

Being
a Compendium

Suitable for the Adaptation of the

True 20 Rules

to an Elizabethan Setting

By Michael F. Davmen, 2009

Requires the use of the True20 Rulebook

Chapter 1 – CHARACTER CONSTRUCTION

There is room for a large assortment of character types in an Elizabethan campaign. As medieval traditions took centuries to evolve, many of them should be familiar to players of typical fantasy games. A few other considerations are necessary to reflect the spirit of the times.

Backgrounds

Heroes and Narrator characters alike will be human in this setting. Instead of delineating character background by race, the rules use a number of common upbringings. The vast majority of common persons will have a Rural background, although a handful of cities have inhabitants whose ancestors moved there generations ago. Most nobles, too, live in the countryside and travel to London when the necessities of the court demand.

EDUCATED

Some young men, and possibly a handful of girls, were educated at religious institutions. There they would have been exposed to classical and church texts. Although Latin is the language of the Catholic Church and therefore a tool of rival Spain, it is still the language of science, philosophy and education. Thus, characters with this background have familiarity with this language.

Bonus Feats: Literate, Master Plan
Bonus Skills: Language (Latin), plus one rank indicating the ability to read and write their native language.
Favored Feats: Well-Informed, Polyglot.

NOBLE

Aristocratic bloodlines still make a huge difference in the Renaissance. While this did not always translate to wealth, it offered opportunities to mingle with the rulers of the realm. For example, the crown still expected its vassals to provide aid when the land was threatened militarily. In Elizabeth's time this might have meant shrewd advice just as much as leadership on the battlefield.

Bonus Feat: Titled Noble, Well-Informed.
Favored Feats: Inspire, Spirited Charge.
Bonus Skills: Knowledge (civics, history or tactics)

PAGAN

The old folk traditions are still venerated in some remote places – especially in a setting where the supernatural might prove hostile. While they present the façade of practicing Christians to others, the syncretized traditions of the newer religion maintain their true meaning.

Bonus Feat: (one only) Druidic Traditions or Viking Rune Magic
Favored Feat: Imbue Item; Prepare Druid Wand, Prepare Tathlum or Utter Geas (for Celtic ancestry)
Favored Skill: Craft (Alchemy), Language (Futharc) (Viking ancestry).

RURAL

The default background, representing the majority of people in Elizabethan age, is that of a farmer. Many Englishmen lived their entire lives without traveling farther than a day away

from their birthplace. Other parts of the island, let alone foreign countries like Scotland, could still seem remote and strange.

Bonus Feat: Tireless
Favored Feats: Tough, Plausible Deniability
Bonus Skill: Craft (Carpentry or Smith), Knowledge (Life Sciences), Stealth

TOWNSMAN

A minority of people made their permanent home in towns and cities of England. There they learned to adjust to the crush of humanity. After a while, urban dwellers grew loyal to their homes, pushing for special rights for them. For example, London retained the right to elect its own mayors.

Bonus Feat: Plausible Deniability
Favored Feats: Nondescript, Sneak Attack
Bonus Skill: Knowledge (Streetwise)

Archetypes

Elizabethan characters require a number of specialized archetypes based on the roles available in True20 and the Shadows of Cthulhu supplement. As befitting a setting where magic could be a hostile force, the Adept role plays a lesser part. In its place are two other useful roles, the Reverent and Investigator.

ACTOR (EXPERT)

The rise of drama as a form of mass entertainment created a class of talented actors ready to play any part. Men were expected to play roles of both genders, as any theater which featured women on stage was a den of iniquity. Of course, this should not prohibit the

rare female with the talent to portray a man in the first place....

Feats: Acrobatic Bluff, Affect the Masses, Folkways, Fascinate or Taunt
Skills: Disguise, Knowledge (Popular Culture), Perform, Sleight of Hand

CELEBRANT (ADEPT)*

This is a catch-all for any type of clergyman. Obviously, in England and other Protestant countries, Catholic priests had to keep a low profile, ministering to their faithful in secret. In Northern England, whose citizens still retained ties to the faith, priests were given a bit more freedom. This was a mixed blessing, as many loyal English Catholics were the first to be suspected of spying for the Pope. While many celebrants were educated, it is not a requirement.

Feats: Dedicated, Inspire, Leadership
Skills: Sense Motive, Knowledge (Rhetoric/Theology), Perform (Oratory)



COURTIER (EXPERT)

The archetype of the scheming noble is represented by the courtier, who practices his craft in palaces and guildhalls, rather than the battlefield. This is not restricted to ambitious

sycophants, as many English spymasters were ruthless as well as loyal to the crown. Sometimes, merely holding on to one's place in at court required intrigues and risk.

Prerequisite: Noble background

Feats: Affable, Contacts, Landed Noble, Suggestion, Wealthy

Skills: Diplomacy, Gather Information, Knowledge (History/Popular Culture), Sleight of Hand

CUNNING MAN/WISE WOMAN(ADEPT)*

Some learned hermits preserve the traditions of Merlin or the Druids for the good of the countryside. They couldn't last long in a superstitious society without being regarded as benign, providing folk wisdom for minor domestic matters. However, zealous men and witch hunters saw things differently.

Prerequisite: Pagan Background

Feats: Mind over Body, Vow of Poverty, adept feats.

Skills: Craft (Alchemy), Knowledge (Supernatural), Survival

HIGHWAYMAN/REIVER (WARRIOR)

Regardless of whether such men operate on the roads leading to major settlements, or in the wilderness of the border, prowess on horseback is their most important advantage. If they enjoy Robin Hood-like reputation amongst the peasantry or their clan, they may also have impressive Charisma-based skills.

Feats: Spirited Charge, Stunning Attack, Trackless

Skills: Ride, Stealth, Survival

MERCHANT (INVESTIGATOR)

It takes a keen mind to connect goods with purchasers willing to pay good prices for them. It also takes a gift for persuading reluctant buyers and sellers to agree in less than ideal circumstances. Merchants are also expected to travel and possess knowledge of other lands.

Feats: An Offer You Can't Refuse, Master Haggler

Skills: Diplomacy, Gather Information, Knowledge (Trade)

RAKE (WARRIOR)

With so many citizens mingling within London's walls, it is no surprise that some turned to crime. Rakes can be simple street toughs, or even prostitutes for female heroes.

Feats: Affable, Sneak Attack, Urban Tracker

Skills: Disable Device, Intimidate, Stealth

SEA DOG (EXPERT)

The line between marauding pirate and legally sanctioned privateer was a thin one, and sea dogs happily sailed across it without much concern. Daring seamen often enjoyed the patronage of landlubbing nobles, who financed their voyages for a cut of any booty they brought home.

Feats: Corsair Savvy

Skills: Pilot, Knowledge (Earth Sciences), Swim

TRADESMAN (EXPERT)

Guilds still held much prestige in major towns, regulating the practice of a variety of trades. Men who toiled for years in their profession could enjoy

economic and political power of sorts. In order to rise in this fashion, Dexterity or Strength – whichever is more important to their trade – is useful.

Prerequisite: Townsman background
Feats: Artisan, Craftsman's Eye
Skills: Craft (chosen field), Knowledge (Engineering)

VETERAN (WARRIOR)

Elizabeth's army had been recently deployed in the Low Countries against the best forces Spain fielded. Although they might not number enough to save Britain, the skills of seasoned soldiers were still in high demand as defenders of the realm.

Feats: Deft Loader, Merciful Combatant, Rapid Loader
Skills: Concentration, Intimidate, Survival

WARLORD (WARRIOR)

In contrast to the courtier, the warlord is a noble who solved his problems at the fore of an army. Although the old feudal structures were changing, the most senior titles still carried the requirement to lead others into battle for the crown.

Prerequisite: Noble background
Feats: Eye for Betrayal, Leadership
Skills: Knowledge (Tactics), Perform (Oratory)

WATCHMAN (INVESTIGATOR)

The absence of lighting made cities dangerous places to travel at night. However, watchmen with lanterns can be expected to patrol some streets, to the relief of honest citizens. They would also be the first to encounter crimes and criminals.

