Errata & Notes:

True20 Adventure Roleplaying

By Tim Emrick [thastygliax(at)yahoo(dot)com]; Version 1.0, July 2005. A link to Version 1.0 was posted on the True20 forum (http://www.greenronin.com/phpBB2/viewforum.php?f=24) on 7/14/2005; **additions and changes are marked in bold**. Errata posted by other forum users are given in block quotes, followed by the poster, date and subject line.

General Notes

True20 Adventure Roleplaying is the generic version of the True20 System. It is available through RPG Now: http://www.rpgnow.com/product_info.php?products_id=4967

The True20 forum includes a FAQ thread that answers some questions about this game's relationship to Blue Rose, the True 20 setting search, and other related topics: http://www.greenronin.com/phpBB2/viewtopic.php?t=6251

Many of the comments found on this page have been adapted from the Blue Rose Errata & Notes page. Some quotes come from the Noble Assembly (the Blue Rose forum): http://bluerose.greenronin.com/forum

Cover (p. i)

The product number (GRR1704e) does not appear on the cover.

Title page (p. 1)

[No notes]

Table of Contents (p. 2)

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

This product needs an index.

Introduction (p. 3)

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." I believe that this should read "Sneak up on someone." I'm guessing this was the victim of a global search and replace from the BR text. [carpedavid, 6/17/2005, "True20 pdf errata"]

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

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

<u>percent chance</u>. 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.

Other useful terms to add here include: aid another; initiative; scene.

Chapter 1: Hero Creation (p. 8)

The True20 PDF omits Backgrounds, which in Blue Rose cover both human cultures and nonhuman races. Because of this, as written, True20 humans do not get the bonus feat and skill that they receive in Blue Rose (and d20).

> *Why were the Backgrounds from Blue Rose left out of True20?* Because the Backgrounds were setting-specific and True20 is more general. However, we do have plans to address adding Backgrounds to True20 for those who want to use them. [Evan Sass (SassyRonin), 6/24/2005, "Official True20 FAQ"]

p. 9, Nonexistent Ability Scores: The Constitution paragraph mentions constructs, but none are described in Chapter 8 (or in Blue Rose, but the Blue Rose Companion will include some).

p. 11, Adept: Abilities:

> The adept role paragraph on abilities is based on the BR system, where different powers required different key abilities, rather than the True20 rule that each adept chooses a single key ability for all their powers. [Michael Tree, 6/20/2005, "Re:True20 pdf errata"]

p. 14, Re-roll: In the last sentence, "hero point" should be "Conviction point". [Thanks to Matterhorn, 6/19/2005, "Re: True20 pdf errata"]

Chapter 2: Skills (p. 15)

[No notes]

Chapter 3: Feats (p. 25)

p. 25, Armor Training:

> The Armour Training (General) Feat p25 refers to light and heavy armour. The armour table p55 refers to light, medium and heavy armour. [Matterhorn, 6/17/2005, "Re: True20 pdf errata"]

The Heavy Armor Training feat covers medium armors as well. [Steve Kenson, 6/22/2005, Noble Assembly: "Re: True20 Adventure Roleplaying"]

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

pp. 26-28, Feats [tables]: It would be helpful if the feat tables included a prerequisite column, as was done in the d20 PHB, even though fewer feats have prerequisites in True20.

pp. 26-27, General Feats: Add Improved Pin (see p. 31). [thanks to KyleC, 6/30/2005, "True20 pdf errata"].

p. 27, Martial Feats: Smite Foe should change "foe" to "opponent".

p. 28, Supernatural Feats: Delete the Elemental Strike line; this is a Supernatural Power (see Chapter 4).

> This is pretty nitpicky, but 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. [KyleC, 6/30/2005, "Re: True20 pdf errata"]

p. 29, Defensive Roll: According to the Expert Feats table (p. 27), the bonus is +1.

pp. 29-30, Familiar: The paragraphs on Evasion and Improved Evasion do not reflect the changes to these feats in True20 (see pp. 29 and 30).

p. 30, Imbue Item: The time required is not stated here nor on p. 61. Should this simply be derived using the Craft skill table (p. 18) and the increased Cost?

p. 30, Improved Critical:

> The feat "Improved Critical" […] says that it applies to a single attack. What is meant by attack? [Nick Warcholak, 3/22/2005, Noble Assembly: "Rule Questions"]

The d20 Player's Handbook states, "Choose one type of weapon, such as a longsword or greataxe." In the True20 rules, Weapon Focus, p. 35, states this more explicitly, and allows unarmed strike as a legal choice. (Grapple is probably pointless except for creatures that deal immediate damage with a grab attack.) Creatures with natural weapons may apply this feat to one of those weapons (such as claw or bite).

p. 30, Improved Dodge: Both instances of "dodge action" should be "Total Defense action" (see p. 71). [thanks to Michael Tree, 6/18/2005, "Re: True20 pdf errata"]

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

p. 31, Inspire: The number of uses per day should also have a minimum of one.

