

# THE TRUESPEAKER

## OVERVIEW

Truespeakers use words to fight, literally. They've crafted the true words they know into powerful forms that can be shaped into phrases that harm or help. They're not very tough physically though, so they'll usually want to stay back from the combat a little bit.

## ABILITY SCORES

A Truespeaker's ability to fight are directly dependent on his vocabulary and his ability to speak well. For that reason, Intelligence and Charisma are key scores. Dexterity and Constitution also help him to stay alive long enough to argue his case.

Truespeakers gain a +2 bonus to either Intelligence or Charisma, as long as it is not the same ability score they chose for their racial bonus.

## ICONS

Your relationship with the Icons really depend on how the Icons view magic that seeks to categorise and delineate things. The High Druid is probably never going to like you. She believes magic should be free. The Archmage is uneasy with this magic that doesn't need oversight by his wizards. The Prince of Shadows, The Emperor, and the Dwarf Kind are probably more easy around your abilities.

## SAMPLE BACKGROUNDS

Demonic Attorney, Codebreaker, Wordsmith, Head Librarian, Professor of Ancient Languages, Speaks to Dragons, Mystical Poet.

## GEAR

Truespeakers don't rely on any specific gear to function, but a dictionary of the words they know is useful in case they forget (or need to add a new one). Start with your choice of weapon and armour.

If you're teaching somewhere, start with 25 gp. If you're out researching new words, start with 1d6 x 10gp.

## ARMOUR

Truespeakers don't usually wear armour. It doesn't exactly hurt them or stop them from uttering, but it does throw their aim off.

	Base AC	Attack Penalty
<i>None</i>	10	-
<b>Light</b>	<b>11</b>	<b>-2</b>
<i>Heavy</i>	12	-2
<b>Shield</b>	<b>1</b>	<b>-2</b>

## WEAPONS

Most Truespeakers say they don't see the need for primitive physical weapons, but most of them still carry something in case they run out of words somehow.

### Melee

	One-Handed	Two-Handed
<i>Small</i>	1d4 <i>knife</i>	1d6 <i>staff</i>
<b>Light/ Simple</b>	<b>1d6</b> <b><i>short sword</i></b>	<b>1d8</b> <b><i>spear</i></b>
<i>Heavy/ Martial</i>	1d8 (-2 atk) <i>longsword</i> <i>scimitar</i>	1d10 (-2 atk) <i>greatsword</i>

### Ranged

	Thrown	Crossbow	Bow
<i>Small</i>	1d4 <i>dagger</i>	1d4 <i>hand crossbow</i>	--
<b>Light/ Simple</b>	<b>1d6</b> <b>javelin</b> <b>axe</b>	<b>1d6</b> <b>light crossbow</b>	<b>1d6</b> <b>shortbow</b>
<i>Heavy/ Martial</i>	--	1d8 (-1 atk) <i>heavy crossbow</i>	1d8 (-2 atk) <i>longbow</i>