Prerequisite: Townsman background
Feats: Blind Fighting, Urban Tracker
Skills: Notice, Knowledge (Streetwise), Search

Nationality

Elizabethans considered race as an important part of national citizenship. The barbarian-ruled kingdoms that arose following the downfall of the Roman Empire were organized along tribal and ethnic lines. Thus, players should consider their hero's nationality carefully. Men from faraway countries will be considered truly unusual, making it hard to fade into a crowd. Those from hostile countries, like a Spaniard in England, will be automatically suspect except in a few narrow situations – and even a diplomat will be watched. Likewise, racism was not restricted to people of African or Native American descent: to the average Englishman, Ireland was considered just as savage a land as the New World.

Religion

Regardless of whether religion provides supernatural power in a game, it is an important force in the Elizabethan era. A player needs to decide several things about a hero's faith. Obviously, which religion is the biggest question, and not one to be made lightly. It should be a Sisyphean task for a Catholic to convince those in the Queen's employ that he is loyal to the Crown, and may require great personal sacrifice to seal the deal. Even today, men kill for the promise of eternal reward; the threats of excommunication and hell were even more serious in this time.

In turn, some austere Englishmen considered the Anglican faith to have remained still too close to Catholicism. Elizabeth opposed these movements, which would have lessened the power of the monarch as a religious leader. As a result, many such sects, including the Puritans, wondered whether migrating to a new shore altogether might be the ideal solution.

Next is the question of how overt a person's worship is. Officially, Queen Elizabeth tolerated Catholics in her realm as long as they did not flaunt their faith – but even that did not deter her staunchest supporters, or the more fervent iconoclasts in England. The situation can be reversed in realms with

Catholic rulers. In chaotic kingdoms like France, no faith was completely safe from the struggles of the day.

Finally, many people were religious because it was the socially acceptable thing to do. A common remark about potential heretics was that they were not found in the chapel on Sundays – regardless of whether they were plotting against Her Majesty or committing a more mundane sin. A Narrator who wants to explore the battles of personal faith may allow regaining Conviction after acts done to further one's religion, or allow heroes to have a virtue bundled up in their worship.

Chapt 2: CHARACTER OPTIONS

This chapter provides changes and supplements to the skills and feats available in True20. In addition to the changes presented here, a number of other settings contain similar rules modifications that may work for the setting.

Skills

The regular True20 skill set is mostly suitable for Elizabethan play. A few skills need some additional exposition or changes, as explained below. The changes are designed to allow the same amount of skills that a modern or sci-fi character might expect to choose from. A Narrator can simply remove the modern ones as well, without any trouble.

COMPUTERS

A Narrator who wants roughly the same number of skills available to heroes, can substitute Printing for this skill (see below).

CRAFT

This skill demands a slightly different set of specializations than in other eras.

Alchemy: this does not allow the manufacture of supernatural concoctions unless the Narrator chooses. It does, however, include important procedures like making gunpowder or mixing medicines.

Carpentry: general woodworking skill.

Smith: traditional ironmongery.

Mason: stonecutting and the erection of large structures.

Jeweler: work with precious metals and coins.

Forging a Seal: A character who has seen the seal created by a signet ring can attempt to create a passable model with this specialty. The difficulty for such checks is 25.

Counterfeiting Coins: A character with the right metal can create false coins. The difficulty is 25 (with raw metal only) or 20 (for cutting existing coins).

Composition: the creation of works of poetry and drama.

DRIVE

This skill is confined to the use of coaches or carts pulled by any number of beasts of burden. Many of the activities involving boats are subsumed by the Pilot skill.

Guide a team: A driver does not need to make a check to simply lead a cart along a path. He might have to roll if the path is being fired on, or passes through heavy flames.

KNOWLEDGE

Four areas of knowledge have modern applications and need to be adjusted for suitability in an Elizabethan setting.

Knowledge (Business) should be renamed Knowledge (Trade). It represents understanding of the complex nature or mercantile activity of the times. Financing voyages and the creation of joint-stock companies fall under this specialty.

Appraisal: A hero can use Knowledge (Trade) to get a rough estimate of the worth of goods. Use the Purchase Difficulty as a target number for the check. If this succeeds a hero can tell if the price is too high or low.

Knowledge (Behavioral Sciences) is now Knowledge (Rhetoric). This is the pinnacle of classical education, allowing a hero the sophistication to discuss political philosophy and other subjects. Jesuits, skilled in a form of debate called casuistry, are typically well-versed in this specialty.

Knowledge (Technology) becomes Knowledge (Engineering), although the fields are very similar. It encompasses any sort of machinery in use during the times, such as water wheels and blast furnaces for the smelting of iron.

Knowledge (Theology and Philosophy) loses the latter to Knowledge (Rhetoric), and becomes simply Knowledge (Theology), the better to focus on the doctrinal niceties of new Protestant faiths and the Catholic Counter-Reformation. Rhetoric is more than oratory, but involves the application of logic, philosophical instruction and persuasion.

LANGUAGES

The average person in an Elizabethan setting is not presumed to be literate. One rank in a language, which does not improve skill checks, is required for a hero to read and write that tongue. A sample of the most useful languages appears below:

Latin: the universal language of the Catholic Church is also the standard for educated conversation.

Celtic Languages: There are a few holdover tongues spoken in the more remote corners of the islands, including Cornish, Manx, Welsh, and Gaelic. The latter is splitting into a Scottish and Irish form, although many Irish monasteries preserve literature

written in the classical version of this language.

Spanish: includes a variety of Iberian dialects like Catalan.

Dutch: includes Flemish.

French: includes Walloon.

Hebrew: spoken by Jews across Europe and the Islamic world.

Other: unusual European languages like Basque; North American native languages.

Ancient Languages: Certain characters with unusual backgrounds may know largely forgotten tongues like Pictish or Old English. The earliest form of the latter was written in the Futharc runic script before it adopted the Latin alphabet; reading this would require yet another skill rank for literacy in the runes. The same applies for older Celtic languages, which appeared in Ogham script (again, Irish monasteries have examples of literature written thusly, in an archaic form of Gaelic).

PILOT

Instead of using this skill to operate aircraft, it applies to the use of watercraft. Use the guidelines found in the Drive skill.

Navigate: Pilot skill allows a sailor to determine his vessel's location and

course in the open sea. The difficulty is 15 on a clear night, 20 during a clear day, and 25 when the sky is cloudy.

PRINTING

You are skilled at operating a printing press with moveable type. This allows you to produce multiple copies of books or handbills. While this is mostly represents a professional trade, the dissemination of bills provides for several ways of influencing the public.

Public Notice: You provide general information about a person, reducing the difficulty of Gather Information checks about him by 5 (Difficulty 15).

Rallying Cry: Your stirring words increase the Leadership score of a noble in the area (typically a village or district of a larger city) by his Reputation score (Difficulty 25).

Libelous Tract: Your handbill spreads damaging rumors about a subject, harming his standing or repute. You may only attempt this against a particular person once. The starting attitude of Narrator characters towards this person is reduced by one step. (Difficulty 30 plus the target's Reputation). Although this is a powerful effect, it exposes the author to the anger of the authorities.

Follow that Wherry!

A Narrator should be able to conceive plenty of circumstances where passengers on one boat are pursuing another. Since most of the traffic on the Thames is powered by oars, this can be resolved as a contest of Strength between vessels. Add up the Strengths of all rowers, and subtract the number of occupants of each boat. The winner can choose to outpace or close on the loser as desired. The Narrator also decides when to make this check or whether to require multiple checks. This can depend on the length of the chase, the distance between boats, and any obstacles that call for dramatic action. A trip from Southwark to Billingsgate, for instance, might only require one roll, while chasing the Long Ferry from Gravesend to London would need several. Fancy maneuvers, such as shooting the pilings under London Bridge, are a matter for Pilot skill (typically Difficulty 25).

