

ADEPT

Intellectual, scholar, mystic, sorcerer, shaman, psychic, the adept specializes in the sciences and arts of the supernatural. Adepts are known and respected for their knowledge and insight as well as their command of various supernatural powers. Whether part of secret societies, hidden from the eyes of most, or as an accepted part of the social order, publicly flaunting their extraordinary abilities, adepts are a breed apart from normal beings.

Adepts fill many roles in the world of *True20*. Their supernatural powers range from subtle visions and insight into the psyche to overt manipulations of the physical world. Depending on the manifestation of the supernatural in the setting (see **Chapter 4**), adepts may be widely known and respected (or feared) for their powers, or operate entirely behind the scenes.

Adepts have the following traits:

ABILITIES

Mental abilities are usually more important to adepts than physical ones. In particular, adepts tend to require strong Wisdom scores, since using their powers depends on force of will to stave off fatigue. Intelligence is nearly as important, given the adept's emphasis on scholarship. Adepts also choose a mental ability as the key ability of their supernatural powers. Adepts also find a healthy Constitution helpful, especially if they plan to exercise their arts in the field rather than in the comfort of a college or hermitage.

THE TALENT (CORE ABILITY)

The adept can spend a Conviction point to make one use of a supernatural power they do not possess. This works much like spending a Conviction point to emulate a feat. An adept with the Talent can also spend a Conviction point to eliminate any accumulated modifiers to fatigue saving throws for using powers. See Chapter 4 for more information on supernatural powers and later in this chapter for more on Conviction.

POWERS

Adepts can develop and use certain supernatural powers, described in detail in Chapter 4. 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. So a starting adept can have up to four powers (at the cost of taking no starting feats), one power and three feats, two and two, or any combination adding up to the adept's starting number of feats. Each time the adept gains a level the player has a choice of taking a new feat or a new power.

SKILLS

Choose 4 + Intelligence score starting skills (minimum of 1). Adepts gain 4 + Int skill ranks per additional level (minimum of 1). Important skills for adepts include Concentration, Craft, Gather Information, Knowledge (particularly supernatural), Language, and Notice.

FEATS

Choose 4 starting feats from the General and Adept categories. An adept can also choose a power in place of a feat.



EXPERT

Experts range from diplomats and nobles to traveling storytellers and adventurous scholars or scientists, from merchants with an eye for profit to cunning thieves with an eye for an easy mark. Some experts choose to focus on the ability to handle any social situation, others emphasize physical skills allowing them to avoid unwanted entanglements, and some focus on scholarly skills, but for use “in the field” rather than solely in a laboratory or classroom.

Adventuring experts tend to combine different skills. They have to be able to endure long journeys yet be ready to negotiate with various parties when they reach the journey’s end, able to appraise and understand people, situations, and objects. Experts essentially handle everything adepts and warriors do not.

Experts have the following traits:

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. Nimble experts are often trained in skills like Acrobatics and Ride, while the personable and charming ones focus on interaction skills like Bluff and Diplomacy. Wisdom is useful to experts in avoiding danger, from traps to deception, and keen Intelligence can help an expert go far (and pick up a few extra useful skills).

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 table. For example, your expert’s Fortitude save might be good, while her Reflex and Will saves are normal. At 1st level, her base Fortitude save bonus would be +2, while her base Reflex and Will saves would be +0.

SKILLS

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

Virtually all skills are important to one sort of expert or another. Experts tend to pick certain areas where they specialize, such as athletic or outdoor skills (Acrobatics, Climb, Jump, and Survival, for example), interaction skills (Bluff, Diplomacy, Perform, and Sense Motive), or scholarly skills (such as Craft, Knowledge, and Notice).

FEATS

Choose 4 starting feats from the Expert or General categories.



WARRIOR

Flashing blades, roaring guns, or even bare fists are the tools of the warrior. Some fight for the safety of their homeland and their loved ones. For others it is religious zeal, wealth, or the simple joy of battle. Warriors include trained and disciplined soldiers, heroic knights, grizzled hunters, savage mercenaries, and daring swashbucklers. Although they don't command the mysterious powers of adepts or the breadth of knowledge of experts, warriors have courage, determination, and skill at arms, and for them, it's enough.

Warriors have the following traits:

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).

Important skills for warriors tend to be physical, such as Climb, Jump, and Swim. They often acquire some type of vehicular skill (from Ride to Drive or Pilot, depending on the transportation available), and Utility skills like Concentration, Notice, and Sense Motive are common.

FEATS

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

ROLE ARCHETYPES

The three roles in *True20* are meant to capture certain heroic archetypes commonly found in mythology and fiction. Consider these archetypal characters when creating your own heroes and choosing appropriate roles for them.

ADEPTS

Examples of archetypal adepts include Merlin the Magician, the sorceresses Medea and Morgan LeFay, prophetic priests and miracle-workers, science-fiction psychics, and other wielders of supernatural power.

EXPERTS

Examples of archetypal experts include the inventor Daedalus, the Greek heroes Jason and Theseus, the cunning Robin Hood, Japanese ninja, fantasy thieves, and similar characters.

WARRIORS

Examples of archetypal warriors include Hercules, King Arthur and his knights, the Three Musketeers, Japanese samurai, and virtually all soldiers and professional fighters.

