

Dr. Evil Presents: True20 *Thieves' World*

Welcome to official conversion of the *Thieves' World* setting for use with *True20 Adventure Roleplaying*. In this short series of articles, you will find everything you need to make use of Green Ronin's *Thieves' World* sourcebooks using the True20 rules. With these conversion files, you can easily adapt the material in the rulebooks and get started exploring the seedy streets of Sanctuary!

Backgrounds

The first order of business is backgrounds. The *Thieves' World Player's Manual* (as well as other books in the series) presents a number of occupations and cultures for characters to develop their characters in unique ways, offering a slew of "racial" combinations. The *True20* rules dispense with the tradition racial choices found in d20 games, but the nature of *Thieves' World* backgrounds make them especially suited for True20 games.

When creating a *True20 Thieves' World* character, you may select one cultural background and one occupational background. Together, these backgrounds offer a bonus skill and bonus feats to supplement those gained as a result of your class choices.

Note: This web enhancement uses abbreviations for the various sourcebooks in the line: *TWPM* stands for the *Thieves' World Player's Manual*; *SGtS* stands for *Shadowspawn's Guide to Sanctuary*; *TWG* stands for the *Thieves' World Gazetteer*.

Cultural Backgrounds

Sanctuary finds many people of a variety of cultures and nationalities walking their streets. For specific details on these cultures, check out their entries in the referenced sourcebook. Feats marked with an * are new to True20 and are described at the end of this accessory.

Adrolean (*TWG 103*)

Your people are notoriously untrustworthy, infamous for double-talk and betrayals.

Bonus Feats (select two): Duplicitous*, Skill Focus (Diplomacy), Talented (Bluff and Intimidate), Witchblooded*

Aurveshan (*TWPM 33*)

Descended from nomads, the people of Aurvesh are mild folk, not prone to extremes of emotion.

Bonus Feats (select two): Endurance, Iron Will, Talented (Diplomacy and Sense Motive), or Unemotional*

Azehur (*SGtS 216*)

You hail from the far north, a decaying nation of windswept hills and towering peaks. Your civilization has declined from prolonged infighting, treachery, and religious schism.

Bonus Feats (select two): Attack Focus (Rankan Era), Divinely Favored (Rankan Era)*, Fame (Rankan Era)*, Great Piety (Irrune Era)*, Message of Peace (Irrune Era)* or Treacherous (Irrune Era)*, Saddleborn (Rankan Era)*, Skill Focus (Stealth) (Irrune Era), Talented (Medicine and Survival) (Irrune Era)

Bandaran (*TWG 104*)

You come from the emerald Bandaran Islands, a chain of remote islets noted for their fighting masters and mystics.

Bonus Feats (select two): Skill Focus (Notice), Skill Focus (Swim), Talented (Acrobatics and Escape Artist), Talented (Medicine and Survival)

Beysib (*SGtS 217*)

You are one of the Fish-Eyed-Folk-Beyond-the-Sea, a people temporarily displaced by a civil war raging through their lands.

Bonus Feats (select two): Lightning Reflexes, Talented (Acrobatics and Jump), Talented (Climb and Swim)

Special: Beysib have alien physiologies. They all have nictitating membranes that can protect their sensitive eyes. When closed, these membranes grant a +8 bonus to saves against environmental hazards such as smoke, fumes, chemicals, or inhaled poisons. In addition, beysibs all have webbing between their fingers and toes, granting a +8 bonus on Swim checks and the ability to take 10 on Swim checks even if distracted or endangered. They can also use the run action while swimming provided they do so in a straight line.

As well, beysib have a +4 bonus to saving throws against poison. Some (with your GM's permission) noble beysib are immune to poison, but take a -1 penalty on Search checks and a -3 penalty on Notice checks.

Black-Haired Barbarian (TWG 104)

Your people spilled out of the northern wastes to plunder the Rankan Empire and wreak havoc throughout the lands.

Bonus Feats (select two): Fierce*, Run, Tough, Track

Cantal Plains Barbarian (SGtS 218)

You come from the uncivilized peoples that occupy the Cantal Plains. While you live within the bounds of the Empire, you claim no allegiance to the Emperor.

Bonus Feats (select two): Endurance, Exotic Weapon Training (bastard sword), Tough, Track

Caronese (TWPM 34)

You come from a great trade city of Caronne, a city-state famed for its thinkers, merchants, and artisans.

Bonus Feats (select two): Hagglers*, Skill Focus (Gather Information), Talented (Bluff and Intimidate), or Talented (Diplomacy and Sense Motive)

Cirdonian (TWPM 35)

You are one of the proud people of the north once conquered by Ranke, a fact that psychically shames your culture.