Feats

As this era encompasses medieval weapons and firearms, most feats in the True20 Core Rulebook are available for use. Non-Adept feats from other fantasy settings may also be easily applicable to an Elizabethan game.

A Note on the Adept and Certain Feats

It's difficult to restrict the use of the Adept role in a setting where many thought magic and witchcraft were real. In order to accommodate these beliefs, there are a number of feats that provide limited access to one or more powers. The Narrator should consider these optional if she feels they detract in any way from the mechanics of a magical universe.

AFFABLE

You have the ability to create fast friends, even among those whom you have just met. You gain a +5 bonus to Diplomacy checks to improve the attitude of Narrator characters whose starting attitude is indifferent or better.

AFFECT THE MASSES (EXPERT)

PREREQUISITE: FASCINATE, INSPIRE, OR TAUNT; TRAINED IN PERFORM (ORATORY)

You may affect any people in earshot when using Fascinate, Inspire or Taunt. You need only take this feat once; as soon as you acquire one of the three prerequisite feats (Fascinate, Inspire, or Taunt), you gain the benefits of Affect the Masses with it.

AN OFFER YOU CAN'T REFUSE

PREREQUISITE: TRAINED IN DIPLOMACY

Make a Diplomacy check opposed by a potential seller's Knowledge (Trade). With a success, you can convince them to part with something they ordinarily would never sell, including exceptional items, heirlooms or treasured gifts. The base price for the item is 50% higher than normal, but additional haggling can bring this down.

ARTISAN (EXPERT)

PREREQUISITE: TRAINED IN A CRAFT SKILL

Choose a Craft skill. Whenever you spend a Conviction point to re-roll a die roll directly concerning your chosen Craft skill, the roll is treated as a 20 (but not a natural 20). In addition, your long apprenticeship and many hours at work have taught you efficiency. When you take 10 on a skill check, you reduce the time needed to complete the Craft check by 25 percent.

BLEND IN

PREREQUISITE: PLAUSIBLE DENIABILITY

You look like others of your station, and pursuers find it hard to distinguish you. You may make an untrained Disguise check, without any preparation, when among others of your station (and wearing clothing of your station). You do not suffer any penalty for not having makeup or props. In addition, anyone who fails their Notice check to find you by 5 or more has chosen the wrong person. At the Narrator's option, others of equal or lesser station aren't affected by this feat.

CLOAK PROFICIENCY (WARRIOR)

You can manipulate the fold and shape of a cloak to conceal your body safely behind it. If you are wearing such a garment and have at least one free hand, add +2 to your Dodge rating.

CORSAIR SAVVY (EXPERT)

PREREQUISITE: TRAINED IN PILOT AND KNOWLEDGE (EARTH SCIENCES)

You may use your Knowledge (earth sciences) skill for new purposes when near a coast. You can find a hidden cove, allowing you to use your Knowledge as per the Stealth skill to keep your entire ship hidden from others, opposed by the Notice check of the captain following you. You can also lure those following you (or drive those you're pursuing) onto reef or a shoal, allowing you to use Knowledge as per the Bluff skill, opposed by the Sense Motive of the captain following you. When in fog, rain, or darkness you can use your Knowledge skill as the Stealth skill to sneak up on another ship.

CRAFTSMAN'S EYE (EXPERT)

PREREQUISITE: TRAINED IN A CRAFT SKILL

You know enough about your trade to find bargains and interested buyers with equal efficiency. Choose a Craft skill. You gain a +2 bonus to Craft and Knowledge checks to appraise

objects that you can make with your chosen Craft skill. In addition, you gain a +2 bonus to Bluff and Sense Motive checks to haggle the purchase difficulty of raw materials and goods associated with your chosen Craft skill.

DEFT LOADER (WARRIOR)

PREREQUISITES: FIREARMS TRAINING, +1 WIS

You have trained long or have had extensive experience loading gunpowder weapons, and are capable of loading a weapon with such skill that it rarely misfires. Your chance for misfire when using a gunpowder weapon is reduced by 1 (to a minimum of 1). *Special:* A hero can gain Deft Loader multiple times. Each time you takes this feat, it applies to a new type of gunpowder weapon, either flintlock, matchlock, or wheellock.

DRAMATURGY (EXPERT)

The plays you write and produce tap into the psyche of anyone watching them, possibly affecting audience members or even non-spectators with an Adept power. See the Dramaturgy sidebar for details on using this feat.

DRUIDIC TRADITIONS (ADEPT)

You are steeped in the lore of Celtic magic. This is a prerequisite for the feats in the Celtic magical tradition: Prepare Druid Wand, Prepare Tathlum, and/or Utter Geas.

EYE FOR TREACHERY (WARRIOR)

You have a penchant for identifying the telltale signs of betrayal. You gain a +2 bonus on all checks to detect concealed weapons and poison. You are entitled to a Search check to notice concealed weapons as if you were actively looking, so long as you are within 60 feet of the person and you can see them (though you do not gain the +2 bonus when searching this way).

FOLKWAYS

You have spent time among members of other classes, and can adopt their mannerisms when needed. This is vital feat for kings who wish to mingle amongst their subjects unnoticed, as well as spies wishing to vanish in a crowd. You may dress appropriately for a

The Play's the Thing (and Vice-versa)

Some written works are meant to be shown to entire audiences rather than single readers. Arguably, these may be worse, for while they do not impart specific knowledge to one individual, they may instead affect hundreds of spectators at a time. Thereafter, word of the performance travels through the city and countryside like wildfire.

Playwrights have the ability to create works that generate such far-reaching effects. Such writers do not have to be adepts, but must instead possess the Dramaturgy feat. With the right scripts, they can emulate certain powers in ways that are far more powerful than a traditional wielder of magic. Such displays are called arcane performances.

There are several advantages to using a power through an arcane performance. First and foremost, the hero need not be an Adept or otherwise have access to a particular power. If a target is in the audience, there is no need for the caster to make mental contact or, in the case of an attack-based power, an attack roll. Furthermore, many powers will be able to target multiple subjects, up to the entire audience in some cases. Finally, an individual target need not even be present – the psychic power of the spectators is great enough to seek out and affect others.

In lieu of knowing a particular power, the playwright must first create a script suitable for affecting the audience. This intermediate step generates the power rank used in the resultant check. During this preparatory stage he chooses the power to be used from the limited number of powers available (see list). The writer attempts a Craft (Composition) skill check whose Difficulty depends on the power being used. If the check succeeds, a performance of the play may trigger a power check. If the playwright is involved with a subsequent performance (as an actor or producer, see below), add +1 to the power check for the show for every margin of success over 5.

Anyone with the Dramaturgy feat can attempt to produce an arcane performance from a script designed to generate one; however, producer's using another's script have a -3 penalty to the performance check. This is a Perform (Acting) roll using the ranks possessed by the troupe's worst performer. Elizabethan plays were large-scale enterprises which required a cast of at least 10 players (traditionally male only). The result, modified by the audience size and composition (see chart), becomes the power check for the intended effect. The Difficulty for Saving Throws resisting dramaturgy is 10 plus the producer's Charisma. Narrators should roll a single Saving Throw when an audience or city is the target, while allowing any heroes to make their own saves.

Example: Spanish agent Richard Scales wants to incite the theater-goers of London to riot through his next performance. Because he has the Dramaturgy feat, he wishes to impose the Insanity effect on his audience using the Heart Shaping power. Rolling a modified 29, he succeeds by 4. Had he rolled any higher, he would have received a +1 bonus to his upcoming performance. The day for the performance arrives, and Scales plans to play the lead role himself. The highest Charisma among the actors is +3, while the lowest number of skill ranks is 4. Thus his power check is made at a +7 with no modifications for the target.

Heroes who use these rules have a powerful weapon in their hands. Narrators who find them too useful or frequently abused can rule that a single power must be selected each time a character acquires the Dramaturgy feat.



different social class with a successful

Disguise check (Difficulty 15).

