

True20 Errata & Clarifications

Following is a list of official errata, corrections, and clarifications from *True20 Adventure Roleplaying* and the *True20 Bestiary* from Green Ronin Publishing. The page numbers referenced for *True20 Adventure Roleplaying* refer to the hardcover edition of the book (not earlier PDF or softcover special editions).

Thanks to Erica “True20 Chick” Balsley for her help in compiling organizing this information.

True20 Adventure Roleplaying

Page 16: Typo. Column one, paragraph two, change “True20” to “True20.” Same paragraph, change “fewt” to few.

Page 16: Clarification. **Favored Feats.** If a player selects a favored feat that can be taken more than once (such as Tough), then he can do so as often as he wishes to expend feat slots on it and the Narrator sees fit to allow it.

Page 17: Errata. **Halfling background.** Change Weapon Specialization to Attack Specialization in the Halfling background’s favored feats.

Page 23: Clarification. **Saving Throws.** The –2 applied to the saving throws of each additional role of a mixed role hero only applies to the good save value. The normal save value is *not* reduced.

Page 25: Clarification. **Heroic Feat.** When a player spends a Conviction point for a Heroic Feat, the expenditure provides use of the feat for 1 round or the stated duration of the feat (if any), whichever is greater.

Page 25: Errata. **Recover.** Change the second sentence of the Recover description to: “A Conviction point allows you to immediately shake off a stunned condition or fatigue level.”

Pgs. 25 and 108: Clarification. **Recover** on page 25 indicates that you can spend Conviction to get an immediate recovery check from any type of injury, while page 108 specifically says non-lethal. Conviction spent for recovery applies to either form of damage; the character rolls a recovery check from his worst damage condition. Some Narrators may wish to limit Conviction for recovery to non-lethal damage only in more realistic settings.

Page 28: Clarification. **Acquiring Skills.** Skills for a 1st level character begin at 4 ranks each. This is explicitly stated on page 28 under “Acquiring Skills.”

Page 51: Clarification. **Spirited Charge.** The Spirited Charge feat says “... you deal +3 damage with a melee weapon (+4 damage with a lance).” A lance has the following characteristics.

Weapon	Damage	Critical	Damage Descriptor	Size	Cost	Weight
Lance	+3	20/+4	Piercing	Large	9	10 lb.

Page 51: Errata. **Suggestion.** Change the second sentence of the Suggestion feat to “This works like a use of the Suggestion power (see **Chapter 4**), except you must interact with the target.”

Page 59: Errata. **Cold Shaping.** Change the last two sentences of the first paragraph to “A targeted creature makes a Fortitude save against your power, with a failed save resulting in a level of fatigue, just like exposure to a cold environment. Protective clothing has no effect.”

Pg. 62: Clarification. **Enhance Senses.** The Enhance Senses power is not normally fatiguing; it is only fatiguing when you take 20 with it.

Page 77–85: None of the equipment has weight included. See the tables at the end of this document for updated equipment lists containing weight for all equipment, weapons, and armor from *True20 Adventure Roleplaying* and the *True20 Bestiary*.

Page 86: Errata. The **Shields** table. Delete the “Blocking” column, except for the notation on which projectiles a shield can stop.

Page 86-88: Errata. **Vehicle Strength.** On page 86, change the second and third sentences in the **Strength** description to “Vehicles have a base Strength of +0. Each increase in size category increases the vehicle’s base Strength by +5.” The Strength given for each vehicle should be adjusted accordingly.

Page 87-88: Errata. **Vehicle Toughness.** Some of the Toughness scores listed on the Ground Vehicles and Water Vehicles tables on page 87 and the Air Vehicles and Space Vehicles tables on page 88 do not match the formula given on page 86. The Toughness for vehicles should be Medium 5, Large 7, Huge 9, Gargantuan 11, Colossal 13, and Awesome 15.