> The Inspire feat's save DC is 10 + half your level + your Charisma. It doesn't specify whether this is total level or your expert level. The benefit of the "courage" effect also doesn't specify whether it's total level or expert level. [Michael Tree, 6/18/2005, "Re: True20 pdf errata"]

p. 32, Mounted Combat: Note that without natural armor included in Defense in True20, Mounted Combat becomes even more important than in d20.

p. 32, Rage:

> Can you activate any [Power] at all while raging, or do they all qualify as "Requiring concentration?" A warrior who can activate certain fatiguing [Powers] while raging could make good use of the bonus to will saves, for example. [Isotherm, 4/17/2005, Noble Assembly: "Some quick rules questions"]

The "Action" section on p. 36 seems to indicate that all powers require concentration to activate.

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

p. 33, Suggest:

> I noticed that the Suggest feat for Experts works like the Suggestion [power], but does not require mental contact. The Suggestion [power] also doesn't require mental contact. [rrwood, 6/23/2005, Noble Assembly: "Arcana requiring mental contact?"]

p. 35, Two-Weapon Defense:

> The Two-weapon Defense feat's bonus increases to +2 when fighting defensively or taking a full defense action, which don't exist in True20. There's no equivalent to fighting defensively (aside from the Defensive Attack feat), and full defense has been replaced by the total defense action. [Michael Tree, 6/18/2005, "Re: True20 pdf errata"]

Chapter 4: Supernatural Powers (p. 36)

A table summarizing all powers (as was done with Skills and Feats) would be very useful.

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. 39, Cure:

> The Cure effect in True 20 grants a recovery check, however, bruises, etc. don't recover with a recovery check. They aren't that kind of condition. Was it a design intent NOT to allow any kind of recovery of wounds in True 20? Is there something I missed? [LeeV, 7/5/2005, "Healing in True 20"]

> You are not missing anything. The Cure Power heals all serious injuries. For the less serious injuries, there is natural recovery, Conviction and the Healing Skill. (Bruised recovers at the rate of 1 per minute. Dazed recovers in 1 minute. Hurt recovers at the rate of 1 per hour. A PC can spend a Conviction to remove all Bruised and Hurts. Dazed can be removed with the Healing Skill.) As such, these types of injuries are minor and only have any impact on Toughness saves. There is little need to add further healing

methods. Instead, the Cure Power is focused on real injuries. This makes it application of the Power simple and easy to understand.

On saying that I don't see any problem with adding a second application to the Cure Power to heal these lesser injuries. I would set a DC 15 to heal all these conditions in one go. [skywalker, 7/5/2005, "Re: Healing in True 20"]

p. 40, Earth Shaping: Under Earthquake: Open Ground, a 25 percent chance is 16+ on d20 (see notes to p .7).

earth shaping: what actions are these. standard, full-round, ... ? [langewiele, 7/12/2005, Noble Assembly: "some minor issues on arcana"]

Move Earth takes [from 10 minutes to an hour, depending on area affected]; Stonecrafting depends on the project in question. The time for Soften Earth and Earthquake are not specified, but I would guess that both are standard actions, since the d20 spells they mimic are. [Chris LoBue (White Rose Duelist), 7/12/2005, Noble Assembly: "Re: some minor issues on arcana"]

p. 41, Elemental Strike: Add "Time: Standard action (one attack)."

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

enhance senses: move action, 10 minutes duration, no fatigue. besides assuming one having that has it "always on" (except sleeping and stuff) with a take 10 - what prevents those ones from doing about 3-5 roles to get a good result, besides stupid take-20-fatigue? [langewiele, 7/12/2005, Noble Assembly: "some minor issues on arcana"]

This power cannot be maintained, so you will need to take a move action once every 10 minutes to renew it. If you wish to activate it again before that duration is up, you only get the benefit of the best result. If the Narrator believes that a player is abusing this power through excessive frequency, he would be justified in instituting a house rule to either limit how often it can be attempted, or impose a fatigue save after a certain number of attempts in a given time period, or some other suitable solution.

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. 43, Light Shaping: See p. 72 (or the notes to pp. 7) about rolling miss chances (20% = 17+ on 1d20, 50% = 11+).

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

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

p. 45, Move Object:

Can a character use the Move Object arcanum to move herself? [nephandi, 3/20/2005, "Move Object question"]

No, but such a use of Move Object would make a good feat, IMHO. [Steve Kenson, 3/20/2005, Noble Assembly: "Re: Move Object question"]

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

p. 46, Psychic Shield: Under Time, using Psychic Shield as a defense is a reaction. Raising or lowering the shield is a free action.

