

TRUENAMER			
Utterances Known Lexicons			
True Namer Level	Evolving Mind	Crafted Tool	Perfected Map
1	1	<input type="checkbox"/> Know Personal Truename <input type="checkbox"/> Knowledge Focus	
2	2		
3	3		
4	4		
5	5		
6	6	<input type="checkbox"/> Truename Research <input type="checkbox"/> Knowledge Focus <input type="checkbox"/> Bonus Recitation Feat <input type="checkbox"/> See the Named 1 /day <input type="checkbox"/> Knowledge Focus	
7	7		
8	8		
9	9		
10	10		
11	11	<input type="checkbox"/> Sending <input type="checkbox"/> Knowledge Focus <input type="checkbox"/> Bonus Recitation Feat	
12	12		
13	13		
14	14		
15	15		
16	16	<input type="checkbox"/> Speak unto the masses  <input type="checkbox"/> Say my name and I am there	
17	17		
18	18		
19	19		
20	20		

TRUESPEAK

TRUESPEAK  
SKILL DC

Target's CR,  
Effective Level  
or Hit Dice

Modifiers

= 15 + ( 2 ×  ) +

Pass a Truespeak skill check each time to use an utterance or recitation.

DC MODIFIERS		
Subsequent truespeak checks The same utterance on the same day Failed utterances don't count	+ 2	
Speaking a personal truename If successful, gain a +2 to utterance save DC and caster level check to overcome target's spell resistance	+ 2	
Speaking your own truename Gain a +4 competence bonus to Truespeak check	0	
Utter defensively Prevents attacks of opportunity Apply for each enemy in range	+ 5	
Supera la Resistenza agli Incantesimi Voluntary	+ 5	
Speak unto the masses For each additional target beyond the first	+ 2	

RECITATIONS

1
2
3
4
5

UTTERANCES

LEXICON OF THE EVOLVING MIND		
Utterances Known	Max Level	Livello
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		

LEXICON OF THE CRAFTED TOOL		
Utterances Known	Max Level	Livello
1		
2		
3		
4		
5		
6		
7		
8		
9		

LEXICON OF THE PERFECTED MAP		
Utterances Known	Max Level	Livello
1		
2		
3		
4		
5		
6		
7		
8		
9		

UTTERANCE  
SAVE DC

Truenamer  
Level

Altro

= 10 + (  ÷ 2 ) + CAR +

DC increases by +2 when  
using a personal truename