

# Dr. Evil Presents: True20 *Thieves' World* Part Two

Welcome to the second installment of Green Ronin's conversions of the *Thieves' World* campaign 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!

This installment of **Dr. Evil Presents** spends a bit of time exploring new role-specific and general feats for use in carving out your character's niche in Sanctuary. By adapting the class features found in various classes and prestige classes found in the *Thieves' World* rulebooks into feats, this article offers a great deal of versatility in creating a memorable hero (or villain) to add to the exciting array of characters populating this seedy city.

## Table: General Feats

Feat	Prerequisites	Benefit
Consummate Professional	—	Gain +2 bonus to attain wealth, +1 reputation.
Divine Gift	Wis +1	Gain access to one adept feat and gain 1 conviction.
Lore	Wizardry	Knack for recalling facts about various subjects.
Pinnacle of Perfection	Divine Gift	Add your Wisdom to Strength and Dexterity checks.

## Table: Adept Feats

Feat	Prerequisites	Benefit
Aura of Courage	Divine Gift or Divinely Favored	Gain immunity to fear effects and bolster allies.
Banish Extraplanar Entity	Priesthood, Ward	Use Ward to force extraplanar creatures back to their native planes.
Commanding Presence	Priesthood	Use divine power to gain spiritual authority.
Destructive Power	Wizardry	Add Int to damaging powers.
Divine Guidance	Priesthood	Call upon god to gain bonus to Intelligence checks.
Divine Perception	Divine Gift or Divinely Favored	Gain keen sight and bonus to Notice checks.
Divine Protection	Divine Gift or Divinely Favored	Gain bonus to saving throws.
Divine Shield	Divine Gift or Divinely Favored	Gain bonus to Defense.
Energy Resistance	Divine Gift	Gain resistance to one form of energy.
Focus Expert	Wizardry	Gain additional benefits when using foci.
Force of Personality	Witchcraft	Spend Conviction to double Charisma.
Mortal Might	Divine Gift or Divinely Favored	Improve one ability score.
Potent Power	Wizardry	Your powers can punch through Wards with ease.
Priesthood	Wis +3	You may call for divine aid on your power checks.
Resist the Supernatural	Priesthood	Spend Conviction to gain supernatural resistance.

Sacrificial Power	Witchcraft	Sacrifice living creature to gain bonus on ritual.
Sanctum	Wizardry	You establish a site as a place of power.
Self Mastery	Witchcraft	Gain +2 bonus to power checks on powers affecting yourself.
Unnatural Vitality	Witchcraft	Supernatural power staves off the harmful effects of time and environment.
Warding Aura	Witchcraft	Spend conviction to erect a protective aura.
Witchcraft	Cha +3	You can boost an ability.
Wizardry	Int +3	Gain bonuses to resist supernatural effects.

### Table: Expert Feats

Feat	Prerequisites	Benefit
Death Dealer	Killing Strike	Make coup de grace attack as a standard action.
Greater Inspire	Cha +3, Inspire	Gained improved inspire effects.
Killing Strike	Sneak Attack (×3)	Make Killing Strike during one surprise attack.
Poison Expertise	Poison Use	Never at risk of poisoning yourself.
Poison Master	Poison Expertise	Use materials efficiently when making poisons.
Poison Use	Skill Focus (Craft—chemical)	Use Craft (chemical) to manufacture poisons.
Sniper	Precise Shot, Skill Focus (Stealth)	Make Stealth check to hide after surprise attack.

### Table: Warrior Feats

Feat	Prerequisites	Benefit
Battle Fervor	Divine Gift, Rage (×2)	Call upon divine power to combat enhancements.
Divine Fortitude	Divine Gift, Divine Health, Great Fortitude	Gain tremendous powers of healing.
Divine Health	Divine Gift or Divinely Favored	Divine power makes you tough and hardy.
Indomitable	—	Re-roll saving throws.

## New Feats

The following new feats follow the format presented in *True20 Adventure Roleplaying*.

### Aura of Courage (Adept)

**PREREQUISITE: DIVINE GIFT OR DIVINELY FAVORED**

You are immune to mind-affecting fear effects. In addition, all allies within 10 feet of you gain a +4 bonus to saving throws against these effects.