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

p. 47, Scrying:

How often does one need to make a fatigue check with [powers] that are fatiguing and can be maintained over a period of time, like Scrying? [oliof, 6/12/2005, Noble Assembly: "rules question: maintained fatiguing arcana (like scrying)"]

You make a fatigue save when you first cast a fatiguing [power]. Even if the [power], like Scrying, is maintained for many rounds, you only make one fatigue save at the beginning. If the [power] is interrupted and you wish to reuse it, however, you must recast it and make a new fatigue save.

Keep in mind that each fatiguing [power] you use increases the Difficulty of subsequent fatigue saves by 1. To stop this increase, you must refrain from using fatiguing [powers] for an hour. (See page [37].) [Jeremy Crawford, 6/12/2005, Noble Assembly: "Re: rules question…"]

p. 47, Sense Minds: For ease of use, the distances above 300 ft. are approximately 0.5, 5, 50, and 500 miles.

p. 48, Ward: Add "Time: Concentration."

p. 49, Wind Shaping: A 50 percent chance is 11+ on d20; 25% is 6+ (see notes to p. 7). To roll 1-10, roll 1d20 and subtract 10 from results of 11-20.

Chapter 5: Equipment (p. 50)

pp. 50-51, Wealth: True20 needs guidelines for assigning Wealth and/or equipment to characters created at above 1st level. (See D20 Modern, p. 204, for a "Wealth Bonus by Level" table.)

p. 50, The Wealth Check: When equipping your hero, a good rule of thumb is: 1) List all items that you wish to buy, in order of cost. 2) Make all purchases that won't reduce your Wealth score. 3) Start with the highest-cost item and work downward.

p. 50, Aid Another: The Difficulty is 10. The aid another bonus can exceed +2 (see p. 5).

"Wealthy" should read "Wealth score". [thanks to KyleC, 6/30/2005, "Re: True20 pdf errata"]

p. 51, Professional Skills: The d20 Profession skill has been dropped in favor of the new Professional Skills rules. A few of the examples in the PHB, such as brewer, cook and tanner, probably should have been Craft specialties to start with, and can easily be covered that way in True20. Guide can be covered by Knowledge (geography) and/or Survival, and herder, stablehand, and teamster should all use Handle Animal.

However, some other potentially useful Profession skills--like sailor--do not have an obvious alternative under True20. GMs may wish to consider importing the Drive skill (in Appendix I), especially if the campaign involves a fair amount of ship travel.

On a related note, the Freeport setting introduces a Profession (gambler) skill. In True20, I'd suggest treating that as a new application of the Bluff skill.

p. 51, Melee and Ranged Weapons: Under Ammunition, a 50 percent chance is 11+ on d20 (see notes to p. 7).

p. 52, Light, One-Handed, and Two-Handed Melee Weapons:

> Do two-handed weapons get 1.5 strength added to damage [as in standard d20]? Some of them do slightly more damage than their one-handed counterparts even without it, admittedly, but others have cheaper one-handed equivalents, like the scythe vs. the pick, and if you're wanting a two handed sword, you might as well just get a bastard sword, since it does the same damage, costs slightly less, and can be used in one hand if you want to spend a feat for it. Should the Greatsword do +5 damage like the great axe, so it's -not- outdone by the bastard sword? [Isotherm, 4/17/2005, Noble Assembly: "Some quick rules questions"]

The x1.5 appears to have been removed. (This may be because each +1 for Strength in True20 has fractionally more effect than each +1 in d20. According to the conversion guidelines, each 5 hit points of damage converts to a +2 damage bonus; however, Strength bonuses aren't scaled down relative to this. So, in a way, that x1.5 is already there.)

According to p. 92, both the bastard sword (1d10) and greatsword (2d6) convert to a +4 damage bonus, but the greataxe (1d12) becomes +5.

p. 52, Weapon Qualities: Weight mentions Small and Large weapons, there are no rules for their cost or damage. Small weapons cost the same as Medium weapons; Large cost +2 more. See notes to pp. 82-83 (Size) about calculating Large damage; reverse the calculation for Small weapons.

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

p. 53, Quarterstaff: The staff is always a two-handed weapon. "You can wield it one- or two-handed" is probably supposed to refer to Two-Weapon Fighting; replace this sentence 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: Natural armor is never explained (or used) in True20.

p. 55, Armor Qualities: Under Bonus, shields give a parry bonus to Defense.

Weight mentions Small and Large creatures, but there are no rules for the their cost, except for barding (p. 143). Small armor costs the same as Medium armor. Add +2 to the cost of Large armor. Add an additional +2 to any size armor designed for a quadruped rather than a biped (such as barding for mounts).

