

True20 Adventure Roleplaying Errata

(Changes appear in the version currently available on RPGNow.com)

Cover

Added product number (GRR1704e) to the cover.

Table of Contents

The OGL is on page 96. Page 95 is the character sheet (not listed in the TOC).

Introduction

p. 3: In the first paragraph, change the next to last sentence to read: "Whether you are new to the world of adventure roleplaying or an experienced gamer, welcome!"

p. 4, Difficulty Examples: Under "Heroic (30)", change "30-foot" to "25-foot"; Difficulty for a long jump is 5 + distance jumped in feet (see p. 21).

p. 4, Opposed Check Examples:

The first item in the list reads "Stealth up on someone." This should read "Sneak up on someone."

p. 6, The Combat Round: The sentence immediately before the bulleted list should read, "During a round you can do one of the following:"

p. 7, Important Terms: Add the following entry, which is explained on p. 72:

percent chance. To roll a percent chance on 1d20, count each number on the die as 5 percent. An event with a 20 percent chance (such as the miss chance for concealment) happens on a roll of 17 or higher, a 50 percent chance on 11 or higher, and a 75 percent chance on 6 or higher.

Chapter 1: Hero Creation

p. 14, Re-roll: In the last sentence, change "hero point" to "Conviction point".

Chapter 3: Feats

p. 25, Armor Training: After the second sentence, add: "The Heavy Armor Training feat covers both medium and heavy types of armor."

p. 25, Blind-Fight: Concealment is on p. 72.

pp. 26-27, General Feats Table: Add Improved Pin with the description "Opponents suffer a -4 penalty on grappling checks against you."

p. 27, Martial Feats: Under *Smite Foe* change "foe" to "opponent" in the feat's name and description.

p. 28, Supernatural Feats: Delete the Elemental Strike line; this is a Supernatural Power.

All the feats ending in the word Power are singular in the table, but plural in their description, e.g. Widen Power on the table is labeled Widen Powers in the description. It should be singular in all cases.

p. 29, Defensive Roll: In the second sentence, add "+1" before "bonus".

pp. 29-30, Familiar: Under Evasion and Improved Evasion, remove the phrase "for half damage" so they both read: "an attack that allows a Reflex saving throw, it takes..."

p. 30, Imbue Item: After the first sentence add: "It takes the normal time to make the item, but its cost is increased."

p. 30, Improved Dodge: Both instances of "dodge action" should be "total defense action" (see p. 71).

p. 31, Improved Precise Shot: Finesse Attack is on p. 72.

p. 31, Inspire: The number of uses per day should have a minimum of one. At the end of the second paragraph, before the parenthesis, insert "with a minimum of one"

Wherever it says "level" in the Inspire feat, it should say "expert level."

p. 33, Smite Foe: The prerequisite's name has been changed to Favored Opponent.

p. 35, Two-Weapon Defense: In the last sentence, change "When fighting defensively or using the full defense action..." to "When using total defense..."

Chapter 4: Supernatural Powers

p. 36, Attack Rolls: In True20 Adventure Roleplaying, attack rolls always use Dexterity (see p. 66); end the second sentence at the first comma.

p. 37, Fatigue: Details on Fatigue saves and levels are on p. 75.

p. 40, Earth Shaping: Change the listing under **Time** to:

Move Earth takes from 10 minutes to an hour, depending on area, Stonecrafting depends on the project in question. Soften Earth and Earthquake are standard actions.

p. 41, Elemental Strike: Add "**Time:** Standard action."

p. 41, Enhance Senses: Delete "Wisdom".

p. 42, Heart Reading: Delete "Wisdom".

p. 43, Imbue Life: Add "**Time:** One minute."

p. 43, Imbue Unlife: Add page numbers: p. 88 for zombies, p. 87 for vampires.

p. 44, Mind Shaping: Delete "or alignment" from the table.

p. 44, Mind Touch: Add "Maintenance" after the power's title.

p. 45, Nature Reading: Delete "Wisdom".

p. 46, Psychic Shield: Under **Time:** "Using Psychic Shield as a defense is a reaction while raising or lowering the shield is a free action."

pp. 46-47, Purifying Light: Add "Maintenance (see below)" after the power's title, after "Fatiguing."

Chapter 5: Equipment

p. 50, Aid Another: Add "(see page 3)" after the first sentence and delete the "+2" before "bonus" since aid another in *True20* provides a variable bonus. "Wealthy" in the last sentence should read "Wealth score".

p. 53, Net: Delete "a -2 penalty to attack rolls and"; the -2 to Dexterity already imposes this penalty.

p. 53, Quarterstaff: Replace "You can wield it one- or two-handed" with: "Each end can be wielded as a separate weapon (see **Two-Weapon Fighting**, page 74), with the off-hand end being treated as a light weapon."

p. 55, Whip: Delete "or a natural armor bonus of +3 or higher."

p. 57, Lantern: After the first sentence, add: "A cone emanates from a point to the listed distance, where it is as wide as the cone is long."