Additionally, you suffer no penalties when using social skills while so disguised.

Special: Without this feat, heroes attempting to pass themselves off as members of a different social class suffer a -4 penalty to Disguise and Bluff rolls as well as social skills. The Narrator may also apply a hero's Reputation score as a penalty when such disguise attempts are made, or require the purchase of good clothes when a commoner masquerades as a noble.

IMPROVED TAUNT

Prerequisites: 4th level, Taunt

You may apply the effects of your Taunt feat to a number of targets equal to 1/2 your level (round down). Make one Bluff check; each target makes a separate resistance check.

Core Powers	From Adept's Handbook
Calm (30)	Awe (30)
Dominate (35)	Bless (25)
Heart Shaping (25)	Drain Ability (35)
Illusion (20)	Blind/Deafen (35)
Imbue Unlife (35)	Confusion (30)
Mind Shaping (25)	Curse (30)
Pain (35)	Dispel (35)
Sleep (20)	Seizure (30)
Suggestion (25)	Sound Shaping (30)
Weather Shaping (35)	

Dramaturgical Target Modifiers

audience member known to producer, +10
audience member known to a performer, +5
single audience member, +5
entire audience, +0
entire city, -5
non-spectator known to producer, -10
non-spectator unknown to producer, -15
ruler of the realm, -5

IMPROVISED WEAPONS PROFICIENCY

You can use an improvised weapon (an ordinary object reasonably sized and shaped for use as a weapon) without penalty. Characters without this feat take a -4 penalty on attack rolls made with improvised weapons.

INSIGHTFUL STRIKE (WARRIOR OR EXPERT)

You may add your Intelligence score to the damage you inflict with a melee attack in place of your Strength score while fighting an opponent that is vulnerable to critical hits.

INTUITIVE STRIKE (WARRIOR OR EXPERT)

You may add your Wisdom score to the damage you inflict with a melee attack in place of your Strength score while fighting an opponent that is vulnerable to critical hits.

LANDED NOBLE

PREREQUISITES: TITLED NOBLE, WEALTH RATING +10 OR HIGHER

You belong to a particularly prestigious family that owns property as well as an ancient lineage. With this tie, you may have access to country estates and an opulent London mansion with a dock on the Thames. You can add your level to any social skill checks with commoners or lesser nobles. This bonus

is in addition to the bonus imparted by the Titled Noble feat.

LITERATE

PREREQUISITES: INT +1 OR HIGHER

You have been taught to read one or more tongues. Pick a number of languages you speak equal to your INT; you can read these without spending additional skill ranks in them.

MASTER HAGGLER (EXPERT)

PREREQUISITE: TRAINED IN KNOWLEDGE (TRADE)

You have a knack at haggling prices. You gain a +5 bonus to Bluff or Sense Motive checks when attempting to haggle the purchase price of an item.

MERCHANT'S EYE (EXPERT)

PREREQUISITE: TRAINED IN KNOWLEDGE (TRADE)

You have an almost uncanny ability to spot valuable items and deals. You gain a +2 bonus to Craft and Knowledge checks to appraise objects. In addition, you gain a +2 bonus to Bluff or Sense Motive checks to haggle the purchase difficulty of an item.

MERCIFUL COMBATANT (WARRIOR)

Though you may kill, you do so quickly and humanely, offering to spare the lives of those you fight if they surrender. This mercy radiates about you

and others cannot help but to see the earnestness in your offer. Those who surrender to you will not take further action against you. If you (or an ally) ever harm or kill someone who has surrendered to you, lose the benefit of this feat.

NONDESCRIPT (EXPERT)

You are utterly ordinary in every way, lacking any defining characteristics that would make you easy to pick out in a social situation. During any non-combat situation, you can make a Stealth check at a -5 penalty to fade into the background, even without a distraction (essentially, non-combat situations are considered distractions for the purposes of this feat). Make a Stealth check, while everyone present attempts a Notice check to oppose it. Those who succeed note your presence and act accordingly. Those who fail simply do not notice you. They are too absorbed in other things. Unless you take some noteworthy action or someone seeks you out, those nearby fail to note your presence unless they must physically interact with you. Should you move within 5 feet of someone, your presence immediately becomes apparent, unless you remain physically hidden or out of sight. Otherwise, people in the area act as if you are not there. They might speak freely about secret topics or fail to notice as you draw a dagger and move to attack. Anyone in the area who specifically wants privacy may make a Notice check each round to notice you as a free action. For each consecutive round a character attempts the check, he gains a cumulative +2 bonus. On the first round, the bonus is +0; on the second round, it is +2; third round, +4; and so forth. You do not gain the benefits of this trait if anyone actively

seeks you out or is on watch for intruders. For example, you could not use this ability to walk past a pair of guards. You could use it to blend into a crowd at a tavern and spy on someone, however.

PLAUSIBLE DENIABILITY (EXPERT)

No one ever suspects you due to your low status in the community. Whenever the authorities or elders look for a culprit, or question people involved in a situation, you are always the last person they think of. Any excuse you give is always sufficient unless they have testimony or evidence of your wrongdoing.

PREPARE DRUID WAND (ADEPT)

PREREQUISITES: DRUIDIC TRADITIONS OR IMBUE ITEM; RANKS IN CRAFT (CARPENTRY).

You know the Celtic secrets of enchanting wands as magical items with specific powers. This feat is useable in two ways:

Fetish: A Druid wand can aid in the casting of many spells when it is touching a target. The maker must succeed in a Craft (Carpentry) skill check (Difficulty 15) and spend one Conviction point. Success means that power checks for spells used with a Druid wand get a +1 bonus. Increase this bonus by +1 for each multiple of 5 by which the check succeeds. To gain these bonuses, however, the wand must be touching the target. This requires attack rolls when the subject is unwilling. To compensate for this, users can designate a wand as a particular weapon for feats that improve combat accuracy. A hero can only use one wand in this fashion at a time, and may only make another if the current one is

destroyed. These wands are attuned to their makers and cannot be given to other characters.

Shapeshifting Wand: A magician with the Self-Shaping power can create a wand that lets its owner use this power once per day. The Difficulty for a Craft (Carpentry) check is 30 and costs a Conviction point. Halve this Difficulty if the maker restricts the range of shapes to a single animal. The Narrator should keep track of the shape-shifter's intelligence loss, but when he would permanently become an animal the user instead reverts to human form and is Fatigued.

PREPARE TATHLUM (ADEPT)

PREREQUISITES: DRUIDIC TRADITIONS OR IMBUE ITEM.

You can fashion sling stones from the brains of dead foes. The head of any intelligent enemy personally killed by you within the last week may be used in this fashion. Those of Tiny creatures render a single bullet; add one to this total for each higher Size category (and one more if the creature is a favored opponent). The preparation uses lime and several magical plants, requiring a Survival check to collect (Difficulty 15). Tathlums inflict extra damage equal to the dead victim's level minus the maker's level as long as the sling target knows what is being used against him (they also count as supernatural weapons for purposes of bypassing damage reduction). They must be used within a month of their preparation or revert to ordinary non-supernatural stones.

RAPID LOADER (WARRIOR)

PREREQUISITES: FIREARMS TRAINING, DEX +1.

You have trained long or have had extensive experience loading gunpowder weapons, and can load a weapon with speed but without sloppiness. The time for reloading a gunpowder weapon is reduced by one round.

Special: A character can gain Rapid Loader multiple times. Each time you select this feat, it applies to a new type of gunpowder weapon, either flintlock, matchlock, or wheellock.

RENOWN

Your reputation precedes you. Increase your reputation bonus by +3. You can take this feat multiple times, gaining a +3 increase each time.

SEA LEGS (WARRIOR)

PREREQUISITES: TRAINED IN ACROBATICS

You know how to fight on a ship. You gain a +10 bonus to Climb and Jump skills used on board a vessel, and are never flatfooted when climbing rigging. If you are shot at by any ranged weapon while you are on a ship, you always have partial concealment.