VEHICLE CORRECTIONS

Ground Vehicles	Strength	Toughness
Wagon	+5	7
Motorcycle	+0	5
Compact Car	+5	7
Midsized Car	+10	9
Full-size Car	+10	9
Sports Car	+5	7
Limousine	+10	9
Pickup Truck	+10	9
SUV	+10	9
Van	+10	9
Small Truck	+10	9
Bus	+15	11
Semi	+15	11
Armored Car	+10	9
Police Cruiser	+10	9
Tank	+10	9
APC	+10	9
Water Vehicles	Strength	Toughness
Rowboat	+5	7
Jet-Ski	+0	5

Speedboat	+10	9
Yacht	+15	11
Galleon	+20	13
Galley	+25	15
Cutter	+15	11
Destroyer	+20	13
Battleship	+25	15
Submarine	+20	13
Air Vehicles	Strength	Toughness
Helicopter	+10	9
Military Helicopter	+15	11
Private Jet	+15	11
Jumbo Jet	+20	13
Fighter Jet	+15	11
Bomber	+20	13
Space Vehicles	Strength	Toughness
Space Shuttle	+20	13
Space Fighter	+15	11
Space Cruiser	+20	13
Space Battleship	+25	15

Page 90: Clarification. **All Out Movement.** The last sentence of the second paragraph under **All Out Movement** reads: “When you fail a check, you become fatigued and most drop to an accelerated or normal pace.” It is correct. The winded fatigue level is skipped if you fail a fatigue save while moving all out.

Page 101: Clarification. **Rush.** The description of the Rush action doesn’t make it clear if you move with the opponent. You do, in fact, move with the opponent, up to the limit of your movement.

Page 102: Clarification. **Area Attack.** The Reflex save Difficulty for an area attack weapon (like a flame thrower or grenade) is equal to 10 + the weapon's damage bonus, not the attacker's attack bonus.

Page 102: Typo. **Area Attack.** Change "10 + attack's bonus" to "10 + attack's damage bonus."

Page 106: Errata. **Damage and Recovery.** Change the formula given for the Toughness saving throw (highlighted in gray) to "Toughness Saving Throw = d20 + Constitution score + Feats + Armor - Toughness save penalties from injury vs. Difficulty 15 + Attack's Damage Bonus."

Page 107: Clarification. **Non-Lethal Damage.** You can have more than one dazed condition. Delete the third sentence in the first paragraph on page 107 and change the fourth paragraph to "If a target is already staggered and suffers another staggered result, check off the unconscious box."

Page 107: Clarification. **Lethal Damage.** You can have more than one wounded condition. Change the last two sentences of the description of Lethal Damage to "If a target is already disabled and suffers another disabled result, check off the dying box. If a target is already dying and suffers another dying result, check off the dead box."

Page 107: Clarification. **Damage Conditions.** The roll, save, check, and Defense penalties incurred by the damage conditions do not stack. Thus, even if a hero has multiple wounded conditions after a combat the -2 penalty on checks, attack rolls, and Fortitude, Reflex, and Will saves is only applied once and remains until all wounded conditions are healed. The only penalty that does stack with multiple instances is the -1 penalty on Toughness saves.

Page 110: Clarification. **Shaken.** Change the description of the shaken condition on page 110 to "A shaken character has a -2 penalty on attack rolls, saving throws, and checks (except for Toughness saves and Constitution checks)."

Page 110: Clarification. **Wounded.** Change the description of the wounded condition on page 110 to "The character has suffered damage. Each wounded condition imposes a -1 penalty on Toughness saves to resist further damage. The character is also stunned for one full round after being wounded, and is shaken until all wounded conditions are healed."

Pgs. 132-140: Clarification. **General.** Any unaccounted-for Toughness bonus on a monster stat block can be assumed to be a natural armor bonus.

Page 164-182: Typo. **General.** "Lux Aeternum" is spelled "Lex Aeternum" on the page headers.

Page 189-190: Errata. **M.A.F. Mecha Types.** The **Mecha vs. Kaiju** errata is available for free download at RPGnow.com. http://www.rpgnow.com/product_info.php?products_id=7649&

Mental Contact Errata

The following monsters from *True20 Adventure Roleplaying* and *True20 Bestiary* have supernatural powers that require mental contact and therefore must have the Mind Touch power. You can either give this power to the creature as a bonus power or swap it with one of its existing powers.

Creatures from *True20 Adventure Roleplaying*

Crypt Wight

Vampire

Creatures from *True20 Bestiary*

Avatar of Decay

Lillend

Dragon, Ancient Forest

Naga, Dark,

Dragon, Ancient Sky

Naga, Guardian

Dragon, Ancient Swamp

Naga, Water

Dragon, Old Sky

Ogre Mage

Dragon, Very Old Sky

Praetor of Souls

Dryad

Sprite, Grig

Hag Covey

Sprite, Nixie

Hag, Annis

Sprite, Pixie

Imp

Titan

Kraken

Vampire

Lamia

True20 Bestiary

Page 17: Typo. **Endotherm.** Change “Endotherm” to “Ectotherm.”

