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
None	*10*	-
Light	**11**	-2
Heavy	*12*	-2
Shield	**1**	-2

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
Small	*1d4* *knife*	*1d6* *staff*
Light / Simple	**1d6** ***short sword***	**1d8** ***spear***
Heavy / Martial	*1d8 (-2 atk)* *longsword* *scimitar*	*1d10 (-2 atk)* *greatsword*

Ranged

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

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
Level 1 MC	*Average of classes*	*1 total*	*1*	*2*	*3*	*3*	--	*1 x modifier*
1	(6 + CON mod) x 3	1 Adventurer	3	3	1	3	--	1 x modifier
2	*(6 + CON mod) x 4*	*2 Adventurer*	*3*	*4*	*1*	*4*	--	*1 x modifier*
3	(6 + CON mod) x 5	3 Adventurer	3	5	1	5	--	1 x modifier
4	*(6 + CON mod) x 6*	*4 Adventurer*	*3*	*6*	*1*	*6*	*+1 to 3 abilities*	*1 x modifier*
5	(6 + CON mod) x 8	4 Adventurer 1 Champion	4	7	2	8	--	2 x modifier
6	*(6 + CON mod) x 10*	*4 Adventurer* *2 Champion*	*4*	*8*	*2*	*9*	--	*2 x modifier*
7	(6 + CON mod) x 12	4 Adventurer 3 Champion	4	9	2	10	+1 to 3 abilities	2 x modifier
8	*(6 + CON mod) x 16*	*4 Adventurer* *3 Champion* *1 Epic*	*5*	*10*	*3*	*12*	--	*3 x modifier*
9	(6 + CON mod) x 20	4 Adventurer 3 Champion 2 Epic	5	11	3	14	--	3 x modifier
10	*(6 + CON mod) x 24*	*4 Adventurer* *3 Champion* *3 Epic*	*5*	*12*	*3*	*16*	*+1 to 3 abilities*	*3 x modifier*

Truespeaker Stats

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

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

Class Features

Expressions

Accurate

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

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

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

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

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

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

Your Inflict phrases deal damage equal to you level on a miss.

Champion Feat: Inflict phrases now deal damage equal to twice your level on a miss.

Hanging

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

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

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

Once per battle, an Inflict phrase 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

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.

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.

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).

Precepts themselves never change, so they always count as one word. Nomens count as multiple words, depending on how strong they are. Their descriptions will show how they change as they get stronger. The total number of Nomens he uses can be no more than his level.

> *Note that it is possible to use multiple precepts, nomens, and shapes together. However, when you do, each nomen and each shape must be assigned to only one precept. For instance, Summon Ray Acid x3, Inflict Ray Explosive Acid x1 could mean that you summon a level 3 ooze and you deal 1d6 acid damage to a few nearby creatures. Summon Ray Acid x4, Inflict Ray Explosive does not mean you can summon a level 4 ooze and deal 4d6 acid damage to nearby creatures. In fact, it's not even usable, because the "Inflict Ray Explosive" has nothing to work with.*

Precepts

The core source of a truespeaker's powers are the Precepts he knows. Precepts are the force that the truespeaker calls into being with his words. Each truespeaker knows the same six Precepts, and no amount of research has ever uncovered more.

- **Bolster** strengthens allies.
- **Command** forces enemies to obey the Truespeaker.
- **Form** creates and manipulates substances.
- **Detect** reveals the Truespeaker's surroundings.
- **Inflict** damages enemies.
- **Protect** shields the Truespeaker's allies from harm.
- **Summon** brings new allies to the Truespeaker's side.

Bolster

Target: *One ally – Uses Ability Elements*

- **Air:** The target gains Flight ***OR*** the target gains the ability to breathe in an environment where they could not previously do so.
- **Body:** The target gains a +2 bonus to Strength, Dexterity, or Constitution.
- **Cold:** The target gains the ability to swim without needing checks ***OR*** the target is protected against extreme cold.
- **Earth:** The target gains the ability to burrow through earth until the end of your next turn.
- **Force:** The target gains a bonus to damage equal to their level until the end of your next turn.
- **Fire:** The target is protected against extreme heat.
- **Light:** The target may roll twice on one attack before the end of your next turn and keep the better roll.
- **Mind:** The target gains a +2 bonus to Intelligence, Wisdom, or Charisma ***OR*** The target gains a +1 bonus to saves.