Bonus Feats (select two): Endurance, Forthright, Talented (Medicine and Survival), or Tough

Cold Lands (TWG 104)

The Cold Lands of the Banmalts and the Cleans dwell on the western shores of the Known World, and are noted to be a fierce and bellicose people.

Bonus Feats (select two): Dodge, Fierce*, Talented (Bluff and Intimidate), Tough

Half-Beysib (TWPM 35-36)

You are the half-blooded descendant of the fish-eyed folk, giving you an unnatural and exotic appearance.

Bonus Feats (select one): Lightning Reflexes, Talented (Acrobatics and Jump), or Talented (Climb and Swim)

Special Trait: Half-Beysib all have nictitating membranes that can protect their sensitive eyes. When closed, these membranes grant a +4 bonus to saves against environmental hazards such as smoke, fumes, chemicals, or inhaled poisons. In addition, half-beysib all have webbing between their fingers and toes, granting a +2 bonus on Swim checks.

Firaqan (TWG 105)

Your people are noted for their calm manners and patient ways, using their passions for knowledge than for discord.

Bonus Feats (select two): Contacts, Learned Discourse*, Skill Focus (any)

Ilsigi (TWPM 36)

You are a scion of the decaying Kingdom of Ilsig, brought low by years of warfare, corruption, and infighting.

Bonus Feats (select two): Iron Will, Skill Focus (Notice), Skill Focus (any Knowledge skill), Talented (any)

Irrune (TWPM 37)

You hail from the barbarian tribe that was pivotal in liberating Sanctuary from the oppressive Dyareelan regime.

Bonus Feats (select two): Saddleborn*, Spirited Charge, Talented (Handle Animal and Ride), Tough

Lirter (SGtS 219)

You come from the city-state of Lirt, one of the many provinces claimed by the Rankan Empire.

Bonus Feats (select two): Skill Focus (any), Talented (Diplomacy and Sense Motive)

Mrsevadan (TWPM 38)

You come from the hardy seafaring people of the far north, noted for their brashness and belligerence.

Bonus Feats (select two): Brash*, Dodge Focus, Talented (Climb and Swim), Talented (Bluff and Intimidate)

Mygdonian (SGtS 219)

You are from one of the many petty kingdoms that make up the Mygdonian Alliance, a coalition of nations and tribes that oppose Rankan expansion.

Bonus Feats (select two): Anonymous*, Skill Focus (any one), Talented (any two)

'Nighter (TWPM 39)

You were born and raised in the Swamp of Night Secrets and for this fact, you're reviled as a vagabond and savage.

Bonus Feats (select two): Skill Focus (Stealth), Talented (Climb and Swim), Talented (Medicine and Survival), Talented (Stealth and Survival)

Nisibisi (TWPM 39)

Your people are the hated witches of Wizardwall, profoundly wicked descendants from the ancient Empire of Enlibar.

Bonus Feats (select two): Lightning Reflexes, Power (any one), Skill Focus (Intimidate), Witchblooded*

Raggah (TWPM 40)

You come from the enigmatic horse tribes that roam the Gray Wastes.

Bonus Feats (select two): Endurance, Saddleborn*, Skill Focus (Ride), Talented (Medicine and Survival)

Rankan (TWPM 40)

Rankans are the people of the great Empire that encompasses nearly all of the Known World. It is made up of many disparate and conquered people, united only by their common citizenship.

Bonus Feats: Select any two General Feats from *True20 Adventure Roleplaying*.

S'Danzo (TWPM 40)

The S'Danzo are wanderers and traveling folk, noted for their thieving ways and their talents at foretelling future events.

Bonus Feats (select two): Heritage of Deceit*, Sighted*, Talented (Disable Device and Sleight of Hand), Talented (Disguise and Sleight of Hand)

Special: All S'Danzo who are recognized for being S'Danzo take a -2 penalty to Diplomacy checks.

Shapeshifter (SGtS 220)

You were born in a distant land, beyond the borders of any map. Your people have the ability to transform your bodies, assuming the form of a small animal.

Special: Upon character creation, you may select one of the following forms. The form selected grants certain benefits. Changing forms is a standard action. Any armor and equipment worn or carried falls to the ground in your space. You gain the Strength, Dexterity, and Constitution of the creature whose form you assume, but retain your own Intelligence, Wisdom, and Charisma. Saving throws, skills, and feats are all unchanged. You do gain any special traits of the creature whose form you take. Statistics for these animals can be found in *True20 Adventure Roleplaying*, or in the case of the owl, *True20 Bestiary*.

Shapeshifters do not gain the occupational bonus feat.

Form	Creature	Ability Modifier	Special
Bird	Owl	+1 Wisdom	+4 bonus on Notice and Stealth checks
Cat	Cat	+1 Charisma	+2 bonus on Climb, Jump, and Stealth checks
Dog	Dog	+1 Constitution	Gain scent (<i>True20</i> 130)
Snake	Viper snake	+1 Dexterity	Poisonous Bite (Difficulty 10 + 1/2 level + Con; initial and secondary damage 2 Con)

Sihanese (SGtS 221)

You come from Ranke's easternmost province—a large region given over to agricultural concerns, though it is also home to the culture vanguard of the Empire.