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

p. 57, Manacles: Because Wealth is not linear (see notes to pp. 92-94), adding the lock's cost to the manacles' cost is actually more expensive than buying them separately.

p. 57, Oil: A 50 percent chance is 11+ on d20 (see notes to p. 7).

p. 57, Magnifying Glass, and p. 57, Scale, Merchant's: True20 has no Appraise skill, and lacks rules for other methods of judging an item's value. Use a Craft or Knowledge skill related the item, or an Intelligence check. Difficulty will vary depending on the value and rarity of the item.

p. 60, Saddle, Military: See p. 73 about mounted combat and staying in the saddle.

p. 61, Supernatural Equipment: See note for p. 30 (Imbue Item). See Blue Rose for more examples of supernatural equipment.

p. 61, Charms:

> "It has a cost of 10 + the charm's bonus with the power, which cannot exceed its maker's bonus." Is this the cost that the maker has to pay, the market price, or both? [Ryan_Singer, 6/21/2005, "Charm pricing?"]

Chapter 6: Playing the Game (p. 62)

p. 64, Haggling: Wealth is not linear; see notes to pp. 92-94 about Cost.

p. 65, Sense Motive: The Aid Another bonus can exceed +2 (see p. 5).

p. 66, Increased Threat Range: 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. [KyleC, 6/27/2005, "Re: True20 pdf errata"].

p. 68, Aid: The aid bonus can exceed +2 (see p. 5, Aid Another).

p. 69, Disarm: Note that modifiers for relative weapon size have been removed.

p. 69, Distract:

> p. 69 also refers to using the Distract feat to daze opponents in combat, but there is no such feat. [Michael Tree, 6/18/2005, "Re: True20 pdf errata"]

p. 69, Drop Prone: The Acrobatics skill (p. 16) may be used to Instant Up as a free action.

pp. 69-70, Grapple: In the formula, "attack bonus" should be "combat bonus". Under Pin, does "Improved Grapple" refer to the Improved Grab or Improved Pin feat? Under Escape, the Concentration skill is on p. 18.

p. 70, Move All Out: In the second paragraph, "your Constititution 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. [Michael Tree, 6/18/2005, "Re: True20 pdf errata"]

p. 72, Combat Modifiers: Add a footnote to the table: "* +0, but lose dodge bonus to Defense (see page 62)." [thanks to KyleC, 7/1/2005, "Re: True20 pdf errata"]

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

p. 73, Regular Attack: The -9 and -5 already include the -5 effective Dexterity; melee attacks also include the -4 penalty for being prone.

p. 73, Object Defense and Bonuses to Attack:

> For a held item, Defense equals the character's Def+5+Object Size Mod. Under a literal reading it seems that, all other things being equal (like Dodge bonuses), it is much harder to attack an object held by a heavily-armored warrior than a more lightly-armored warrior. Maybe 'character's Defense' should really be 'character's Touch Attack Defense'? [nephandi, 4/1/2005, Noble Assembly: "Sundering, Criticals rules questions"]

In standard d20, the AC [Defense] of either a carried or a worn object is 10 + its size modifier + the Dexterity modifier of the carrying or wearing character.

pp. 74-75, Damage and Recovery:

> 1. When you mark off a damage condition (Disabled), do you also mark off all the lesser damage conditions (Wounded)? [skywalker, 2/13/2005, Noble Assembly: "Damage and Healing questions"]

> *No. [Steve Kenson, 2/14/2005, Noble Assembly: "Re: Damage and Healing questions"]*

My guess is yes as otherwise you end up with a strange situation where someone Disabled who gets Wounded wouldn't devolve to Dying, as Wounded was not crossed off. [skywalker, 2/13/2005, Noble Assembly: "Damage and Healing questions"]

That's true, which allows disabled characters some chance to valiantly struggle on, using Conviction to help keep them going. However, if you prefer a more realistic treatment, any further damage to a disabled character should push them over to dying. [Steve Kenson, 2/14/2005, Noble Assembly: "Re: Damage and Healing questions"]

2. Recovery checks. Do you make a recovery check for each condition once the time period has elapsed, just the worst damage condition or just the worst damage condition for both lethal and non-lethal? [skywalker, 2/13/2005, Noble Assembly: "Damage and Healing questions"]

You make a recovery check for the worst condition, starting with dying, then going back and forth between lethal and non-lethal. So you recover from conditions, one at a time, in the following order: Dying ("recovery" in this case means stabilizing), Unconscious, Disabled, Staggered, Wounded, Dazed, Hurt, Bruised. [Steve Kenson, 2/14/2005, Noble Assembly: "Re: Damage and Healing questions"]

3. When healed by [powers] do you choose which damage condition you make a recovery check for? [skywalker, 2/13/2005, Noble Assembly: "Damage and Healing questions"]

[Powers] like Cure automatically treat the patient's worst current damage condition. [Steve Kenson, 2/14/2005, Noble Assembly: "Re: Damage and Healing questions"]

4. When you heal a lethal Damage Condition, does the collateral non-lethal Damage Condition also heal? [skywalker, 2/13/2005, Noble Assembly: "Damage and Healing questions"]

No, it heals separately.

