapon Defense	Your two-weapon fighting style improves your Defense.
Two-Weapon Fighting	You can skillfully fight with a weapon in each hand.
Uncanny Dodge	You retain your dodge bonus when flat-footed.
Vehicular Combat	Substitute Drive, Pilot, or Ride check for vehicle or mount's Defense.
Wealthy	+4 Wealth bonus.
Weapon Training	You're trained in the use of martial weapons.

Adept Feats

Feat Name	Summary
Empower	You can increase the effective rank of your powers.
Erase Signature	You can erase supernatural signatures.

Familiar	You have a supernatural bond with a special animal companion.
Imbue Item	You can craft supernatural items.
Mind Over Body	Substitute your Wisdom score for Constitution checks.
Quicken Power	Reduce the time required to use your powers.
Shield Penetration	+2 bonus to overcome a target's Psychic Shield.
Subtle Power	You can mute the signature of your powers.
Supernatural Focus	+3 bonus with a chosen power.
Supernatural Talent	+2 bonus with two chosen powers.
Widen Power	Affect an area with your powers.

Expert Feats	
Feat Name	Summary
Acrobatic Bluff	Use Acrobatics in place of Bluff to feint and trick.
Crippling Strike	Your surprise attacks inflict 1 point of Str damage.
Defensive Roll	+1 bonus on Toughness saves.
Deflect Arrows	You can deflect one ranged attack against you per round.
Elusive Target	Double normal penalties for ranged attacks against you while you're in melee.
Evasion	No damage from area attacks if you make your Reflex save.
Fascinate	You can capture and hold someone's attention with an interaction skill.
Hide in Plain Sight	Make Stealth checks without cover or concealment.
Improved Evasion	Suffer only half damage on a failed Reflex save.
Improvised Tools	No penalty for using a skill without the proper tools.
Inspire	You can inspire others with your presence.
Jack-of-All-Trades	You can use any skill untrained.
Mass Suggestion	Make a suggestion to an entire group.
Master Plan	Gain a bonus when you have a chance to prepare.
Redirect	Redirect a missed attack against another target.
Skill Mastery	Choose four skills you can take 10 with even under pressure.
Slow Fall	You can slow your fall by 10 ft. per two expert levels.
Snatch Arrows	You can catch ranged weapons.
Sneak Attack	+2 damage with a surprise attack.
Stunning Attack	You can make a stunning attack in melee.
Suggestion	You can plant suggestions into the minds of others.
Well Informed	Make a Gather Information check immediately upon meeting someone.

Warrior Feats	
Feat Name	Summary
Attack Specialization	+1 damage with a chosen attack.
Chokehold	Cause a pinned opponent to suffocate.
Cleave	Get an extra melee attack when you take out an opponent.

Critical Strike	Score critical hits normally against favored opponents.
Diehard	You automatically succeed on Con checks to stabilize.
Favored Opponent	+2 bonus against a particular type of opponent.
Grappling Finesse	Use Dex in place of Str to grapple.
Great Cleave	Like Cleave, but usable an unlimited number of times.
Greater Attack Focus	+1 attack bonus with a particular attack.
Greater Attack Specialization	+1 damage with a particular attack.
Rage	You can go into a rage in combat.
Seize Initiative	Spend a Conviction point to go first in the initiative order.
Smite Opponent	You can inflict additional damage on your favored opponent.
Spirited Charge	Deal +3 damage with a melee weapon while charging.
Stunning Attack	You can make a stunning attack in melee.
Tough	+1 bonus on Toughness saves.
Weapon Bind	Free disarm attempt after successful parry.
Weapon Break	Free attack against an opponent's weapon after a successful parry.

VI. Powers

“Power” is a general term for supernatural traits that characters and creatures may possess and that are not found in the ordinary world.

Starting Powers

The ability to wield powers is the key advantage of the adept role. An adept can choose to acquire a power in place of one of the adept's normal feats, either starting feats or those acquired by improving in level.