## BASIC ATTACKS

### Melee Attack

*At-Will*

**Target:** One enemy

**Attack:** STR + Level vs. AC

**Hit:** Weapon + STR

**Miss:** None

### Ranged Attack

*At-Will*

**Target:** One enemy

**Attack:** DEX + Level vs. AC

**Hit:** Weapon + DEX

**Miss:** Damage equal to your level

## TRUESPEAKER LEVEL PROGRESSION

Level	Hit Points	Feats	Expressions	Nomens Known	Adv. Shapes	Phrase Length	Ability Bonuses	Damage Bonus
<i>Level 1 MC</i>	<i>Average of classes</i>	<i>1 total</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>3</i>	<i>--</i>	<i>1 x modifier</i>
1	<b>(6 + CON mod) x 3</b>	<b>1 Adventurer</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>	<b>--</b>	<b>1 x modifier</b>
2	<i>(6 + CON mod) x 4</i>	<i>2 Adventurer</i>	<i>3</i>	<i>4</i>	<i>1</i>	<i>4</i>	<i>--</i>	<i>1 x modifier</i>
3	<b>(6 + CON mod) x 5</b>	<b>3 Adventurer</b>	<b>3</b>	<b>5</b>	<b>1</b>	<b>5</b>	<b>--</b>	<b>1 x modifier</b>
4	<i>(6 + CON mod) x 6</i>	<i>4 Adventurer</i>	<i>3</i>	<i>6</i>	<i>1</i>	<i>6</i>	<i>+1 to 3 abilities</i>	<i>1 x modifier</i>
5	<b>(6 + CON mod) x 8</b>	<b>4 Adventurer 1 Champion</b>	<b>4</b>	<b>7</b>	<b>2</b>	<b>8</b>	<b>--</b>	<b>2 x modifier</b>
6	<i>(6 + CON mod) x 10</i>	<i>4 Adventurer 2 Champion</i>	<i>4</i>	<i>8</i>	<i>2</i>	<i>9</i>	<i>--</i>	<i>2 x modifier</i>
7	<b>(6 + CON mod) x 12</b>	<b>4 Adventurer 3 Champion</b>	<b>4</b>	<b>9</b>	<b>2</b>	<b>10</b>	<b>+1 to 3 abilities</b>	<b>2 x modifier</b>
8	<i>(6 + CON mod) x 16</i>	<i>4 Adventurer 3 Champion 1 Epic</i>	<i>5</i>	<i>10</i>	<i>3</i>	<i>12</i>	<i>--</i>	<i>3 x modifier</i>
9	<b>(6 + CON mod) x 20</b>	<b>4 Adventurer 3 Champion 2 Epic</b>	<b>5</b>	<b>11</b>	<b>3</b>	<b>14</b>	<b>--</b>	<b>3 x modifier</b>
10	<i>(6 + CON mod) x 24</i>	<i>4 Adventurer 3 Champion 3 Epic</i>	<i>5</i>	<i>12</i>	<i>3</i>	<i>16</i>	<i>+1 to 3 abilities</i>	<i>3 x modifier</i>

# TRUESPEAKER STATS

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

<b>Ability Bonus</b>	<b>+2 to INT or CHA (different from racial bonus)</b>
<i>Initiative</i>	<i>Dex mod + Level</i>
<b>Armor Class (light armor)</b>	<b>10 + middle mod of Con/Dex/Wis + Level</b>
<i>Physical Defense</i>	<i>10 + middle mod of Str/Con/Dex + Level</i>
<b>Mental Defense</b>	<b>10 + middle mod of Int/Wis/Cha + Level</b>
<i>Hit Points</i>	<i>(6 + Con mod) x Level modifier (see level progression chart)</i>
<b>Recoveries</b>	<b>(probably) 8</b>
<i>Recovery Dice</i>	<i>(1d6 x Level) + Con mod</i>
<b>Backgrounds</b>	<b>8 points, max 5 in any one background</b>
<i>Icon Relationships</i>	<i>3 points</i>
<b>Speech Styles</b>	<b>3</b>
<i>Feats</i>	<i>1 per level</i>

# CLASS FEATURES

## PHRASES

A Phrase is made up of at least one Precept, one Nomen, and one Shape. As the truespeaker advances, he can use more of these components together, creating more complex phrases.

Nomens themselves never change, so they always count as one word. Precepts count as multiple words, depending on how strong they are. Their descriptions will show how they change as they get stronger.

## PRECEPTS

The core source of a truespeaker's powers are the Precepts he knows. Each truespeaker knows the same six Precepts, and though these Precepts can be used at varying strengths, no amount of research has ever uncovered more. Precepts are, essentially, the thing that the truespeaker calls into being. When the truespeaker utters a Phrase, he specifies at least one Precept (what he wants to do), one Nomen (how he wants to do it), and one Shape (what or who it affects). The total level of Precepts he uses can be no more than his level. The six known Precepts are:

## Bolster

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At-Will – Sustain 16+ (Daily out of combat)

**Target:** One ally

The targeted ally gains a +2 bonus to an ability modifier or a +1 bonus to saves.

The truespeaker must spend a quick action to Sustain a Bolster phrase. He may have only one Sustain effect active at once.

Each level of Nomen that you add does one of the following:

- Increase the bonus to an ability modifier or saves by an additional +1.
- Give the Truespeaker a +1 to his Sustain check.

**Champion Feat:** Once per battle, when you bolster an ally, the ally can heal instead of gaining a bonus. You spend the recovery; they roll the heal using their Recovery Dice. Roll a number equal to the level of the Precept.

**Epic Feat:** If you heal an ally with Bolster, whoever has the better recovery dice rolls the Recovery.

## Charm

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### Encounter

**Target:** One enemy with 40 HP or fewer.

**Attack:** INT + the level of the Precept vs. MD

**Hit:** The target is either confused or will obey one Precept you give it. A normal save ends this effect. It cannot be Precepted to harm itself, and if it is Precepted to harm those to whom it has a close relationship with, it gets an immediate easy save to resist. If it resists it does nothing until the end of your next turn.