So, for example, Wynn has the following damage conditions after a fierce battle with shadowspawn: three bruised, two hurt, dazed, wounded, staggered, and disabled. She would normally get a recovery check from being disabled after a day. Fortunately, one of her allies knows the Cure [power] and uses it to aid her, giving her an immediate recovery check. It succeeds and she is no longer disabled.

Since the Cure check succeeded Wynn's healer friend uses Cure again (with a +1 to the fatigue save Difficulty for repeated use). He succeeds once more and heals her staggered condition (Wynn would have gotten her normal recovery check from it after a minute). He then attempts to heal her wounded condition, but fails, so he has to either wait an hour or spend Conviction to try again.

Wynn rests for an hour and makes her normal recovery check. She succeeds and erases the wounded condition. The dazed condition fades automatically after a minute. Wynn's two hurt conditions fade in two hours, then the three bruised conditions in three minutes. So, with the aid of a healer, Wynn is completely recovered in a little over three hours. [Steve Kenson, 2/14/2005, Noble Assembly: "Re: Damage and Healing questions"]

One last question: if a person is Wounded and Staggered and a hit is scored which results in Disabled, do they check Unconscious due to the collateral non-lethal damage (which in this case would be a second Staggered upgrading to Unconscious)? [skywalker, 2/14/2005, Noble Assembly: "Re: Damage and Healing questions"]

Correct. [Steve Kenson, 2/14/2005, Noble Assembly: "Re: Damage and Healing questions"]

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. [KyleC, 7/1/2005, "Re: True20 pdf errata"]

p. 75, Recovery: Conviction grants a result of 11-20 (see p. 14), so at Con -2 or below, recovery is not automatic.

pp. 75-76, Condition Summary:

Wounded is missing from the list of conditions. [KyleC, 7/1/2005, "Re: True20 pdf errata"]

p. 75, Blinded: A 50 percent miss chance is 11+ on d20 (see p. 72 or the notes to p. 7).

p. 76, Disabled: Note that moving all out while disabled requires two standard actions to "begin/complete full action".

p. 76, Dying: See notes to p. 75, Damage Conditions.

p. 76, 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.

p. 76, Exhausted: The penalty is -3 (not -6).

p. 76, Injured: This should be "Hurt".

p. 76, Invisible: A 50 percent miss chance is 11+ on d20 (see p. 72 or the notes to p. 7).

p. 76, Paralyzed: Strength and Dexterity scores are debilitated (not 0) while paralyzed.

p. 77, Darkness: A 50 percent miss chance is 11+ on d20 (see p. 72 or the notes to p. 7).

p. 78, Smoke: A 20 percent miss chance is 17+ on d20 (see p. 72 or the notes to p. 7).

Chapter 7: Narrating the Game (p. 79)

In the second paragraph, insert "and" after "running the game", and delete "and portraying a world of romantic fantasy". (This is a Blue Rose reference that wasn't edited.) [thanks to FungiMuncher, 6/25/2005, "Re: True20 pdf errata"]

Chapter 8: Adversaries (p. 82)

This chapter needs more explicit guidelines for assigning skills, feats, and other stats to creatures, so that GMs have solid guidelines for creating their own creatures (or converting them from other d20 sources). The d20 Monster Manual did all this quite well [the v.3.5 one, anyway], while Blue Rose seemed to have stripped out a bit too much of those rules, and the True20 rules leave out even more.

- These stat blocks omit the creatures' types and levels. This data is necessary for determining Combat bonus, known skills and skill ranks, saving throws, save Difficulties for special abilities, etc.
- Creature entries should explicitly list racial bonuses to skills, and bonus feats, as the MM does.
- Several creatures split their skill ranks across multiple skills, as if this was still standard d20. Either follow the True20 skill system as written, or add a rule to make these exceptions legal.
- In d20, some of these creatures (especially animals) only have ranks in Listen and Spot, often in combination with Alertness. In many of the True20 stat blocks, the MM value for Listen/Spot was used for Notice without adjusting the ranks, or translating Alertness to Skill Focus (Notice). (Usually, Alertness was simply deleted, with no replacement feat.) In these case, re-calculate Notice as a normal known skill, and either apply Skill Focus (Notice) or give the creature a new feat. The conversion rules on p. 94 say to average the modifiers, but this breaks the rules for known skill ranks.
- The MM routinely lists Hide modifiers for non-Medium creatures with no ranks in the skill, but True20 does not do this for Stealth. (See p. 82 for Size modifiers.)
- The True20 rules omit all rules for advancing creatures. See Blue Rose for advancement entries for most of these creatures (Goblin and Orc advance by role). See also Blue Rose Errata & Notes about modifying damage when an advanced creature changes size categories (notes for p. 188, Advancement).