SMASHING BLOW (WARRIOR)

You may add 1/2 your Strength bonus (rounded up) in place of your Dexterity bonus on attack rolls with any melee weapon at least one size category larger than you are, requiring two hands to wield it. If your target attempts to block, you may add your full Strength bonus.

TITLED NOBLE

PREREQUISITES: NOBLE BACKGROUND.

Nobles are members of families with recognizable feudal links dating back centuries. Although this does not always translate into power, sometimes a

title is enough to impress others around a hero.

Benefit: A hero with this feat can elect to add his Reputation score to certain skills in social situations.

Intimidation - Commoners and nobles of lower rank

Diplomacy - Nobles

Special: Commoners and nobles who interact with obvious members of the other class receive a -4 penalty to Gather Information checks. In addition, commoners receive a +4 bonus to Bluff checks used on nobles. It is generally obvious to observers whether someone is a commoner or noble.

URBAN TRACKER (EXPERT)

PREREQUISITES: TRAINED IN GATHER INFORMATION

You can track down the location of missing persons or wanted individuals within communities. To find the trail of an individual or to follow it for an hour requires a

Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town. The Narrator should determine the number of successes needed to find the tracked party. For stationary parties, the first check provides you with a general area or district to look in, the second check narrows the search area to a particular neighborhood, and the third check pinpoints the party's location. However, if the party is moving, you will need to make additional checks to follow them from area to area, before you can start to narrow the search to their location. The Difficulty of the

check depends on the community size and the conditions.

If the party you are tracking is moving in disguise or hiding, your Gather Information check must also beat their Disguise or Stealth check result. If you fail a Gather Information check, you can retry after one hour of questioning. A character without this feat can use Gather Information to trace the location of a party, but you can follow them only if the Difficulty is 10 or lower. You can cut the time between Gather Information checks in half (to 30 minutes per check, rather than one hour), but you take a -5 penalty on the check.

UTTER GEAS (ADEPT)

PREREQUISITE: DRUIDIC TRADITIONS

You can pronounce a geas, per the power listed in Chapter Nine, against others. Your power check is equal to your character level plus your Charisma (meaning that non-adepts who meet the prerequisite may acquire this power).

VIKING RUNE MAGIC (ADEPT)

PREREQUISITE: TRAINED IN FUTHARC LANGUAGE

You have learned the secrets of magic revealed to Odin. This allows you to inscribe spells in script form as runes. Each time you select this feat, you may select a power from the power list. You can use this power as an adept provided a rune script has been prepared in advance. However, the Narrator has the final say as to whether a power may be suitable for this feat. There are two types of runes that you may create:

Paper Script: the runes are written on a piece of parchment or similar format. This allows for the single use of the power, after which the paper is

destroyed. To prepare a paper script, make a Language (Futharc) check (Difficulty 15). The margin of success becomes the power rank when the rune script is read. You can have only one script prepared at a time for each power learned in this way, and a maximum of 5 plus your Charisma.

Runestone: the runes are carved into a stone for permanent use. As long as the stone is intact, you can use the power. To prepare a runestone, make a check in the lower of your Language (Futharc) or Craft (Mason) skill bonus (Difficulty 20). You must spill your own blood on the runes as well; you can take up to +5 damage (minimum of +1) for a corresponding bonus on the check. The power rank of the runestone is equal to the margin of success of the preparation attempt. You may only have one runestone prepared at a time for each power learned in this way, and a maximum of 3 plus your Charisma.

Special: You may take this feat more than once. Each time you select it, it applies to a new power you can then

choose (or a power your hero already possesses).

WATERMAN

You have spent most of your life on a pitching deck or narrow boat. You get a +2 bonus to Pilot checks and your STR is treated as 2 higher for purposes of rowing.

WELL-TRAVELED

PREREQUISITE: RANKS IN AT LEAST TWO LANGUAGES

You have journeyed to many lands and seen the foreign customs of a host of races. When you disguise yourself as someone from a country whose language you speak, you gain a +10 bonus to Disguise checks against others unused to interacting with citizens of that land. The bonus is halved when your disguise is that of a citizen of a similar region who speaks another language (for example, a Welshman in London or Jew in Paris). While this may keep others from recognizing you, you may still have to deal with local prejudice!

Urban Tracking Modifiers

Community Size	Difficulty
Village or smaller	5
Small town	10
Large town	15
Small city	20
Large city	25
Metropolis	30

Conditions Modifier

Always reduce the Difficulty by the highest Reputation score among the characters being pursued

Every three creatures in the group being sought, -1

Every 24 hours the party has been missing/sought, +1

Quarry "lies low" with Stealth Check (Difficulty 20), + margin of success

Quarry matches community's primary racial demographic, +2

Quarry does not match community's primary or secondary racial demographic, -2

WICKER MAN

PREREQUISITE: DRUIDIC TRADITIONS

You can create a cage-like statue, into which sacrifices are placed for ritual burning. This gives you a one-time bonus to a power roll. Since this requires a considerable investment of time and resources, users have a specific task in mind prior to constructing a Wicker Man. The preparation involves both a Craft (Carpentry) check and a Wealth check, depending on the size of the wicker man intended. Once the statue is set alight, the bonus can apply to any single power roll made while the fire is burning.

Size	Craft Difficulty	Wealth Difficulty	Time	Bonus
Large	20	10	12 hours	+3
Huge	25	15	24 hours	+5
Gargantuan	30	20	60 hours	+8

Chapt 3: EQUIPMENT

The Elizabethan era falls within two popular eras of play – the medieval-esque world familiar to players of typical fantasy settings, and the modern era of prevalent firearms. To make things even more interesting, old ideas of warfare were evolving rapidly. The mounted, heavily-armored knights that sustained the feudal system were becoming obsolete. What must have especially galled the nobles losing their prominence was that quickly-trained peasants with firearms were largely responsible for their replacement.

The most effective armies were fielding infantry units of musketeers and

pikemen supplemented by shock cavalry. Even the latter were carrying firearms, albeit usually one or two pistols or short carbines designed for single use. England lagged a bit behind the times, as bowmen and billmen alike constituted a large amount of the Queen's defenders. Local citizenry were being hastily organized into "trained bands" of militia to meet the looming threat of invasion.

Other forces were changing non-military equipment just as significantly. 1592 would mark a century of exploration across the Atlantic and Indian Oceans (and the Pacific twice: by Magellan in the 1520s and Francis Drake in 1576). Trade which followed generated more wealth than even before, as well as new financial arrangements like joint-stock companies and insurance to dilute risk and pool capital into ever larger amounts. Interest in optics drove inventors like Tycho Brahe and Galileo

to explore the heavens (the latter would eventually lead to reversing the magnification with a microscope in 1609). Francis Bacon was the premier searcher of truth, as a clerk in Star Chamber and the first proponent of the scientific method.

Below is a selection of equipment suitable for adventuring in the Elizabethan Age. It includes many articles of mundane use as well as some of the first firearms. Note that any items which appear in the main True20 rules are listed in the relevant tables, but not in the descriptions which follow.

ARQUEBUS

This is one of the earliest personal firearms. It operates with a matchlock, which applies a burning flame to a large quantity of gunpowder in a platelike chamber. Because it involves a match, it works poorly in inclement weather or on the deck of a ship. See the section on early firearms below.

Astrolabe & Cross Staff

The astrolabe is a circular brass instrument used to fix the position of heavenly bodies, while the cross staff measures the Sun or the star Polaris in the night sky. Their combination is invaluable for navigating in the open ocean. Without them, Pilot checks to determine a vessel's location are at -4.

Banded Mail

Chain and leather armor with horizontal bands of metal sewn over top.

Bandolier

A leather belt upon which soldiers can hang individual powder loads for their firearm. A hero with a full bandolier can reload his weapon in one less round's time. When completely filled, it carries ten shots for any black powder weapon.

Barber

The services of a learned healer with ranks in the Medicine skill. The effective skill of this Narrator character is +8.