**Nomen x2:** Target with 52 hp or fewer.

**Nomen x3:** Target with 64 hp or fewer.

**Nomen x4:** Target with 86 hp or fewer.

**Nomen x5:** Target with 110 hp or fewer.

**Nomen x6:** Target with 132 hp or fewer.

**Nomen x7:** Target with 156 hp or fewer.

**Nomen x8:** Target with 204 hp or fewer.

**Nomen x9:** Target with 252 hp or fewer.

**Nomen x10:** Target with 300 hp or fewer.

**Champion Feat:** The save to resist is now as hard save.

**Epic Feat:** You can now Precept the enemy to harm themselves. If you do, this immediately ends the effect.

## Control

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### Daily (Recharge 16+)

The truespeaker can create and control temporary simple objects of up to 1 cubic foot made from his chosen Nomen, for up to one round per level of the Phrase.

**Nomen x2:** 5 cubic feet.

**Nomen x3:** 10 cubic feet.

**Nomen x4:** 15 cubic feet.

**Nomen x5:** 25 cubic feet.

**Nomen x6:** 35 cubic feet.

**Nomen x7:** 45 cubic feet.

**Nomen x8:** 60 cubic feet.

**Nomen x9:** 75 cubic feet.

**Nomen x10:** 90 cubic feet.

**Adventurer Feat:** You may form walls with the Nomens you control.

- Walls of Acid, Air, Fire, Psychic and Sonic deal a total of 1d6 damage per level of the Nomen before vanishing. Creatures passing through the wall must make an easy save or be subjected to the condition associated with the Nomen.

- Walls of Cold (Ice), Earth (Stone), Force, Light, and Water block movement and line of sight, and have 1 HP per cubic foot, and AC and PD equal to 10+the level of the Nomen. It should go without saying that walls are immune to anything attacking mental defense.

**Champion Feat:** Control now lasts one minute per level of the Phrase.

**Epic Feat:** You may form your Nomens into ammunition for you or one nearby ally to use. Weapons using this ammunition deal their normal damage, but also cause the Nomens appropriate condition on a natural 16+.

## Detect

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### Encounter

The truespeaker can detect whether there are nearby objects or creatures of the chosen type.

**Adventurer Feat:** Once per day, the truespeaker can know determine how many of the chosen type of object or creatures there are.

**Champion Feat:** Once per day, when the truespeaker uses to detect to determine the number of objects or creatures of his chosen type, he may also see the relative level (either higher, equal, or lower) of any creatures that he detects.

## Inflict

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### At-Will

**Target:** One enemy

**Attack:** INT + Level vs. AC

**Hit:** 1d6 per level of the Precept

**Miss:** None

On a natural 16+, the Nomen's associated condition is also activated on the target.

**Adventurer Feat:** Inflict now deals 1d8 per level of the Precept.

**Champion Feat:** Once per day you may use your level as the result of each damage die instead of rolling.

**Epic Feat:** Inflict now deals 1d10 per level of the Phrase.

## Protect

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At-Will – Sustain 16+ (Daily out of combat)

**Target:** One ally OR an area around you large enough to hold you and your personal effects comfortably.

**Effect:** If you target an ally, the ally gains +1 to AC, PD, MD, or Resistance 10 vs. the Nomen you choose. If you target the area around you, enemies of the type you protect against, must make a hard save to enter the area, and attacks of the type you protect against. The truespeaker must spend a quick action to Sustain a Protect phrase. He may have only one Sustain effect active at once.

Each level of Nomen that you add does one of the following:

- Increase the bonus to a defense or Resistance by an additional +1.
- Give the Truespeaker a +1 to his Sustain check.

**Adventurer Feat:** Once per battle you can use Protect as a Quick Action.

**Champion Feat:** Once per day, you may Sustain as a free action.

**Epic Feat:** When you utter Protect, one enemy is Vulnerable to all Protected allies until the end of your next turn.

## Summon

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*Daily (Recharge +16)*

Summon one creature of one Nomen type, of up to the level of the Precept. This effect lasts for one round per level of the Phrase. After the duration expires, the creature is pulled back to its original location.

**Adventurer Feat:** If the creature isn't dead after the battle, it can stay with you until the next battle. It won't fight twice for you, but it might help out otherwise or perform a few tricks to impress onlookers.