Chapter 6: Playing the Game

p. 64, Haggling: Change “a 25 percent increase in price” to “a +1 increase in cost” and “down 10 percent” to “-1 cost”.

p. 65, Sense Motive: In the second paragraph delete “+2” before “aid another bonus”.

p. 66, Increased Threat Range: After the first sentence, add: Some weapons have higher multipliers or threat ranges; see **Chapter 5**.

p. 67, The Surprise Round: "attack or move action" should read "standard or move action".

p. 68, Actions in Combat: [See also note to p. 69, **Distract**.]

The Actions in Combat table lists several actions to which there is no description: Slam, Cover, Startle. They should be deleted.

p. 69, Distract: Delete this action here and on the table on p. 68. It uses a feat not found in *True20*.

pp. 69-70, Grapple: In the formula, "attack bonus" should be "combat bonus". Under Pin, delete the second sentence. Under **Escape**, the Concentration skill is on p. 18, not p. 70.

p. 70, Move All Out: In the second paragraph, "your Constitution score" should read "10 plus double your Constitution". (See p. 62, **Movement Pace**.) Fatigue is on p. 75.

p. 71, Trick: Several references in the book refer to using the Bluff skill for a "trick" action, but the trick action in the combat section (p.71) refers back to the Bluff skill for mechanics, and the bluff skill doesn't say anything about tricks. Delete this action here, on the table, and any other references to it.

p. 72, Combat Modifiers: Add a footnote to the table: "* +0, but lose dodge bonus to Defense (see page 62)."

p. 72, Ignoring Concealment: Capitalize "Night Vision".

p. 75, Damage Conditions:

The definition of Dying on page 75 doesn't match the definition under Condition Summary on page 76. Specifically, the required recovery check is once per round on page 75 and once per hour on page 76. The definition on page 75 is correct; match the definition in the Condition Summary to it.

p. 75, Recovery: In the third paragraph, end the last sentence at the first comma, deleting everything after it.

p. 76, Condition Summary:

Entangled: The penalty to effective Dexterity should be -2 (not -4). ; Delete "a -2 penalty to attack rolls, a -2 penalty to Defense, and" the -2 to Dexterity already imposes that penalty.

Exhausted: The penalty is -3 (not -6).

Change **Injured** to **Hurt** in the description and title of the condition.

Paralyzed: Change the second sentence to read: “Strength and Dexterity are debilitated, but the character may take purely mental actions.”

Add **Wounded** after **Winded**:

Wounded: The character has suffered damage. Each wounded condition imposes a -1 penalty on Toughness saves to resist further damage.

Chapter 7: Narrating the Game

In the second paragraph, insert "and" after "running the game", and delete "and portraying a world of romantic fantasy".

Chapter 8: Adversaries

p. 84, Poison: Change the third sentence to read:

The Fortitude save against poison generally has a Difficulty of 10 + the creature's Constitution score.

p. 84, Scent: Change "Wisdom" to "Survival" in the fourth paragraph.

p. 85, Dog: Add Night Vision to Traits. Attack and Defense should each be +4 (+3 Dex, +1 size); Initiative should be +3.

pp. 85, Ghost: Delete ability drain (mentioned under Immunities). In the paragraph after Immunities, replace "ability" with "and rejuvenation abilities". Toughness should be +0.

p. 86, Goblin (1st-level warrior): Add "(+1 Dex, +1 size)" after Attack and Defense.

p. 86, Harpy: Attack and Defense should each be +9 (+2 Dex).

p. 86, Hawk: Attack and Defense should each be +5 (the listed modifiers are correct).

p. 86, Horse: Notice should be 6 (+7). Attack and Defense should each be +2 (the listed modifiers are correct). Fortitude should be +5.

p. 87, Rat: Add "swim 15 ft." to Speed.

p. 87, Rat, Dire: Add "climb 20 ft." to Speed. Toughness is -1 [-2 size, +1 Con].

p. 87, Skeleton: Delete ability drain from its list of immunities.

p. 87, Snake, Constrictor: Add "swim 20 ft." to Speed. Attack and Defense should both be +5 (the listed modifiers are correct).

p. 87, Snake, Viper: Reduce the header font to match other creatures' entries.

pp. 87-88, Vampire: Delete Fearless from Feats. Add "(+3 Dex)" to Attack and Defense. Toughness should be +0. Delete ability drain under Immunities.

p. 88, Wolf: Attack and Defense should be +3 each (the listed modifiers are correct).

p. 88, Zombie: Delete ability drain under Immunities.

Appendix II: D20 System Conversion

Add a new step: "5. Use the creature's Base Attack Bonus as its Combat Bonus, and apply Dexterity and size modifiers to both attacks and Defense."

In the discussion of the malkin, change the "is" after "Creatures of Freeport)" to "an".

Character Sheet

Add separate entries for Dodge and Parry.

Add Fatigue track.

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p. 96, 15. Copyright Notice: The Book of the Righteous entry should read, "*Book of the Righteous*, Copyright 2002, Aaron Loeb; Author Aaron Loeb."

Add: "*Creatures of Freeport*, Copyright 2004, Green Ronin Publishing, LLC; Authors Graeme Davis and Keith Baker."