Page 30: Errata. **Size Adjustments** table. The Combat and Toughness columns of the **Size Adjustments** table on page 30 do not match with similar lines on the **Size** table on page 119 of *True20 Adventure Roleplaying*. The corrected columns follow.

SIZE ADJUSTMENTS

Old Size	New Size	Combat	Toughness
Fine	Diminutive	-4	+4
Diminutive	Tiny	-2	+2
Tiny	Small	-1	+1
Small	Medium	-1	+1
Medium	Large	-1	+2
Large	Huge	-1	+2
Huge	Gargantuan	-2	+2
Gargantuan	Colossal	-4	+2

Page 105: Errata. **Gnome.** Replace the sample gnome’s bonus Illusion supernatural power with Light Shaping. This eliminates the need for the sample gnome to have Mind Touch while maintaining the ability to create visual illusions. This is also truer to the original d20 version of the gnome, which has the ability to innately cast the *dancing lights* spell.

Page 130: Errata. **Giant Octopus.** The Giant Octopus’ Stealth skill does not include its size modifier. Change the giant octopus’ Stealth skill to “+5.”

Page 151: Typo. **Giant Squid.** Change the giant squid’s Swim skill to “0 (+16).”

Page 166: Errata. **Apparition Template.** Change the first sentence of the Type line to “The base creature’s type changes to Undead, and it gains the incorporeal subtype.”

Page 179: Errata. **Skeleton Template.** Add the following above the Type line: “**Level:** Remove all heroic levels (if any) from the base creature. A 1st level humanoid that becomes a skeleton becomes a 1st level undead.”

Page 181: Errata. **Zombie Template.** Change the description of the Level in the Zombie template to “Remove all heroic levels (if any) from the base creature. A 1st level humanoid that becomes a zombie becomes a 1st level undead.”

Equipment Weights

The following tables contain updated equipment lists providing the weight for each piece of equipment, weapon, and armor type from *True20 Adventure Roleplaying* and the *True20 Bestiary*.

GENERAL EQUIPMENT

Adventuring Gear	Size	Cost	Weight
Backpack (empty)	Med	4	2 lb.
Bedroll	Med	1	5 lb.
Blanket, winter	Small	2	3 lb.
Candles, dozen	Diminutive	1	—
Canvas (sq. yd.)	Small	1	1 lb.
Crowbar	Small	3	5 lb.
Grappling hook	Small	2	4 lb.
Hammer	Small	1	2 lb.
Ladder, 10-foot	Large	1	20 lb.
Lantern, bullseye	Small	10	3 lb.
Lantern, hooded	Small	8	2 lb.
Rations, trail (per day)	Small	1	1 lb.
Rope, hempen (50 ft.)	Med	2	10 lb.
Rope, silk (50 ft.)	Small	9	5 lb.
Spyglass	Diminutive	25	1 lb.
Tent	Med	9	20 lb.
Toolkit, basic	Small	7	1 lb.
Toolkit, masterwork	Small	14	1 lb.
Torch	Small	0	1 lb.
Waterskin	Small	2	4 lb.
Electronics	Size	Cost	Weight
Camera	Tiny	14	1 lb.
Cell Phone	Diminutive	9	—
Commlink	Fine	7	—
Computer			
Desktop	Large	22	10 lb.
Laptop	Med	23	5 lb.
PDA	Tiny	16	.5 lb.
Digital Audio Recorder	Tiny	10	1 lb.
Video Camera	Small	16	2 lb.
Criminal Gear	Size	Cost	Weight
Caltrops (25)	Small	5	2 lb.

Handcuffs	Tiny	7	1 lb.
Lock release gun	Tiny	12	.5 lb.
Surveillance Gear	Size	Cost	Weight
Binoculars	Small	7	2 lb.
Concealable Microphone	Fine	13	—
Mini-Tracer	Fine	11	—
Night Vision Goggles	Small	17	3 lb.
Parabolic Microphone	Small	17	2 lb.
Survival Gear	Size	Cost	Weight
Camo Clothing	Medium	9	5 lb.
Flash Goggles	Tiny	15	.5 lb.
Flashlight	Tiny	4	1 lb.
Gas Mask	Small	13	5 lb.
GPS Receiver	Tiny	15	1 lb.
Multi-tool	Tiny	9	.5 lb.
Rebreather	Tiny	13	2 lb.
SCUBA Gear	Large	17	20 lb.
Clothing	Size	Cost	Weight
Casual clothing	Medium	8	2 lb.
Fine clothing	Medium	12	3 lb.
Formal clothing	Medium	15	3 lb.
Mounts and Related Gear	Size	Cost	Weight
Barding			
Medium creature	Med	+2	X1
Large creature	Large	+4	X2
Bit and bridle	Small	4	1 lb.
Feed (per day)	Small	0	10 lb.
Saddle			
Military	Med	12	30 lb.
Pack	Med	7	15 lb.
Riding	Med	10	25 lb.
Saddlebags	Med	6	8 lb.