Barge

An elegant boat crewed by up to four oarsmen. It can hold six passengers in comfort. Not for sailing away from a river.

Belt Pistol

These personal weapons incorporated technological advances over the matchlock. They use either a wheellock, which strikes sparking pyrites fixed in the gun, or a snaphaunce flintlock, which uses steel and flint for even more efficient sparks. Either improvement allowed a weapon to be made much smaller. Users can stow pistols in a belt or sash for a high degree of concealment, or safekeeping while mounted.

Brazier

A pedestal-like container for hot coals. Braziers provides heat and some feeble light: clear light out to 10 feet and shadowy out to 20 feet.

Buckler

A small wooden shield strapped to a user's forearm.

Burgonet

A metal helmet with cheek guards worn by cavalry units and pikemen. It reduces the chances of an attacker confirming a critical hit by two, while equally penalizing the wearer's Notice skill.

Caliver

A compact matchlock designed similarly to an arquebus or musket, but smaller than either weapon.

Channel Passage

A trip to the continent, either Calais or the Low Countries, on a sailing ship.

Claymore

A large sword from the Scottish Highlands, designed for two-handed use. A proficient wielder gains a +1 bonus to parry attempts and can choose to add half their Strength score (rounded up) to attack rolls in place of their Dexterity. If the wielder has the Smashing Blow feat, they may instead add their whole Strength score to their attack roll.

Clearing Tool

A useful implement that prepares a firearm for reuse after shooting. Without one, a soldier needs to make a Dex check against Difficulty 10 to clear a black powder weapon. Using an uncleared gun allows for faster use, but carries its own risks. See the section on early firearms below.

Cloak

A sleeveless cloak made of leather or cloth. Nicer ones are trimmed in fur and possibly jewels. Skilled combatants can use a cloak like a shield, concealing their bodies from opponents behind one. If a wearer has one hand free and possesses the Cloak Proficiency

feat, the character's Dodge bonus is increased by +2.

Clerk

The cost of a literate scribe to copy a document or take dictation.

Coach

A wheeled carriage pulled by one or two horses. Few nobles travel between cities or in London itself without one. A coach has room for three passengers plus one seated alongside the driver. As the latter remain outside during travel, the fifth seat is typically for a servant or bodyguard.

Coach, for hire

The price of a coach ride from one place in London to another. Owing to the political power of the city's watermen, a hired coach will not cross the Bridge.

Compass

A magnetized piece of iron used for orienteering. They allow a user to plot a course, but without knowing where a ship is, such information is less helpful.

Falcon, upkeep per month

Falconry is a sport for nobles and the wealthy. This charge includes the cost of training and equipment for the birds.

Fortune-teller

The cost of a tarot card reading or horoscope. The Narrator can decide if the purveyor has any real power (as the Adept Visions power), or is instead a charlatan preying on the gullible (in which case skills like Bluff, Sense Motive and Sleight of Hand are more important).

Gaff/Hook

This metal hook is used by sailors to load and unload ships. Occasionally a prosthetic one is used to replace a severed hand.

Hide Armor

Crude armor made from thick animal hides and furs. No longer common among modern characters.

Hospital

Medical care might be administered in one of these buildings formerly owned by the church. They are good places to recuperate anonymously, once a tenant pays a small donation. An indigent hero can also stay here free of charge, although few would want to. The effective Medicine skill of a Narrator character here is +3.

Hourglass

A manual clock that measures five, ten, or fifteen minute intervals, depending on the amount of sand it contains. Not suitable for telling the time of day unless you can count on someone turning it over regularly.

Hoy

A flat-boat used for transporting cargo along the Thames. Ten persons can travel in one; up to four need to be oarsmen for the boat to achieve full speed. Omitting one passenger provides enough cargo space to occupy a wagon. A hoy might be able to cross the Channel, but it is not recommended even in calm waters.

Hoy, passage

A single voyage for cargo, a flock, or up to six passengers in less than opulent conditions.

Inn, night's stay

Dinner and a pallet for one night at a wayside inn.

Lance

A lance deals +3 damage when used from the back of a charging mount. It has reach so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. While mounted, you can wield a lance with one hand.

Lodging per month, hovel

A roof over one's head and not much more. Lodgers must get their own food elsewhere.

Lodging per month, normal

A typical daub-and-wattle home. Includes a washbasin for semi-regular bathing.

Lodging per month, sumptuous

A comfortable and clean place to stay. It also provides hot water for a bath, and one decent meal a day.

Long Ferry

The cost for a personal voyage via tilt-boat between Gravesend and London.

Manacles

Heavy iron fetters for keeping prisoners in one place. A hero can escape from them with a Difficulty 30 Escape Artist check, or pick the lock with a Difficulty 25 Disable Device Check.

Maul

A massive hammer, the maul grants a +2 bonus to sunder and trip attempts. These bonuses stack with the improved sunder and improved trip

feats. In order to even lift the maul, a character must have Strength +1 or greater.

Morion

A metal helmet with a peaked visor worn by infantry on both sides. It reduces the chances of an attacker confirming a critical hit by one, while equally penalizing the wearer's Notice skill.



Musket

The largest personal firearm used at the time. It is so unwieldy that a musketeer must brace it on a specially-designed rest. It uses either a matchlock or snaphaunce flintlock for ignition.

Padded Armor

A buff coat with heavy padding. The defense bonus it provides does not protect the wearer from firearm damage.

Petronel

A carbine-sized matchlock or wheellock firearm small enough to be fired from horseback. When firing a petronel, normal penalties for using a ranged weapon while mounted are halved.

Master Price List			
<u>Armor</u>		Tapestry	6 -25
Burgonet	9	(Rope)	2 or 9
Cloak	10	(Spyglass)	25
Morion	8	(Candles)	1
		(Lanterns)	8 or 10
<u>Equipment</u>		<u>Waterborne Vehicles</u>	
Astrolabe & Cross		Barge	15
Staff	16	(Galleon)	32
Bandolier	11	(Galley)	35
Brazier	6	Hoy	18
Clearing Tool	5	Race-Built Galleon	34
Compass	12	Tilt-Boat	12
Hourglass	7	Wherry	8
Manacles	10		
Powder Flask	4	<u>Services</u>	
Quill & Ink	6	Barber	14
Rest	2	Hospital	5*
Scales	8	Inn, night's stay	3
Shot (20)	7	Channel passage	10
Signet Ring	10	Clerk	10
Slow Match	3	Coach, for hire	8
Surgical Tools	15		
Table Clock	13		
		Falcon, upkeep per month	13
		Fortune-teller	9
		Hoy, cargo passage	4
		Lodging per month, hovel	7
		Lodging per month, typical	9
		Lodging per month, sumptuous	11
		Long Ferry	6
		Printer, Broadsheet	2
		Printer, Manuscript	11
		Stable, per week	12
		Theater Admission, Groundling	2
		Theater Admission, Gallery	6
		Tilt-Boat, passage	5
		Wagon, load	5
		Wherry, cross-river	2

Pike

This long sharpened pole provides a Medium-size wielder with a 15 ft. reach but cannot be used in close quarters. A proficient character who uses a ready action to set a pike against a charging horse will deal +4 damage on a successful hit against the mount.

Pitchfork

This farming tool can make a handy improvised weapon.

Pole Arm

Use the same stats for a bill or halberd. This can represent essentially any bladed weapon with a long handle.

Powder Flask

A sturdy personal container for gunpowder. It can hold up to 20 loads for individual shots, plus the loose powder required for igniting a charge.

Printer

A printer with a Gutenberg-style press can produce multiple copies of handbills or manuscripts.

Quill & Ink

Feather quills, an inkhorn and blotter: all the implements needed to write a letter.

Race-Built Galleon

Galleons built in the English or Dutch style are sleeker than their

Spanish cousins. It requires a crew of 20, and makes ocean-passages.

Rapier

A light fencing sword with a sharp point, usually used for thrusting attacks.