Bonus Feats (select two): Skill Focus (Stealth), Talented (Diplomacy and Sense Motive) *or* Talented (Handle Animal and Ride), Talented (Bluff and Intimidate) *or* Talented (Medicine and Survival)

Sumese (TWG 106)

Your people are the heirs of fallen Yenized, a once great and powerful nation, but are now mere shadows of your historical forebears.

Bonus Feats (select two): Defiant*, Improved Strike, Skill Focus (any)

Syrese (SGtS 221)

Syr is a distant legendary land, famed for its fine warriors.

Bonus Feats (select two): Battle Hardened*, Saddleborn*, Talented (Bluff and Gather Information), Talented (Handle Animal and Ride)

Twandan (TWPM 42)

Twandans are broad-shouldered, big-boned people conquered by Ranke ages ago, but released with the contractions of the Empire, leaving them ravaged by famine and disease.

Bonus Feats (select two): Great Fortitude, Heavyweight*, Run, Skill Focus (any one)

Tysian (SGtS 221)

Tysians come from a minor city-state situated at the feet of the Wizardwall

Mountains. Somehow, it has retained its independence from Ranke.

Bonus Feats (select two): Supernatural Focus, Talented (Climb and Jump), Talented (Medicine and Survival), Trailblazer

Velosian (TWG 106)

Velosians are calm and practical folk, with simple needs and few demands.

Bonus Feats (select two): Iron Will, Low Profile, Skill Focus (any), Tough

Visalan (TWG 107)

You come from one of the many Visalan Islands, a disparate collection of petty kingdoms and city-states known for their strange religious practices.

Bonus Feats (select two): Eidetic Memory, Skill Focus (Knowledge: theology and philosophy) Skill Focus (Stealth), Skill Focus (Swim)

Wrigglie (TWPM 42)

Wrigglies are the mixed-blooded descendants of the Ilsi ex-slaves that founded the city. They are a hardened lot, accustomed to the horrors of living in Sanctuary.

Bonus Feats (select two): Jaded, Maze Savvy*, Skill Focus (any)

Occupational Backgrounds

In addition to your cultural background, you may also select one occupational background. The various *Thieves' World* sourcebooks include a great deal of information about common occupations in the Known World. You may feel free to pick

on described in those books or another one of your own design. Your occupation provides the Talented feat in any two related skills of your choosing that relate to your chosen trade.

Feats

The following new feats reflect the various occupations and cultures that make up the people of *Thieves' World*.

This enhancement presents a new type of feat for *True20*: the background feat. This is a feat that can only be acquired as a bonus feat as part of a background. Background feats cannot be acquired as part of a character's allocation of feats for level. Thus, they're best suited for traits associated with

birth or inheritance, something a character has right from the start or not.

Anonymous (General)

Prerequisite: Mygdonian Background

You are forgettable, being able to blend in with crowds. Reduce your Reputation by 1. You do, however, gain a +4 bonus on Disguise checks.

Battle Hardened (General)

Prerequisite: Syrese Background

You are a battler veteran, hardened by your experiences in fighting. You gain a +1 bonus on initiative checks and a +1 bonus on Toughness saves. You may only select this feat once.

General Feats

General Feat

Summary

Duplicitous	Gain +1 bonus on Bluff, Diplomacy, and Sense Motive checks.
Fame	Increase Reputation by 3.
Fierce	Demoralize opponents as a move action.
Great Piety	Gain a +2 bonus on Knowledge (theology and philosophy) checks and a +1 bonus on Will saves.
Maze-Savvy	Gain a +3 bonus on Knowledge (streetwise) checks to navigate the Maze.

Background Feat

Summary

Anonymous	Reduce your reputation by 1, gain a +4 bonus on Disguise.
Battle Hardened	Gain a +1 bonus to initiative checks and a +1 bonus to Toughness.
Brash	Make second Will save against fear to become enraged.
Defiant	Gain +2 bonus to saves against mind-affecting powers and +1 bonus to Intimidate checks.
Divinely Favored	Gain 1 Conviction.
Forthright	Take a -2 penalty to Bluff checks, gain a +4 bonus to Diplomacy and Sense Motive checks.
Haggler	Gain a +2 bonus on Bluff and Diplomacy checks. Increase Wealth by 2.
Heavyweight	Gain a +4 bonus on saving throws against ingested poisons.
Heritage of Deceit	Gain a +1 bonus on Bluff, Sleight of Hand, and Stealth checks.
Jaded	Gain a +1 bonus on Initiative checks and Will saves.
Learned Discourse	Gain a +3 bonus on Knowledge (history) checks and make untrained checks.
Message of Peace	Deal non-lethal damage with lethal weapons, add Wisdom to Charisma checks.
Saddleborn	Use Ride modifier in place of Defense and you gain a +2 bonus on Ride checks.
Sighted	You can catch glimpses of the future.
Treacherous	Add Wisdom to Bluff checks and gain +1 bonus on saves against poison
Unemotional	Gain a +2 bonus to saves against powers requiring mental contact.
Witchblooded	Boost an ability score for a brief time.