I hope these omissions are rectified in the print version (or a supplement, at least). Meanwhile, I will be deconstructing parts of these stat blocks to fix things to my own satisfaction. Specific problems and suggestions follow, under each entry. All sample creatures except Goblin, Orc, and Snake (Viper) are taken directly from Blue Rose, so that book has been used (along with the d20 Monster Manual) to fill in missing data.

p. 82, Toughness Modifier: The positive and negative modifiers in the table are not symmetrical, as every other column is. However, for the most part, the sample Tiny, Small, and Large creatures follow the table as written.

p. 83, Space: True20 does not use a battle grid, so Narrators may wish to ignore the Space column and text (except perhaps for Large and larger creatures). (Note that Blue Rose omits Space rules.)

p. 83, Skills: Creature gain skills using the same rules as heroes. Based on the d20 Monster Manual, creatures gain a number of skills based on creature type, which True20 does not use. However, most creatures gain 2 + Int known skills (minimum 1). Among the sample creatures in True20, the exceptions are: goblin and orc (gain skills by role); ghosts and vampires (4 + Int skills, minimum 1); and skeletons and zombies (Int --, so no skills).

Racial skill bonuses are listed in the following notes (omitting "racial", since True20 omits most such descriptors). See also Speed, p. 83, about Climb and Swim bonuses.

p. 83, Feats: Creatures do not gain a new feat at each level, as do heroes. Typically, they follow the d20 progression: one feat at 1st level, plus one at every level divisible by three (3rd, 6th, etc.). Exceptions (such as free feats) are listed in the following notes. Creatures with an Int score of "--" (skeletons and zombies) are mindless, and gain no skills or feats.

p. 84, Combat, and p. 84, Saving Throws: Level (which is omitted in the sample creatures' stat blocks) determines Combat Bonus and saving throws (except Toughness, which does not increase with level). According to Blue Rose, the various creature types have the following progressions:

- Animals (normal animals of Int -4 or -5): Combat as Expert; saving throws as Expert (good Fortitude and Reflex).

- Goblin and orc: Combat and saving throws by role (warrior).

- Harpy and ogre: Combat as Warrior; saving throws as Expert (good Reflex and Will).

- Unliving (ghost, skeleton, vampire, zombie): Combat as Expert; saving throws as Expert (good Will).

p. 84, Incorporeal: A 50 percent miss chance is 11+ on d20 (see p. 72 or the notes to p. 7).

p. 84, Poison: The sample creatures have not been given levels, which is necessary for calculating the save Difficulty.

p. 84, Scent: Creatures with the scent quality make Survival checks, not Wisdom checks.

p. 85, Bat: 1st-level animal. Bats have a +4 racial bonus to Notice checks, plus the Skill Focus (Notice) feat, for a total of Notice 0 (+9). They have one known skill, Sneak 4 (+18). Blindsight has a 20 ft. range.

p. 85, Bear: 6th-level animal (per brown bear in Blue Rose). Add "Feats: Endurance, Improved Grab, Run, Track." (Improved Grab is a free feat.) Bears have a +4 bonus to Swim checks. Delete Climb (one known skill only); skills should read "Notice 9 (+10), Swim 0 (+12)".

p. 85, Boar: 3rd-level animal. Notice should be 6 (+7). Attack and Defense should be +2 each (for level).

p. 85, Cat: 1st-level animal. Cats have a +4 bonus on Climb and Stealth checks, and a +8 bonus on Acrobatics and Jump checks. They use Dexterity rather than Strength for Climb and Jump checks. Skills should read: "Acrobatics 0 (+10), Climb 0 (+6), Jump 0 (+6), Notice 4 (+5), Stealth 0 (+10)." Add Scent to Traits. According to Blue Rose, Damage should be -5.

p. 85, Dog: 1st-level animal. Dogs have a +4 bonus to Jump checks. Listed skills (Notice 4 and Swim 2) are more than known skill ranks (4). Delete ranks in Swim, and add Skill Focus (Swim) for 0 (+4). Track is a free feat. Add Night Vision to Traits. Attack and Defense should each be +4 (+3 Dex, +1 size); Initiative should be +3.

pp. 85-86, Ghost: 5th-level unliving. Ability drain (mentioned under Immunities) is never explained in True20 (only ability damage, on p. 75). In the paragraph after Immunities, replace "ability" with "and rejuvenation abilities". Ghosts have a +8 bonus on Notice, Search, and Stealth checks. This accounts for the listed skills (all at 0 [+8]), so add 4 known skills (at 8 ranks each). Toughness should be +0 (for Con --; the listed Toughness uses Blue Rose's escalating Toughness rules).

p. 86, Goblin (1st-level warrior): Stealth should be 4 (+9), due to size. Feats are not listed; warriors get Armor Training (heavy and light), Weapon Training, and 2 others. (The MM goblin has Alertness, so Skill Focus [Notice] is a good choice.) Add "(+1 Dex, +1 size)" after Attack and Defense.