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

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

- Increases the bonus given by an additional +1.
- Gives 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 number of Nomens.

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

Command

Daily (Recharge 16+) – Uses Creature Elements

Target: One enemy of the chosen type (*Aberrant, A.I., Animal, Orison, Zoned)* with 30 HP per Element or fewer.

Attack: INT + the number of Elements vs. MD

Hit: Choose one:

- The target is confused, save ends.
- The target will obey one command you give it, save ends. It cannot be commanded to harm itself, and if it is commanded to harm those to whom it has a close relationship, it gets an immediate easy save to resist. If it resists it does nothing until the end of your next turn.

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

Epic Feat: You can now command the enemy to harm themselves. If you do, the effect end immediately after they do so.

Detect

Encounter – Uses Creature or Object Elements

The Truespeaker can detect whether there are nearby substances (*Air, Acid, Earth, Fire, Illusion, Light, Plant)* or creatures *(Aberrant, A.I., Animal, Orison, Zoned)* of the chosen type.

Adventurer Feat: Once per day, the Ripper can know determine the amount of the chosen type of substance or creature there are.

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

Form

Daily (Recharge 16+) – Uses Object Elements

The Truespeaker can create and manipulate temporary simple objects made from his chosen Element (*Air, Acid, Earth, Fire, Light [light sources OR illusions], Plant)*, of up to 15 cubic feet per Element, for one round per Element used.

> *Control can create illusions. Illusions that do not see out of place are generally believed, but if there is reason to disbelieve them, the viewer shakes off the illusion with a save.*

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

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

> *Walls are, of course, 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+.

Inflict

At-Will – Uses Damage Elemenets
Target: One enemy

Attack: INT + Level vs. AC

Hit: 1d6 per Element used (*Acid, Cold, Fire, Force, Lightning, Negative, Poison, Psionic, Sonic*). If you use more than one Element, assign damage separately to each. The total of all separate Elements cannot exceed the Ripper's level.

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

- **Acid:** Vulnerable
- **Cold:** Stuck
- **Electricity:** Attack the enemy nearest to the primary target that was not part of the original attack. This new attack cannot trigger this Condition.
- **Fire:** Ongoing damage equal to your level.
- **Force:** Disengage from allies.
- **Light:** Stunned
- **Negative:** Feared
- **Poison:** Weakened
- **Psionic:** Confused
- **Sonic:** Dazed

Adventurer Feat: Inflict now deals 1d8 per Nomen used.

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 Nomen used.

Protect

At-Will – Sustain 16+ (Daily out of combat) – Uses Damage or Creature Elements

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.

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

Daily (Recharge +16) – Uses Creature Elements
Summon one creature of one Nomen type, of up to a level equal to the number of Nomens used. 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 it's 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 Cores. The list of Nomens and their types are below. Some Nomens are in more than one column. You don't need to take these separately.

Creature

Aberrant	A.I.	Animal
Orison	Zoned	

Damage

Acid	Cold	Electricity
Fire	Force	Light
Negative	Poison	Psionic
Sonic		

Ability

Air	Body	Cold
Earth	Force	Light
Mind	Senses	

Object

Air	Acid	Earth
Fire	Light	Plant

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

At-Will

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

Inward

At-Will

The Precept affects the truespeaker only.

Grasp

At-Will

The Precept becomes a melee ability.

Advanced Shapes

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

Arcing

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

Daily

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

Explosive

Encounter

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

Reaching

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

Encounter

Can only be added to any area of effect. The truespeaker choose a number of targets equal to up to half the total words in the phrase. These creatures will not be affected by the phrase.