**Champion Feat:** The first time you summon a creature every day, give it a random dire ability. (p. 206 Core) You can do this regardless of the creature type, but if the creature has its own extra abilities, you can use those instead.

**Epic Feat:** If the creature falls in battle, you absorb its essence, gaining either its AC, MD, or PD until the end of the battle.

# NOMENS

Each Phrase must use at least one Nomen. A Nomen is what is being acted on to accomplish what the truespeaker wants. Not all Nomens are subject to all six Precepts. The list of Nomens is listed below. Some Nomens have special rules listed at the end of the entry.

## Acid

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*Control, Charm, Inflict, Protect, Summon*

**Condition:** Vulnerable

**Creature Type:** Oozes

**Damage Type:** Acid

## Air

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*Control, Charm, Inflict, Protect, Summon*

**Condition (attack only):** The attack jumps to a second target.

**Creature Type:** Air Elementals

**Damage Type:** Lightning

## Beasts

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*Bolster, Charm, Protect, Summon*

**Creature Types:** Beasts, Dragons (Summon dragons at your own risk.)

## Body

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*Bolster*

**Ability modifiers:** Strength, Dexterity, Constitution

## Cold

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*Control (ice), Inflict, Protect, Summon*

**Condition:** Hampered

**Creature Type:** Ice Elementals

**Damage Type:** Ice

## Constructs

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*Charm, Protect, Summon*

**Creature Type:** Constructs

## Earth

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*Control, Charm, Inflict, Protect*

**Condition:** Stuck

**Creature Type:** Earth Elementals

## Fire

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*Control, Charm, Inflict, Protect, Summon*

**Damage Type:** Fire

**Condition:** Ongoing damage equal to level

**Creature Type:** Fire Elementals

## Plant

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*Control, Inflict, Protect, Summon*

**Condition:** Weakened

**Creature Type:** Plant

**Damage Type:** Poison

Control can be used to create edible plants; 1 level usually provides enough for one person for one meal.

## Force

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*Control, Inflict, Protect*

**Condition:** Stunned on a natural 16+, save ends.

**Damage Type:** Force

## Humanoid

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*Bolster, Charm, Protect, Summon*

**Creature Type:** Humanoids, Giants

Be sure you can utter selective phrases if you want to use Protect Humanoid as an area effect, or you won't be able to go into the area either! If you don't have selective phrases and you utter Protect Humanoid at an area around you, you've pretty much just warded the world against yourself!

## Language

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*Bolster, Control*

There's special uses for these Precepts for Language. Bolster grants allied targets one language. Control makes enemy targets speak gibberish.

## Light

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*Control, Inflict, Protect, Summon*

**Condition:** Dazed

**Creature Type:** Celestials (if and when they make them)

**Damage Type:** Holy

## Mind

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*Bolster, Inflict, Protect*

**Ability Modifiers:** Intelligence, Wisdom, Charisma

**Condition:** Confused

**Damage Type:** Psychic

## Negative/Undead

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*Bolster, Charm, Inflict, Protect, Summon*

**Condition:** Fear

**Creature Type:** Undead

**Damage Type:** Negative

## Outsider

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*Bolster, Charm, Protect, Summon*

**Creature Type:** Aberrations, Demons

## Sonic

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*Control, Inflict, Protect*

**Condition:** Vulnerable

**Damage Type:** Sonic

Controlling Sound lets you send whispers to allies, one simple thought per level.

## Water

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*Control, Charm, Protect, Summon*

**Creature Type:** Water Elemental

Water you create isn't exactly clean, usually, but you can summon pure water if needed, just less of it. 1 level usually provides enough for one person for one meal.

Protection from water can create air pockets around you or your allies. There's usually enough air in these for one encounter.

## Weapon

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*Control, Protect*

Control weapon creates a weapon in an ally's hand.

Protect weapon causes the target enemy to have to reroll his next attack that hits. The reroll cannot crit.

## BASIC SHAPES

Each phrase has a Shape, which determines and who and what it affects. Every Truespeaker knows three basic types to start with, and learns more later. The three Shapes a Truespeaker begins with are Ray, Inward, and Grasp.

### Ray

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*At-Will*

The Precept Controls a ranged ability, and affects one nearby target.

### Inward

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*At-Will*

The Precept affects the truespeaker only.

### Grasp

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*At-Will*

The Precept Controls a melee ability.

## ADVANCED SHAPES

Each time the Truespeaker gets to select a new Shape, choose from the following Shapes.