p. 86, Harpy: 7th-level creature [shadowspawn, in Blue Rose]. Harpies have a +4 bonus to Bluff and Notice checks. In Blue Rose, known skill ranks (10) are split between Bluff (4), Intimidate (4), Notice (2), and Perform (2) [for +5]. Add one feat (probably Skill Focus [Perform], for +8). Attack and Defense should each be +9 (+2 Dex).

p. 86, Hawk: 1st-level animal. Add one feat. Attack and Defense should each be +5 (the listed modifiers are correct).

p. 86, Horse: 3rd-level animal. Notice should be 6 (+7) [7 (+8) for heavy warhorses]. Attack and Defense should each be +2 (the listed modifiers are correct). Per Blue Rose, Damage is +3. Fortitude should be +5.

A warhorse is a 1st-level warrior, with a +1 to Attack and Defense, and one new feat (mostly likely Weapon Focus [hooves]). Its creature levels mean that it follows the mixed-role rules (p. 12), so its saving throws do not improve (and Toughness only increases if the escalating Toughness rule is used, as in Blue Rose).

p. 86, Ogre: 4th-level creature [shadowspawn, per Blue Rose]. An ogre should have one known skill at 7 ranks; increase Notice to 7 (+7). 3 of the 4 levels of Great Toughness are new to True20 (Blue Rose only gives one level, but uses escalating Toughness).

p. 86, Orc (1st-level warrior): Only one feat is listed; warriors get Armor Training (heavy and light), Weapon Training, and 2 others. (The MM orc has Alertness, so Skill Focus [Notice] is a good choice for the last feat.) Weapon Focus requires specialization, so add "(greataxe)". Damage is +8 with greataxe.

p. 87, Rat: 1st-level animal. Add "swim 15 ft." to Speed. Rats have a +4 bonus to Stealth checks (and an extra +8 for size), and a +8 bonus to Acrobatics checks (as well as Climb and Swim, for having those speed modes). A rat uses its Dexterity instead of Strength on Climb and Swim checks. The rat's known skill ranks (4) are split between Climb (2) and Stealth (2). Skills should read: "Acrobatics 0 (+10), Climb 2 (+12), Stealth 2 (+16), Swim 0 (+10)." Add one feat. Per Bkue Rose, Damage is -5.

p. 87, Rat, Dire: 1st-level animal. Add "climb 20 ft." to Speed. Dire rats have a +8 to Climb checks (for having a climb speed) and a +8 to Swim checks (in spite of not having a swim speed). A dire rat uses its Dexterity instead of Strength on Climb and Swim checks. Per MM and Blue Rose, known skill ranks (4) are split between Notice (3) and Stealth (1); skills should read: "Climb

0 (+11), Notice 3 (+4), Stealth 1 (+8), Swim 0 (+11)." Add one feat. Toughness is -1 [-2 size, +1 Con].

p. 87, Shark: 3rd-level animal. Swim should be 0 (+9). Note that feats have been changed from the Blue Rose version, and a third (free) one added.

p. 87, Skeleton: 1st-level unliving. Improved Initiative is a free feat. Toughness should be +0 (for Con --). Damage should be +2 (per Blue Rose). Ability drain (mentioned under Immunities) is never explained in True20 (only ability damage, on p. 75).

p. 87, Snake, Constrictor: 3rd-level animal. Add "swim 20 ft." to Speed. Snakes have a +4 bonus on Notice and Sneak checks. A snake uses either Strength or Dexterity on Climb checks, whichever is better. Per MM and Blue Rose, known skill ranks (6) are split between Climb (3) and Stealth (3); skills should read "Climb 3 (+14), Notice 0 (+5), Stealth 3 (+10), Swim 0 (+11)." Improved Grab is a free feat (as is the second level of Great Toughness, which did not appear in the Blue Rose version). 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. 1st-level animal. Note that this creature is smaller than the viper appearing in Blue Rose; use that viper's Damage -8. Snakes have a +4 bonus on Notice and Sneak checks. A snake uses either Strength or Dexterity on Climb checks, whichever is better. Skills should read: "Climb 0 (+11), Notice 4 (+9), Stealth 0 (+15), Swim 0 (+11)." Add one feat.

pp. 87-88, Vampire: 8th-level unliving. Vampires have a +8 bonus on Bluff, Notice, Search, and Stealth checks. A vampire has five known skills (at 11 ranks each); apply these to the skills that receive no racial bonus. This gives the following skill list: "Bluff 0 (+9), Diplomacy 11 (+12), Gather Information 11 (+12), Intimidate 11 (+12), Knowledge (arcane lore) 11 (+12), Notice 0 (+11), Search 0 (+9), Sense Motive 11 (+14), Stealth 0 (+11)." (This list gives the same totals--or better--than the text as written.)

