

RULES OF PERSONALITY

The D20 System classes focus on what a character can do, but they don't say much about who a character is. That's fine in a game that emphasizes physical action and combat, but political games focus on interaction and personality. The rules below are an aid for detailing personalities and defining how they affect the game.

You'll see many of the standard personalities of fantasy stories here — from leaders and prophets to lone wolves and comic relief. They provide opportunities for the

members of your party to work together, to gain extra experience, and to get a little extra help in tight situations.

The extra experience can be particularly helpful for controlling the flow of the game. Most dungeon-crawling adventures feature several challenges in quick succession. Political adventures take a more leisurely approach, focusing on a few long challenges instead of a lot of short ones. As a result, character advancement can be slower than many players like. The personality rules below speed up character advancement and keep the pace of the campaign closer to that of the typical dungeon-crawling campaign.



NEW FEATS: PERSONALITY RULES

A personality feat is selected like a normal feat. A character may only have one personality feat at a time, but may change an existing personality feat using the Transitional feat below.

Here is the format of a personality feat description:

Feat Name [Personality]

Description: What characters with this feat want, why they want it, and what they might do to get it.

Restrictions: Any special restrictions that may prevent a character from claiming or using this feat.

Condition: Once per session, a character may earn one action point by fulfilling the condition described here.

When the party makes a decision or chooses a course of action, that decision may fulfill the personality feat conditions of several characters at the same time. The players can cooperate in fulfilling personality feat conditions even when the characters are working "against" each other. For example, if an Opportunist sabotages a plan thought up by a Schemer and endorsed by a Leader, all three characters get action points.

Action Points

Action points earned with personality feats can be used in two ways:

- Alter a single d20 roll used to make an attack, a skill check, an ability check, a level check, or a saving throw.
- Gain extra experience at the end of the session.

When a character spends an action point to improve a d20 roll, add 1d6 to the d20 roll to help meet or exceed the DC. A character can declare the use of an action point to alter a d20 roll after the roll is made — but only before the GM reveals the result of that roll (whether the attack or check or saving throw

succeeded or failed). A character can't use an action point on a skill check or ability check when he is taking 10 or taking 20. A character can only spend one action point per round.

At higher character levels, the PCs roll more than 1d6 when spending an action point; see the table below. If the character rolls 2d6 or 3d6, apply the highest of the die results and disregard the other rolls.

Character Level	Action Point Dice
1 st – 7 th	1d6
8 th – 14 th	2d6
15 th – 20 th	3d6

At the end of each session, any character may spend one action point to gain experience. This rewards the entire party as if it had faced an encounter with an encounter level equal to the average level of the party.

The GM may withhold action points if she decides that the characters have not truly earned them. Characters may save action points from session to session.

Restricted Personality Feats

Some personality feats restrict the number of characters in the party who can claim them. These roles become confusing or distracting when too many characters try to play them at once — a group with two leaders is often pulled in two different directions, and a party full of lone wolves might never get together at all.

Limiting personality feats avoids bad character combinations. However, sometimes several players want the same feat. Settle who takes which feat by mutual agreement. (Keep in mind that personalities can change, so players can arrange to hand over a role later in the campaign.) Any player who cannot agree on who takes which feat may be restricted from taking any personality feats at all at the GM's discretion.

PERSONALITY FEATS

A personality feat is new kind of feat that makes a statement about your character's behavior. Each feat provides the opportunity to gain an action point by fulfilling a condition. This action point can be used to improve a die roll or saved to earn experience at the end of the session. See "Personality Rules," on page 75, to learn more.

AMBITIOUS {PERSONALITY }

Description: Your star is rising. You look for ways to gain power and respect, and you may be willing to sacrifice ethics for personal gain.

Restrictions: None

Condition: Persuade one or more of your fellow player characters to take an action that wins power for you or improves your social standing.

ARCHITECT {PERSONALITY }

Description: You have a long-term goal, and you're making steady progress towards it.

Restrictions: You must choose a goal when you take this feat. If you abandon or complete your goal, you must choose a new goal (or a new personality feat) by replacing this feat with the Transitional feat.