Brash (Background)

You do not frighten easily or take threats lightly. Whenever you fail a Will save against a fear effect, you may immediately make a second Will save. If this save succeeds, you become enraged gaining a +1 bonus on melee attacks and a +1 to damage, but you take a –2 penalty to Defense. These modifiers remain for 5 rounds or until the object of your fear is destroyed or driven off. After this time, you are fatigued for five rounds. While enraged, your actions are limited to those described under the Rage feat (*True20* 49). The benefits of Brash stack with those of the Rage feat.

Defiant (Background)

Although you are a people conquered, you retain your identity and refuse to cow before your oppressors. You gain a +2 bonus to saving throws against mind-affecting powers. In addition, you gain a +1 bonus on Intimidate checks.

Divinely Favored (Background)

Gain 1 point of Conviction.

Duplicitous (General)

You are naturally false and you are particularly adept at manipulating others. Gain a +1 bonus on Bluff, Diplomacy, and Sense Motive checks.

Fame (General)

You are famous or infamous. Increase your Reputation by +3.

Fierce (General)

You are vicious and bloodthirsty in combat. When using Intimate to demoralize your opponent, you may do so as a move action instead of a standard action. You must wait 5 rounds between each use of this feat again.

Forthright (Background)

You abhor deceit and dishonesty, taking a –2 penalty to all Bluff checks. However, when recognized as a Cirdonian, you gain a +4 bonus to Diplomacy checks. In addition, you gain a +4 bonus to Sense Motive checks.

Great Piety (General)

You are a devout servant of the gods. You gain a +2 bonus on Knowledge (theology and philosophy) checks and a +1 bonus on Will saves.

Haggler (Background)

You are a shrewd negotiator, capable of bargaining down the price of goods. Gain a +2 bonus on Bluff and Diplomacy checks. Increase your starting Wealth score by 2.

Heavyweight (Background)

You are a capable drinker and able to consume great quantities of booze. Gain a +4 bonus on saving throws against ingested poisons.

Heritage of Deceit (Background)

Your people have a reputation for dishonesty. Gain a +1 bonus on Bluff, Sleight of Hand, and Stealth checks.

Jaded (Background)

You've seen it all. You gain a +1 bonus on initiative checks and a +1 bonus on Will saves.

Learned Discourse (Background)

You are aware of countless tales and traditions and consequently, you are attuned to the currents of history. You gain a +3 bonus on all Knowledge (history) checks. In addition, you may use Knowledge (history) untrained.

Maze-Savvy (General)

Prerequisite: You must have been born in Sanctuary or successfully navigated the Maze at least once.

You gain a +3 bonus on Knowledge (streetwise) checks made to navigate the maze. You may always take 10 on these checks.

Message of Peace (Background)

Amalur teaches a peaceful path. As such, you may deal non-lethal damage with any weapon you wield without penalty. In

addition, once per day, you may add your Wisdom score as a bonus to any one Charisma or Charisma-based check.

Special: You may not select this feat if you have Treacherous.

Saddleborn (Background)

You are most comfortable on the back of your steed. Gain a +2 bonus on all Ride checks. In addition, as a free action while mounted, you may replace your Defense with a Ride check against a single attack.

Sighted (Background)

Prerequisite: You must be female

You are blessed with the Sight. You gain a +1 bonus to Sense Motive checks. You gain a +1 bonus to your power rank for any of the following Powers if you have them: Combat Sense, Heart Reading, Object Reading, Second Sight, Sense Minds, and Truth Reading.

In addition, you gain the Visions power usable at your adept power rank.

Treacherous (Background)

You are a cunning and treacherous citizen of the city-state of Azehusas. You add your Wisdom to Bluff checks and you gain a +1 bonus to saving throws against poison.

Unemotional (Background)

You are particularly resistant to supernatural effects that modify your mood. When targeted by a supernatural power that requires mental contact, you gain a +2 bonus to the saving throw to resist its effects.

Witchblooded (Background)

Prerequisite: You may only select this feat at 1st level.

Once per day, you may increase any one of your ability scores by 1 for a number of rounds equal to your Charisma score \times 4. Using this ability is a move action. After this time, you take a -1 penalty to this ability score for 8 hours.