### Arcing

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*At-Will*

The Phrase is utter toward its target from above instead of from the truespeaker. Any attacks take a -2 penalty, but you do not need line of sight.

### Chain

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*Daily*

With a successful attack (or automatically if the subject is willing) the Precept's effects jump to additional nearby target equal to half the total level of the Precepts. These new targets gain the effect with an save that is one step easier, or take half the damage of the original target.

### Explosive

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*Encounter*

The Precept affects 1d4+1 creatures in a group. If Ray isn't also selected, Area targets only those engaged with the truespeaker.

## Reaching

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*Encounter*

The primary shape is enhanced in one of the following ways:

- Ray phrases can target a far away enemy.
- Explosive phrases target all enemies in a group.
- Inward phrases can target 1d3+1 nearby allies.

## Selective

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*Encounter*

Can only be added to any area of effect. The truespeaker choose a number of targets equal to up to half the total levels of the Precepts used. These creatures will not be affected by the Phrase.

## EXPRESSIONS

### Accurate

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*You always enunciate your words, making sure that every syllable gets the attention it deserves.*

You gain a +2 bonus to attacks using Phrases.

**Adventurer Feat:** When the Escalation Die is 3+, if you miss your target, make a second attack against the nearest enemy to your first target.

### Close

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*You manage to clip your speech, speaking quickly without your words losing their meaning.*

Phrases targeting enemies engaged with the truespeaker are considered Close Quarter Spells.

**Champion Feat:** When you utter a Close Phrase, you gain a +5 to disengage.

### Irresistible

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*The timbre of your voice makes people want to listen to you.*

Saves to end the effects of your phrases take a -2 penalty.

**Adventurer Feat:** When an enemy ends the effect of one of your phrases, he takes damage equal to your level.

## Flexible

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*You have a way to use words that most people wouldn't ever think of.*

Once per battle, the truespeaker may cause his Phrase to target PD instead of AC or MD.

**Champion Feat:** Once per day, if a Flexible attack hits any of the target's defenses, it succeeds.

## Subtle

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*You can subvocalise, but still get the effect you want.*

The truespeaker is not easily identified as the one who caused the effect. The truespeaker rolls CHA + level vs. the MD of the target. If successful, the target of the core does not know its origin.

**Adventurer Feat:** On a 16+ on the Subtle check, the target thinks it come from a random creature near to it.

## Hazy

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*You slur your words, but the words still know what you mean, even if no one else does.*

Your Inflict Precepts deal half damage on a miss.

**Champion Feat:** Add your level to your miss damage.

## Hanging

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*You have a bad habit of just trailing off before you're done with...*

Once per day you may finish a phrase but not activate it, instead adding a trigger to the phrase. The trigger can be one simple phrase, such as 'when someone steps on it', or 'in three rounds'. When the triggering conditions are met, the Phrase activates.

**Adventurer Feat:** You may use Hanging twice per day.

**Champion Feat:** You can add one contingency trigger that will also cause the Hanging phrase to activate

**Epic Feat:** If your Hanging phrase is not activated by the end of the encounter, you gain one temporary recovery.

## Unexpected

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*You somehow go from zero to ninety vocally, catching everyone off-guard.*

Once per battle as a quick action, you can use one or more Nomens you know to create a startling environmental effect, somehow changing the battlefield, or pulling off a stunt that others can scarcely understand. You may make an attack (anything causing damage counts as an attack) as part of the stunt, but you'll need to roll normally for the attack. This is an improvisational talent.

## Vicious

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*Sticks and stones may break someone's bones, but your words can kill.*

Once per battle, an Inflict Precept deals extra damage equal to 1d6 per +1 bonus you're currently getting from the escalation die. The truespeaker takes half of the extra damage dealt.

**Adventurer Feat:** On hard save you take half the damage you normally would.

**Champion Feat:** If you reduce the target to zero hit points with a Vicious Phrase, you may immediately spend a recovery.

**Epic Feat:** You now deal 1d12 per +1 bonus from the escalation die instead of 1d6. The save to halve your damage is now easy.

## Argumentative

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*You always have to have the last word, even when no one else is speaking.*

Once per day, as an immediate action, the truespeaker may spend a core of the same rank as a power targeting him. He gains Resistance 12 vs. that power.

**Adventurer Feat:** You may use Argumentative twice per day.

**Champion Feat:** Your Resistance improves to 15.

**Epic Feat:** When you use Argumentative, you may also make an immediate attack against that enemy, using a phrase with as many components as the enemy's level