Under Feats, "Fearless" is either "Iron Will (for Will +11), or an error to be deleted. Per the Monster Manual, Improved Initiative and Lightning Reflexes are free feats; one of the remaining four must be as well (unless Fearless is deleted).

Add "(+3 Dex)" to Attack and Defense. Toughness should be +0 (for Con --; the listed Toughness uses Blue Rose's escalating Toughness rules).

Children of the Night does not give the numbers of creatures summoned. Create Spawn depends on level, which is 8th (per Blue Rose). Ability drain (mentioned under Immunities) is never explained in True20 (only ability damage, on p. 75). The Weaknesses section refers to holy symbols. However, the equipment chapter does not list any, and unlike d20, they are not needed to cast priestly magic.

p. 88, Wolf: 2nd-level animal. Improved Trip and Track are free feats. Known skill ranks (5) are split between Notice (2) and Stealth (2), but 1 is unallocated. Attack and Defense should be +3 each (the listed modifiers are correct). Damage should be +3 (per Blue Rose).

p. 88, Zombie: 1st-level unliving. Great Toughness 2 are free feats (though MM and Blue Rose only give one level). Attack and Defense should both be "-1 (-1 Dex)". Damage is +3 (per Blue

Rose). Ability drain (mentioned under Immunities) is never explained in True20 (only ability damage, on p. 75).

Appendix I: Modern True20 Settings (p. 89)

p. 89, Modern Skills: To expand the Skills table (p. 16) for a modern setting, add the following ines (Craft and Knowledge already appear in that table):

Skill	Ability	Untrained?	Specialization?	Action	Take 10/20
Computers	Int	No	No	Full or --	10/20
Drive	Dex	No	No	Move	10
Pilot	Dex	No	No	Move	10

p. 90, Drive: This skill is also useful for sailing ships in lower-tech settings.

Appendix II: D20 System Conversion (p. 92)

This appendix does not go into detail about converting d20 classes to True20 roles, but many class features are now feats or supernatural powers. Many characters with NPC classes will be Minions (p. 82), while some, especially commoners, will be "ordinaries" (see Blue Rose Errata & Notes , notes to pp. 215-216, for suggested guidelines).

p. 94, Converting Creatures: See notes to Chapter 8 about creature skill problems; this sort of fudging does not obey the True20 known skill rules.

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."

Natural armor is not discussed anywhere in the True20 rules; how should it be converted? (Most likely, it should be added to Toughness saves, as worn armor is, but it has not been included in the creature stat blocks in Chapter 8.)

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

Other Conversions: Costs

D20 Modern has a table giving approximate relative values for Purchase DC's (p. 204). [It's in the GMing chapter, so doesn't seem to appear to be in the SRD.] The progression isn't linear; it's roughly x4/3 for each +1 difficulty.

It's possible to work out purchase Difficulty for a new item (say, from the D&D PHB or DMG) if you know its value relative to another item listed in True20. Let's use a manor house as an example [suggested by Elandir Melanin, 6/29/2005, Nobel Assembly: "Heirlooms"]:

According to the DMG (v.3.5, p. 101), a simple house costs 1,000 gp, a grand house 5,000 gp, and a mansion 100,000 gp. I'm going to assume that a larger price known in both systems will be a better reference point, so let's use the heavy warhorse instead of, say, a sword. A large warhorse has a cost of 400 gp in D&D, and difficulty 22 in True20.

$400 \times (4/3)^3$ is close to 1,000, so the Cost becomes +3 harder, or 25. 5,000 is about 6 more steps beyond that, for Cost 31. An increase of x100 (1K to 100K) is almost exactly 16 steps, for Cost

41. Now just decide where between those three benchmarks a "manor house" should fall.

After a <u>very</u> cursory comparsion of True20 costs and PHB prices for selected weapons, armor, etc., it looks like you can get the True20 Cost simply by multiplying the D&D price (in gp) by $10 then consulting that Purchase DC table on p. 204 of d20M. So if you own d20M, that will speed up these conversions dramatically.

Character Sheet (p. 95)

Backgrounds are not included in True20; delete that space. Melee and ranged attack bonuses are identical in True20; there is no need for separate spaces.

> The character sheet only has one entry for Defense, not separate entries for Dodge and Parry. [Michael Tree, 6/18/2005, "Re: True20 pdf errata"]

This character sheet needs a Fatigue track.

Under purpose of the boxes under Skills is unclear; they seem to be a holdover from the Blue Rose character sheet (where their use is likewise unclear, may have been meant for marking favored vs. normal skills--a distinction that True20 doesn't make).

Open Game License (p. 96)

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

Add: "Creatures of Freeport, Copyright 2004, Green Ronin Publishing, LLC; Authors Graeme Davis and Keith Baker." [This is referenced on p. 94.]