Condition: Persuade the party to take an action that brings you closer to completing your goal.

BUREAUCRAT {PERSONALITY }

Description: You believe the system exists for a reason, and that playing by the rules is important. You dot your "I"s, cross your "T"s, and always fill in all the forms.

Restrictions: None

Condition: Persuade the party to overcome a problem by following the correct procedures and obeying the rules.

COMIC RELIEF {PERSONALITY }

Description: Screw this deep philosophical stuff, you're here to have fun. You may not always intend for it to happen, but your pranks and misadventures lighten the mood for everyone.

Restrictions: There may be no more than two characters with the Comic Relief personality feat in one party.

Condition: Take an action that makes the other players (and/or their characters) laugh out loud.

COMPETITOR {PERSONALITY }

Description: You love a challenge, especially from somebody who's just as good as you are. You often test yourself and others in contests of strength or wits.

Restrictions: None

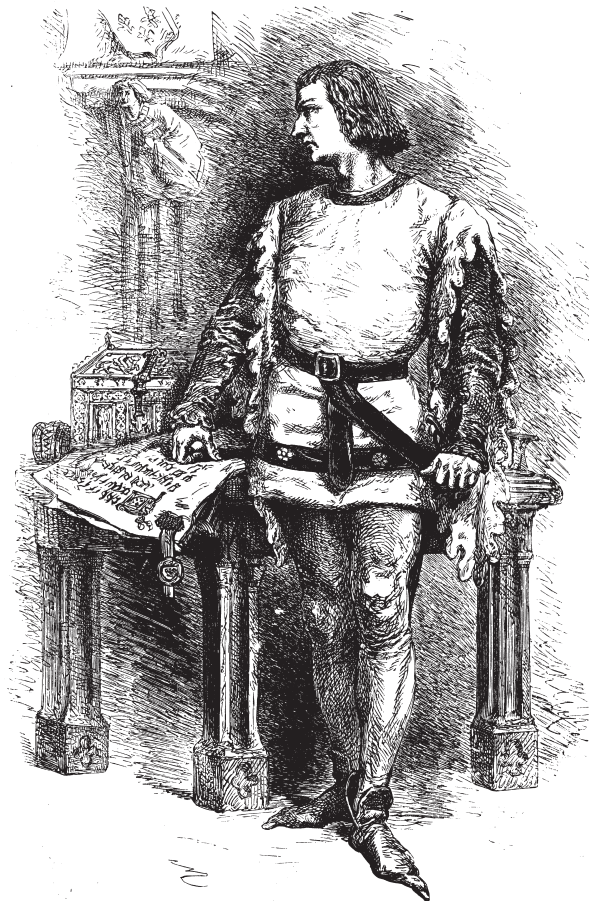
Condition: Defeat or outdo another character with the Competitor personality feat. The other character must acknowledge the defeat. Note that this feat is much more useful if two or more PCs in the party take it, though the GM can give a non-player character the feat.

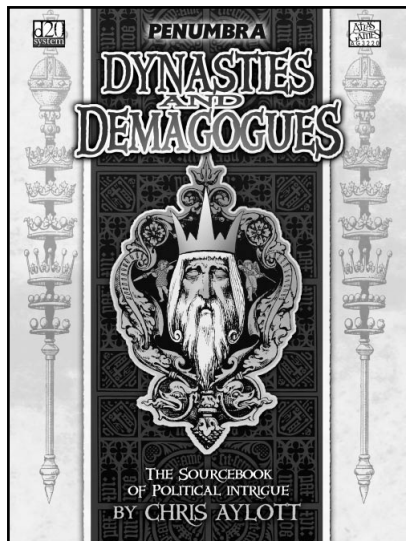
FORTUNE'S FOOL {PERSONALITY }

Description: You have strange luck. Sometimes you fail at sure things, and sometimes you succeed at the impossible. You just do the best you can with it.

Restrictions: None

Condition: Instead of rolling a die, declare that a skill check or saving throw that you are about to make automatically fails. If the roll was a save, it must have been intended to avoid damage or a harmful state such as being charmed, energy drained, paralyzed, or held. If the roll was a skill check, you may not retry that skill





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