MELEE WEAPONS

Weapon	Damage	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
Simple Weapons							
Brass knuckles	+1	20/+3	Bludgeoning	—	Tiny	5	1 lb.
Club	+2	20/+3	Bludgeoning	10 ft.	Med	4	3 lb.

Gauntlet	+0	20/+3	Bludgeoning	—	Tiny	5	1 lb.
Gauntlet, spiked	+1	20/+3	Piercing	—	Tiny	5	1 lb.
Knife	+1	19-20/+3	Piercing	10 ft.	Tiny	7	1 lb.
Longspear	+3	19-20/+4	Piercing	—	Large	6	9 lb.
Mace, heavy	+3	20/+3	Bludgeoning	—	Med	7	8 lb.
Mace, light	+2	20/+3	Bludgeoning	—	Small	6	4 lb.
Morningstar	+3	20/+3	Bldg + Prcing	—	Med	7	6 lb.
Pepper spray	—	—	Chemical	—	Tiny	5	—
Quarterstaff	+2	20/+3	Bludgeoning	10 ft.	Large	4	4 lb.
Sap	+2	20/+3	Bludgeoning	—	Small	2	3 lb.
Spear	+3	19-20/+4	Piercing	20 ft.	Large	6	6 lb.
Stun gun	Stun	—	Electricity	—	Tiny	5	1 lb.
Tonfa	+1	20/+3	Bludgeoning	—	Med	6	2 lb.
Unarmed Attack	+0	20/+3	Bludgeoning	—	—	—	—
Martial Weapons							
Axe, throwing	+1	20/+3	Slashing	10 ft.	Small	5	2 lb.
Battleaxe	+3	20/+4	Slashing	—	Med	9	6 lb.
Greataxe	+5	20/+3	Slashing	—	Large	11	12 lb.
Greatclub	+3	20/+3	Bludgeoning	—	Large	5	8 lb.
Greatsword	+4	19-20/+3	Slashing	—	Large	11	8 lb.
Handaxe	+1	20/+4	Bludgeoning	—	Small	4	3 lb.
Kukri	+1	18-20/+3	Slashing	—	Small	7	2 lb.
Lance	+3	20/+4	Piercing	—	Large	9	10 lb.
Polearm	+3	20/+4	Piercing or slashing	—	Large	8	12 lb.
Rapier	+2	18-20/+3	Piercing	—	Med	9	2 lb.
Scimitar	+2	18-20/+3	Slashing	—	Med	10	4 lb.
Scythe	+3	20/+5	Piercing or slashing	—	Large	10	10 lb.
Sword	+3	19-20/+3	Slashing	—	Med	11	4 lb.
Sword, short	+2	19-20/+3	Slashing	—	Small	7	2 lb.
Trident	+3	20/+4	Piercing	—	Med	7	4 lb.
Warhammer	+3	20/+4	Bludgeoning	10 ft.	Med	6	5 lb.
Warhammer, light	+1	20/+3	Bludgeoning	20 ft.	Small	4	2 lb.
Exotic Weapons							
Chain	+2	20/+3	Bludgeoning	10 ft.	Large	5	10 lb.
Chain, spiked	+2	20/+3	Piercing	10 ft.	Large	8	10 lb.
Chainsaw	+6	20/+4	Slashing	—	Large	9	10 lb.
Nunchaku	+2	20/+3	Bludgeoning	—	Small	3	2 lb.
Whip	+0	20/+3	Bludgeoning	15 ft.	Small	4	2 lb.

