

– REVISED EDITION –

TRUE 20™

ADVENTURE
ROLEPLAYING



DESIGNED BY
STEVE KENSON

Attack Summary Table

		Effect		
Power	Save	Fail	Fail by 5	Fail by 10
Blast	Toughness	-1 Life	-2 Life + Stun DC10	-3 Life + Stun DC 15
Dazzle	Reflex	DC 10 Notice to attack	DC 15 Notice to attack	DC 20 Notice to attack
Drain	Fortitude	-5 power points	-10 power points	-15 power points
Fatigue	Fortitude	-2 Attack, Skills; -1 rank movement	-5 Attack, Skills; -2 ranks movement	Comatose
Fumble	Reflex	Roll on Fumble Table		
Illusion	Will	Mild changes	Major changes	Solipsism
Knockback	Reflex	Prone + KB 5'	-1 Life + Prone + KB 10'	-2 Life + Prone + KB 25' + Stun DC 10
Mental Blast	Will	-1 Life	-2 Life + Stun DC 10	-3 Life + Stun DC 15
Mind Control	Will	Mildly opposes	Strongly opposes	Violently opposes
Mind Reading	Will	Surface thoughts	Memories	Deep or hidden thoughts
Nauseate	Fortitude	Extra Effort to Attack	Extra Effort to Move or Attack	Helpless
Nullify	Will	Nullified		
Paralyze	Fortitude	Move or attack each round	Move or attack every other round	Paralysis
Pain	Will	DC 10 Concen. to act	DC 15 Concen. to act	DC 20 Concen. to act
Shoot	Toughness	-1 Life	-2 Life + Stun DC 10	-3 Life + Stun DC 15
Snare	Reflex	-2 Att., Def. + flat-footed	-4 Att., Def.; -1 rank move. + flat-footed	-4 Def; no Att., move. + flat-footed
Strike	Toughness	-1 Life	-2 Life + Stun DC 10	-3 Life + Stun DC 15
Stun	Fortitude	1 round	2 rounds	Unconscious
Suffocate	Reflex	DC 10 + rank + 1/per round Fortitude save beginning <i>following</i> round		
Transform	Fortitude/ Will	Cosmetic transform	Minor transform	Major transform
Surprise			Combat Modifiers	
Stealth Ch.	Surpriser	Surprisee	Condition	Modifiers
Pass by 10	+4 Attack	-4 Attack + flat-footed + may not target you	Grapple	Attack vs. Defense +2
Pass by 5	+4 Attack	-4 Attack + flat-footed	Helpless	Defense = -4
Pass	+2 Attack	-2 Attack + flat-footed	Object	Attack vs. Defense +4
Fail	--	--	Prone	-4 Attack, Defense
			Trip/Slam	Attack vs. Defense +2

Critical Hit Table

Fortitude Save to Avoid
Special Effects

Roll	Result
1	+5 Ranks
2	+6 Ranks
3	+7 Ranks
4	+8 Ranks
5	+9 Ranks
6	+10 Ranks
7	Dazzle
8	Continuous
9-10	Drain Combat
11	Drain Save
12	Drain Other
13	Extra Victim
14	Fumble
15	Knockback
16	Paralyze
17	Suffocate
18-19	Damage Device*
20	Roll Twice

Fumble Table

Reflex Save to Avoid Effects

Roll	Result
1	Damage Device – DC 10 + target's Toughness*
2	Damage Device – DC 15 + target's Toughness*
3-4	Drop Device – DC 10 + target's Defense
5	Drop Device – DC 15 + target's Defense
6	Nauseate – DC 10 + target's Defense
7-8	Pain – DC 10 + target's Defense
9-10	Trip – DC 10 + target's Defense
11-12	Trip – DC 15 + target's Defense
13-14	Hit Self – DC 10 + target's Defense
15	Hit Self – DC 15 + target's Defense
16	Hit Friend or Self – DC 10 + target's Defense
17	Hit Friend or Self – DC 15 + target's Defense
18	Critical Hit to Self – DC 15 + target's Defense
19	Critical Hit to Friend or Self – DC 15 + target's Defense
20	Roll Twice

* Toughness Save for Device to Avoid Damage

DC 15 Actions

Strength

Lift

Carry 100#
Drag 250#

Jump

5' standing (H)
10' running (H)
2' standing (V)
5' running (V)