Advancement

An adept can choose to exchange a feat to learn a power instead.

Powers Table	
Power Name	Summary
Apport	Transport creatures or objects to different locations.
Beast Link	Perceive through an animal's senses.
Blink	You can teleport rapidly to avoid attacks.
Bliss	Project blissful feelings to daze a subject.
Body Control	Exert mental control over your body.
Calm	Drain intense emotion from others.
Cold Shaping	Create intense cold.
Combat Sense	Gain a temporary Combat bonus.
Computer Link	Make mental contact with computers.
Cure	Heal injuries by touch.
Cure Blindness/Deafness	Remove blindness or deafness.
Cure Disease	Remove a disease, preventing further harm.
Cure Poison	Remove a poison, preventing further harm.
Dominate	Control a subject's actions.

Drain Vitality	Drain vital energy by touch.
Earth Shaping	Shape and direct masses of earth and stone.
Elemental Aura	Surround yourself with a damaging aura.
Elemental Blast	Strike a foe with a focused blast of elemental force.
Elemental Resistance	Resist the effects of a particular element.
Elemental Weapon	Imbue a weapon with damaging elemental energy.
Energy Shaping	Shape and direct the flow of electromagnetic energy.
Enhance Ability	Temporarily boost your Strength or Dexterity.
Enhance Other	Temporarily boost someone else's Strength or Dexterity.
Enhance Senses	Temporary bonus to Notice, Search, and Sense Motive checks.
Fire Shaping	Shape and direct fire.
Flesh Shaping	Shape and mold flesh like clay into other forms.
Ghost Touch	Touch and affect incorporeal creatures as if they were solid.
Harm	Inflict injury with a touch.
Heart Reading	Sense the emotions of other creatures.
Heart Shaping	Impose emotional conditions on others.
Illusion	Create illusions that fool the senses.
Imbue Life	Restore life to the recently dead.
Imbue Unlife	Create undead creatures.
Light Shaping	Shape and direct light and illumination.
Manipulate Object	Manipulate and handle objects at a distance.
Mind Probe	Probe a subject's mind for information.
Mind Reading	Sense a subject's surface thoughts.
Mind Shaping	Alter a subject's memories or behavior.
Mind Touch	Establish mental contact with another mind.
Move Object	Life and move objects at a distance.
Nature Reading	Sense the flows and signs of the natural world.
Object Reading	Read psychic impressions from places and objects.
Pain	Inflict stunning pain on a subject.
Phase	You can become incorporeal.
Plane Shift	You can transport yourself to other dimensions.
Plant Shaping	Shape living plants and wood and direct their growth.
Psychic Blast	Inflict mental damage on a target.
Psychic Reflection	Send a psychic attack back at the attacker.
Psychic Shield	Shield your mind from psychic influences.
Psychic Trap	Counterattack an attempt to bypass your Psychic Shield.
Psychic Weapon	Create a melee weapon out of psychic energy.
Scrying	Sense distant events as if you were present.
Second Sight	Sense the use and lingering effects of supernatural powers.

Self-Shaping	Reshape your body into different creatures.
Sense Minds	Sense the presence and location of other minds.
Severance	Remove the powers of others temporarily.
Sleep	Put a target into a deep sleep.
Suggestion	Implant suggestions in the minds of others.
Supernatural Speed	Move at great speed in short bursts.
Supernatural Strike	Overcome the damage reduction of supernatural creatures.
Supernatural Weapon	Imbue weapons to overcome damage reduction.
Teleport	You can move instantly from place to place.
Truth-Reading	Sense when someone is lying to you.
Visions	See visions of the future.
Ward	Create interference with supernatural powers or creatures.
Water Shaping	Shape and direct the flow of water.
Weather Shaping	Shape and direct weather conditions.
Wind Shaping	Shape and direct the force of the wind.
Wind Walk	Walk on air.

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