RANGED WEAPONS

Weapon	Damage	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
Projectile Weapons (Firearms)							
Hold-out pistol	+2	20/+3	Ballistic	20 ft.	Tiny	14	1 lb.
Light pistol	+3	20/+3	Ballistic	30 ft.	Small	16	2 lb.
Heavy pistol	+4	20/+3	Ballistic	40 ft.	Medium	18	3 lb.
Machine pistol	+3	20/+3	Ballistic, Autofire	30 ft.	Medium	17	4 lb.
Submachine gun	+4	20/+3	Ballistic, Autofire	40 ft.	Medium	19	6 lb.
Shotgun	+5/+6*	20/+3	Ballistic	40 ft.	Large	15	5 lb.
Assault rifle	+5	20/+3	Ballistic, Autofire	50 ft.	Large	16	8 lb.
Sniper rifle	+5	19-20/+4	Ballistic	250 ft.	Large	22	30 lb.
Energy Weapons (Firearms)							
Blaster pistol	+5	20/+3	Energy	50 ft.	Small	16	4 lb.
Blaster rifle	+8	20/+3	Energy	80 ft.	Large	19	6 lb.
Heavy Weapons (Exotic)							
Flamethrower	+6	—	Fire	—	Large	17	50 lb.
Grenade launcher	+5	—	Explosive	70 ft.	Large	14	7 lb.
Rocket launcher*	+10	—	Explosive	150 ft.	Large	15	5 lb.
Other Ranged Weapons							
Bolo (Exotic)	—	—	—	40 ft.	Small	3	2 lb.
Boomerang (Exotic)	+2	20/+4	Bludgeoning	20 ft.	Small	2	2 lb.
Bow (Martial)	+3*	20/+4	Piercing	40 ft.	Large	10	3 lb.
Bow, short (Martial)	+2	20/+4	Piercing	60 ft.	Medium	9	2 lb.
Crossbow (Simple)	+3	19-20/+3	Piercing	40 ft.	Medium	11	8 lb.
Crossbow, light (Simple)	+2	19-20/+3	Piercing	80 ft.	Medium	10	4 lb.
Javelin (Simple)*	+2	20/+3	Piercing	30 ft.	Medium	4	2 lb.
Shuriken (Martial)	+1*	20/+3	Piercing, Autofire	10 ft.	Tiny	3	—
Sling (Simple)	+1	20/+3	Bludgeoning	50 ft.	Small	3	—
Taser (Simple)	Stun	—	Electricity	5 ft.	Small	7	2 lb.

* = See individual descriptions for more information.

WEAPON ACCESSORIES

Item	Cost	Weight
Laser Sight	15	—
Ammo (clip)	4	.5 lb.
Silvered	+6	—
Stun ammo (clip)	4	.5 lb.
Suppressor	12	—
Targeting scope	11	—

GRENADES AND EXPLOSIVES

Item	Effect	Radius	Reflex Save	Size	Cost	Weight
Grenades						
Fragmentation	+5 damage explosion	50 ft.	15	Tiny	15	1 lb.
Smoke	visual cover	10 ft.	—	Small	4	2 lb.
Flash-bang	blinding/deafening	20 ft.	14	Tiny	16	2 lb.
Sleep gas	fatigue	40 ft.	14	Tiny	12	2 lb.
Tear gas	blinding/nauseating	40 ft.	14	Small	18	2 lb.
Explosives						
Dynamite	+5 damage explosion	50 ft.	15	Tiny	15	1 lb.
Plastique	+10 damage explosion	100 ft.	20	Small	30	1 lb.

* = See individual descriptions for more information.

ARCHAIC ARMOR

Armor	Toughness Bonus	Cost	Weight*
Leather (light)	+1	12	15 lbs.
Studded leather (light)	+2	13	20 lbs.
Chainmail (medium)	+3	18	40 lbs.
Breastplate (medium)	+4	19	30 lbs.
Plate-mail (heavy)	+5	21	50 lbs.
Full plate (heavy)	+6	23	50 lbs.

*Armor sized for a Small hero weighs half as much.

MODERN ARMOR

Armor	Toughness Bonus	Other Traits	Cost	Weight
Leather jacket (light)	+1	—	10	4 lb.
Undercover shirt (light)	+2	Subtle	13	2 lb.
Undercover vest (medium)	+3	Subtle	14	3 lb.
Tactical vest (medium)	+4	—	17	10 lb.
Armored jumpsuit (medium)	+3	—	15	15 lb.

SHIELDS

Shield	Dodge Bonus	Blocking	Cost	Weight
Small composite	+1	fast projectiles	9	3 lb.
Small metal	+1	slow projectiles	5	6 lb.

Small wooden	+1	slow projectiles	5	5 lb.
Medium composite	+2	fast projectiles	12	7 lb.
Medium metal	+2	slow projectiles	8	15 lb.
Medium wooden	+2	slow projectiles	8	10 lb.
Large composite	+3	fast projectiles	16	12 lb.
Large metal	+3	slow projectiles	12	25 lb.
Large wooden	+3	slow projectiles	12	15 lb.