Throw

50# 5' horizontal
25# 5' vertical

Constitution

Run

Half Base Move ½ day
Base Move 1 hour
Full Move 5 minutes

Climb

-3 Steps Speed & Time

Swim

-2 Steps Speed & Time

Crawl

-3 Steps Speed

Injuries

Life>0

Act normally

Life=0

Act only with Extra Effort

Life<0

Act only with Extra Effort

Act→DC 15 Con or

Unstable

Life→<0

Unconscious

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Unstable

DC 10 Con or -1 Life

Pass by 5→Stable

Unconscious

DC 10 Con or Comatose

Pass by 5→Conscious

+5 DC per knockout

Defy Death

DC 15 Con at

-(Initial Life+1)

→Stabilize at -(Initial Life)

+5 DC per extra Life lost

Progression Table

Rank	Time	Value
1	half round	1
2	round	2
3	2 rounds	5
4	5 rounds	10
5	minute	25
6	2 minutes	50
7	5 minutes	100
8	10 minutes	250
9	half hour	500
10	hour	1,000
11	2 hours	2,500
12	5 hours	5,000
13	half day	10,000
14	day	25,000
15	2 days	50,000
16	week	100,000
17	2 weeks	250,000
18	month	500,000
19	2 months	1,000,000
20	half year	2,500,000
21	year	5,000,000

Skills

Skill	Ability	Untrained?
Acrobatics	Dex	yes
Bluff	Cha	yes
Chase	Dex	yes
Chore	Con	yes
Climb	Con	yes
Computers	Int	yes
Concentration	Wis	yes
Craft	Int	no
Diplomacy	Cha	yes
Disable Device	Int	no
Disguise	Cha	yes
Drive	Dex	no
Escape Artist	Dex	no
Gather Information	Cha	yes
Handle Animal	Cha	yes
Insight	Wis	yes
Intimidate	Cha	yes
Investigate	Int	no
Jump	Str	yes
Knowledge	Int	no
Lift	Str	yes
Medicine	Wis	no
Memory	Int	yes
Notice	Wis	yes
Perform	Cha	no
Pilot	Dex	no
Profession	varies	no
Reason	Int	yes
Research	Int	yes
Ride	Dex	no
Run	Con	yes
Search	Int	yes
Sense Motive	Wis	yes
Sleight of Hand	Dex	no
Stealth	Dex	yes
Survival	Wis	yes
Swim	Con	yes
Throw	Str	yes
Track	Wis	no

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Feats

Feat	Feat	Feat	Feat
Accurate Attack	Evasion	Light Sleeper	Set-Up
Agile Grip	Extraordinary Effort	Linguist	Skill Mastery
Aggressive Attack	Fascinate	Lipreading	Slam
Aim	Favored Environ.	Lore	Slippery
All-Out Attack	Favored Opponent	Luck	Sneak Attack
Animal Empathy	Fearless	Master Plan	Startle
Artificer	Feint	Mentor	Stoic
Assessment	Flashback	Mind Over Matter	Stonewall
Assist	Grappling Finesse	Minions	Sucker Punch
Attractive	Group Effort	Move-By Action	Suicidal Attack
Beginner's Luck	Hasty Attack	Multi-task Grapple	Survivor
Benefit	Haymaker	Native Accent	Takedown Attack
Blind-Fight	Hide in Plain Sight	Niche	Taunt
Bodyguard	Human Shield	Non-Descript	Team Player
Brute Force	Immovable	Patient Attack	Teamwork
Charge	Improved Cover	Pin	Throwing Mastery
Chokehold	Improved Critical	Point Blank	Trance
Connected	Improved Defense	Power	Transport
Contacts	Improved Disarm	Power Attack	Transporter
Convert	Improved Grapple	Precise Blow	True Grace
Coup de Grace	Improved Grip	Precise Shot	Turnaround
Cripple	Improved Recover	Prone Fighting	Ultimate Effort
Critical Accuracy	Improved Slam	Quick Change	Uncanny Dodge
Critical Control	Improved Sunder	Quick Draw	Unstoppable
Defensive Attack	Improved Trip	Rage	Vengeful Attack
Defiance	Improvised Tools	Ranged Disarm	Vigilant
Demoralize	Inspire	Ranged Pin	Wealth
Desperate Attack	Instant Up	Ranged Trip	Weapon
Diehard	Interpose	Redirect	Weapon Bind
Distract	Inventor	Reflect	Weapon Break
Dodge	Jack-of-All-Trades	Rematch	Weapon Master
Dumb Luck	Jaded	Ritualist	Well-Informed
Elusive Target	Language	Routine Attack	Well-Read
Endurance	Last Stand	Second Chance	Well-Rounded
Environ. Adaptation	Leadership	Seize Initiative	Wrath
Equipment			



Capgras Conspiracy