Rest

A short staff upon which a musket is set before firing. Without one, a musketeer must otherwise brace his weapon in some way (at a -2 penalty to hit) to bring it to bear.

Scales

A small set of scales in denominations up to two pounds, for weighing spices and precious metals.

Scythe

This large bladed tool has replaced the sickle for most harvesting duties. A scythe can also be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shot

A load of 20 metal balls for use with a black powder weapon.

Sickle

This curved blade was once widely used for cutting hay. A few degenerate cults seeking to emulate the Druids may still use it in their rituals. It can be used to make trip attacks with a +2 bonus, like the Improved Trip feat. Its benefits stack if you already have the feat.

Signet Ring

A ring with a personal seal for making unique impressions in wax.

When used to seal a letter, it lets the reader know who has written it – and if broken, whether someone else has examined it.

Slow Match

A burning brand used to fire matchlock weapons.

Stable, per week

The cost to keep a horse or other beast of burden fed and in a relatively safe location.

Surgical Tools

Without these a barber or surgeon receives a -4 penalty when using the Medicine skill to administer to wounded heroes.

Table Clock

A spring-driven mechanical clock accurate to within fifteen minutes. More effective than an hourglass since it needs winding only once a day.

Tapestry

A thick brocade designed to decorate a bare wall. There is usually enough space for someone to hide behind one; add +5 to Stealth checks when doing so unless the tapestry is physically pulled aside.

Target

A circular wooden shield used by many English troops.

Theater Admission, Gallery

A reserved seat in a theater balcony, protected from the elements.

Theater Admission, Groundling

A standing-room only ticket in the pit of a theater. This space is usually crowded and susceptible to inclement weather.

Tilt-Boat

A wide and sturdy rowboat with a canvas top that protects passengers. It is common along the Thames, both in London itself and on the Long Ferry route to Gravesend. Usually carries two rowers and up to six passengers on a river, or close to the coast.

Tilt-Boat, passage

The daily fee of a tilt-boat remaining in the London environs. Passengers between London and Gravesend use the Long Ferry.

Wagon, passage

Payment for the hauling of one cart's worth of goods to London. Riders who conceal themselves in fully-laden wagons gain a +10 bonus to opposed Stealth checks against searchers using the Notice skill. The bonus against those using Search skill to rummage through a cart is only +2.

Wherry

A narrow, gondola-like boat used for local water traffic. It holds three rowers and/or passengers, but cannot function away from a river. Individual watermen own their own wherry, which are hired out for taxi work around London.

Wherry, cross-river

Price for one trip along the Thames in a wherry for a single passenger. During daylight, a simple Gather Information check along the river (Difficulty 5) means one is standing by.

Chapt 4: Rules Modules

Gunpowder Weapons

The age of the knight as the dominant force on a European battlefield was brought to a thunderous end with the development of portable black powder firearms. It was much easier to train a peasant to use a simple gun than to field an armored horseman and his retinue. In time, countries refined the science of training and drilling large units of men, leading to the rise of professional armies.

Behind it all was gunpowder, an unlikely mixture of charcoal, sulfur and saltpeter. The former two ingredients were common items obtained rather easily. The third was principally extracted from animal or human waste (solid or liquid). Despite the obvious unpleasantness involved, this made privies, latrines and dungheaps vital. A user then carefully measures the amount of powder loaded before every shot, and ensured that the subsequent round was properly inserted before firing. Ignoring these steps made a gun nearly as dangerous for the shooter. It may make sense for Narrators to require Concentration checks when heroes reload their weapons in less than optimal circumstances.

Additionally, reloading is slow. In a desperate fight, shooters typically fire belt pistols and petronels once and discard them – either the shooter has plenty of time afterward to retrieve his weapons, or no longer needs to worry about worldly possessions at all. Many

strategic resources for the supply of a modern army.

The earliest method adopted for igniting gunpowder was the matchlock. A user applied an open flame onto loose powder until it explodes, generating the force to push a bullet down the weapon's barrel. Subsequent inventions refined the manner of ignition, preventing poor weather and conditions from affecting performance. In particular, wheellocks and then flintlocks generated sparks without the need for a burning element. Because of their advanced technology, flintlock weapons have their cost increased by 1.

Regardless, preparing a black powder weapon to fire is an intricate process. Wadding and unexploded powder interferes with subsequent shots, and should be cleared before refiring. A

pistol user carries a brace of two to double his initial attack. Matchlocks take 7 rounds to reload, wheellocks 6, and flintlocks 5. This includes the task of clearing a weapon to use again; characters who want to fire a used gun without taking this step can reduce the time by one round.

In game terms, any character using a black powder weapon suffers a malfunction when a natural one is rolled in an attack. The shot itself does not fire, and the weapon must be manually cleared before it can be used again (requiring a round of work). Increase the chance of misfire by one for every shot fired without clearing the barrel (in

other words, a weapon will misfire on a roll of 1-2 if a second shot is fired without clearing, and on 1-3 for a third shot). Roll a second d20 (as if the first roll threatened a critical hit; this is basically the reverse): if the result would indicate a second misfire, the gun explodes in the user's face, doing Explosive damage equal to the roll.

Matchlocks, as they rely on a burning flame, are even less reliable in wet weather. If a matchlock is fired in rain or after immersion, increase the chance of a misfire (but not a subsequent

explosion) by 2. When used on the deck of a ship, increase the chance of a misfire by 1.

Example: Brian Morris has fired his caliver four times without clearing the barrel. On his fifth shot, his weapon will misfire if he rolls a 1-5. He rolls a 4 on his next attack, meaning that the gun is fouled. Rolling again, the result is a 5. As this would also indicate a misfire, the gun explodes and Brian must withstand +5 explosive damage.

Naval Combat

Elizabethan times offered many possibilities for heroes to be aboard ship. There were engagements involving Spanish, English and Dutch vessels throughout the period, including the Armada Campaign of 1588. Pirates ranged throughout the Caribbean Sea and the routes leading from the New World back to Europe, while merchants had begun regular trade with far-flung lands across several oceans.

No two ships were alike at this time. There were a bewildering variety of hulls, sails, and cargo tonnage available for use. For simplicity's sake, ocean-going vessels will be one of three types: a carrack, a common ship used by merchants and explorers alike; a galley (more accurately a galleas), a mammoth

warship powered by both sail and oar; or a galleon, a more advanced and powerful version of the carrack. English and Dutch strategists had perfected a sleeker style of the latter – known as a “race-built galleon” - which was faster than their Spanish counterparts.

The accompanying table shows the load capabilities for each vessel. A ship's cannons are treated as an abstract “broadside” rather than individual guns. Each vessel type has a designated minimum damage number representing designated space for naval artillery. Most ships can sacrifice cargo room for armament, allowing for more powerful broadsides. Galleys, which are not designed for trade or exploration, can only carry additional men.

Ship Type	Broadside Damage	Cargo Space (tons)	Broadside Tonnage
Carrack	0	200	40 for +1
Galleon	+5	150	30 for +1
Race-Built Galleon	+4	140	20 for +1
Galley	+10	250 men	none

A ship commanded by a hero with the Leadership feat can be designated as a flagship. Flagships get a +1 bonus to each broadside attack. A captain (who need not have the Leadership feat) can use any of his Conviction Points, relevant skills or feats towards the operation of his vessel. Other heroes who declare they are operating a ship's tiller or cannons can use their own Pilot skill or combat bonus, respectively, but may only spend Conviction Points in their own endeavors.

Example: William Hazard is commanding his race-built galleon, the Talon, in an action off the coast of Cornwall against the Armada. He can use his Pilot skill, Exotic Weapon Training (Cannon) feat and combat bonus in the upcoming engagement. Another hero, Maggie Quick (disguised as a tar, naturally) goes belowdecks to direct the cannon. Her combat bonus is better than Hazard's, so the Talon uses it instead. In his capacity as captain, Bill can lend his Conviction Points to any need. Maggie may only do so for combat.

The galleon has room for 140 tons of cargo, but the players had decided to fill some of this space for additional cannon. Per the chart, every 20 tons of space they used for cannon increases the ship's broadside damage bonus by +1; since they settled on 40 tons, the vessel's broadside bonus is +4. If Bill had the Leadership Feat, it would be +5 as the Talon would be considered a flagship.

Naval combat proceeds like personal combat among one or more vessels. Note that the normal -4 penalty for firing ranged weapons from a vehicle applies. In addition, captains or gunners without Exotic Weapon Training (Cannon) are at an even greater disadvantage. Treat a broadside directed towards a target on shore as an area attack, with the radius equal to ten times the broadside bonus, and a Reflex save of 15. A single cannon used on land is called a culverin and is detailed in the Equipment tables.

Heroes can also pack a ship with gunpowder, set it alight and let it drift towards the enemy. Fireships do +1 explosive damage per 10 tons filled with powder and other combustibles to targets in the blast radius (equal half the tonnage used in feet). Reduce the damage bonus by one for each 10' between the hellburner and any target. Obviously, this is a one-time tactic that destroys the ship used. However, the sight of a flaming vessel approaching was enough to frighten the bravest mariner. More damage was caused by ships evading these threats rather than the explosions themselves.

Example: Hazard volunteers to use the damaged Talon as a fireship. 100 tons of its hold is loaded with barrels of powder before the ship is set to drift towards the Armada. The explosion will do +10 damage to the unlucky vessel it hits, but any ship within 50 feet (half the explosive-filled tonnage) is in jeopardy.



Diseases

No discussion of the Elizabethan Age is complete without considering the diseases which stalked its population. London in particular, like most cities, was an ideal breeding ground for a variety of deadly illnesses. The rise in international travel only made things worse. Its inhabitants understood very little of why certain diseases came and went, but doctors did practice some rudimentary precautions like quarantines.

A Narrator who deems a hero has been exposed to a malady can require a Fortitude save to avoid catching it. The Difficulty for this and any other associated saving throw is 10 plus the disease's Virulence. If this fails, the illness appears after the Incubation period and the hero receives the listed Damage. Another save must be made each day until the character makes a

number of cumulative saves equal to the Cure rating. Failure results in additional damage and other side effects, depending on the malady. Once the disease is cured, one point of a random ability score is replenished each day.

Ague: This disease is carried by mosquitoes which breed in marshy areas – including Southwark's theater district and many other banks of the Thames. Failure of a save after incubation means that the victim has a fever that day. Failure by more than 5 means the victim is *nauseated* that day.

Disease	Incubation	Virulence	Damage	Cure (days)
Ague [malaria]	6 hours	2	1 Str/1 Con	2
Bloody Flux [dysentery]	1 day	3	1 Dex/1 Con	2
Consumption [tuberculosis]	1 week	5	1 Dex/1 Str	3
Plague [bubonic]	12 hours	6	1 Dex/1 Con	3
Prison Fever [typhus]	3 days	5	1 Int/1 Con	3
Pox [smallpox]	2 days	4	1 Cha/1 Con	4

Bloody Flux: Contaminated water is the main cause of this malady, which killed Francis Drake in 1596. Characters who continue drinking it should get -2 penalties to their Fortitude saves. Failure of a save after incubation means that the victim has diarrhea that day (no penalties other than embarrassment). Failure by more than 5 means that the victim is *slowed* that day.

Consumption: A hideous disease that lays waste to the victim's lungs. This causes coughing and sneezing, expelling more bacteria and putting others close by at risk. Failure of a save by more than 5 is *fatigued* that day. It is said that the touch of a monarch may cure consumptives.

Plague: The Black Plague was a frequent visitor to London, reappearing every few years among fleas carried by the city's ubiquitous rats. Some epidemics killed as much as 25% of the population. Sufferers have buboes – enlarged lymph nodes – in their armpits and similar joints. Failure of a save after

incubation means that a victim has a fever that day.

Prison Fever: Typhus is spread by lice, meaning that people in close quarters are especially at risk (the disease was also called ship fever for this reason). If the victim remains in a crowded area, apply a penalty of -1 to all saves made by the victim and anyone else interacting with him (including the possibility of catching the disease). Failure of a save after incubation means that a victim has a fever that day. Failure by more than 5 means that a victim is delirious that day: they cannot speak meaningfully at all (including casting any verbal spells). Children get a +2 bonus to resist the effects of this disease.

Pox: Smallpox infected the queen in 1561, rendering her bald but still healthy. More unfortunate victims receive scars that never disappear. Any victim who fails three saves in a row has her Charisma permanently reduced by 1. The good news is that smallpox tends to only affect someone once in their lifetime.

Table 1: Simple Melee Weapons

Weapon	Damage	Critical	Descriptor	Size	Cost	Weight
Club	+2	20/+3	Bludgeoning	Med	4	3 lb.
Gaff/Hook	+1	20/+3	Piercing	Tiny	2	2 lb.
Dagger	+1	19-20/+3	Piercing	Tiny	7	1 lb.
Pitchfork	+2	20/+4	Piercing	Large	4	6 lb.
Scythe	+3	20/+5	Slashing	Large	10	10 lb.
Sickle	+1	20/+3	Slashing	Small	7	2 lb.
Spear	+3	19-20/+4	Piercing	Large	6	6 lb.

Table 2: Martial Melee Weapons

Weapon	Damage	Critical	Descriptor	Size	Cost	Weight
Claymore	+3	19-20/+4	Slashing	Large	12	6 lb.
Lance	+3	20/+4	Piercing	Large	9	10 lb.
Maul	+4	20/+4	Bludgeoning	Large	10	10 lb.
Polearm	+3	20/+4	Piercing/Slashing	Large	8	12 lb.
Pike	+3	20/+4	Piercing	Large	7	12 lb.
Rapier	+2	18-20/+3	Piercing	Med	9	2 lb.
Sword	+3	19-20/+3	Slashing	Med	10	4 lb.

Table 3: Ranged Weapons

Weapon	Damage	Critical	Descriptor	Range Inc	Size	Cost	Weight
Bow ^M	+3	20/+4	Piercing	100 ft.	Large	10	3+3/20 arrows
Crossbow ^S	+3	19-20/+3	Piercing	120 ft.	Med	11	8+1/10 bolts
Sling ^S	+1	20/+3	Bludgeoning	50 ft.	Small	3	
Belt Pistol	+2	20/+2	Ballistic	10 ft.	Small	15*	
Petronel	+3	20/+3	Ballistic	20 ft.	Med	17*	
Arquebus	+4	19-20/+3	Ballistic	20 ft.	Large	19	
Caliver	+4	20/+3	Ballistic	30 ft.	Large	18	
Musket	+5	19-20/+3	Ballistic	30 ft.	Large	20*	
Culverin	+7	19-20/+3	Ballistic	150 ft.	Huge	25	

M Marital Weapon

S Simple Weapon

* Made with two possible firing mechanisms; the more advanced version adds +1 to price. See individual weapon descriptions for details.

OPEN GAMING LICENSE

THIS LICENSE IS APPROVED FOR GENERAL USE.

PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY WIZARDS OF THE COAST

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Gunpowder Plots, Copyright 2006 Swords Edge Publishing; Author Fraser Ronald.

Tales of the Caliphate Nights, Copyright 2006 Paradigm Concepts; Author Aaron Infante-Levy.

True20 Adept's Handbook, Copyright 2008 Green Ronin Publishing; Author Matthew Kaiser.

True20 Adventure Roleplaying, Copyright 2005, Green Ronin Publishing; Author Steve Kenson.

True20 Companion, Copyright 2007 Green Ronin Publishing; Authors Erica Balsey, Dave Jarvis, Matthew Kaiser, Steve Kenson, and Sean Preston

True 20 Expert's Handbook, Copyright 2007 Green Ronin Publishing; Author Joseph Miller.

Designation of Open Content: All materials in this supplement are Open Content, Copyright 2009 Michael Daumen