### Banish Extraplanar Entity (Adept)

**PREREQUISITE: PRIESTHOOD, WARD**

You may use the Ward power to force extraplanar creatures back to their native plane. Select any extraplanar creature within 5 feet per adept level. The creature must make a Will save against the result of your Ward check or be forcibly returned to its native plane.

### Battle Fervor (Warrior)

**PREREQUISITE: DIVINE GIFT, RAGE (×2)**

When in combat, you may spend a full round action to invoke the blessings of your divine master. At the start of your next turn, godlike energy courses through you,

awakening hidden reserves of potential. For 1 round per warrior level, you gain a bonus to attack rolls and damage equal to your Wisdom score. In addition, your base speed increases by 10 feet. You may use this ability a number of times per day equal to your Wisdom.

## **Commanding Presence (Adept)**

**PREREQUISITE: PRIESTHOOD**

You may call upon the power of your god to imbue your words and actions with spiritual authority. As a full-round action, you may pray to your god and starting on your next turn, you may add your Wisdom to all Charisma and Charisma-based skill checks for 1 minute per adept level.

## **Consummate Professional (General)**

You are all business, all the time. Every time you attain a new level, you gain a +2 bonus to your professional check to increase your wealth. In addition, you gain a +2 bonus to Reputation.

## **Death Dealer (Expert)**

**PREREQUISITE: KILLING STRIKE**

You become a master of killing and can murder a helpless target quickly and efficiently. You may perform a coup de grace attack against a helpless creature as a standard action. When making a coup de grace attack against a creature with concealment, you may do so as a full-round action instead of two full-round actions. Finally, the save Difficulty for your Killing Strike increases by +2.

## **Destructive Power (Adept)**

**PREREQUISITE: WIZARDRY**

You are particularly skilled with damaging and destructive forms of power. When using any power that inflicts damage, you may add your Intelligence to the damage the power would ordinarily deal.

## **Divine Fortitude (Warrior)**

**PREREQUISITE: DIVINE GIFT, DIVINE HEALTH, GREAT FORTITUDE**

You have amazing powers of healing. Regardless of injury level or type, you may make recovery rolls every minute. You are immune to infection (see forthcoming *Dr. Evil Presents*) and you halve the damage bonus your opponents get when they score a critical hit against you (round down any fractions).

## **Divine Gift (General)**

**PREREQUISITE: WIS +1**

Gain 1 point of Conviction. When you gain another feat, you may select a feat from those normally available to your role or an adept feat or power. If you have no adept levels, your effective adept level is equal to one-half your character level.

Essentially, if you place your next level in warrior, you could select a power, an adept feat, a warrior feat, or a general feat. Once you select a power or adept feat, you may not select others unless you place levels in adept.

## **Divine Guidance (Adept)**

**PREREQUISITE: PRIESTHOOD**

Spend 1 point of Conviction and add your Wisdom as a bonus to all Intelligence checks and Intelligence-based skill checks for 10 minutes per level. Alternatively, spend 1 point of Conviction to add one-half your adept level to a single power check.

## **Divine Health (Warrior)**

**PREREQUISITE: DIVINE GIFT OR DIVINELY FAVORED**

The power of the gods suffuses your being, making you more than human. You are immune to all natural diseases and you gain a +4 bonus to saves against supernatural diseases. You gain a +2 bonus to recovery rolls and you can make recovery rolls each minute to remove levels of fatigue.

## Divine Perception (Adept)

**PREREQUISITE:** DIVINE GIFT OR DIVINELY FAVORED

Divine power bestows clarity and keen insight. You gain a bonus to Notice checks equal to your Constitution score. In addition, you see twice as far as a human does in areas of shadowy or poor lighting.

**Special:** If you have the Night Vision feat, you can see four times as far as a human does in areas of poor lighting.

## Divine Protection (Adept)

**PREREQUISITE:** DIVINE GIFT OR DIVINELY FAVORED

The hands of the gods shelter you from harm. You gain a bonus to all Fortitude, Reflex, and Will saves equal to your Wisdom score.

## Energy Resistance (Adept)

**PREREQUISITE:** DIVINE GIFT

You have uncanny resistance to energy attacks. Choose one of the following energy types: acid, cold, electricity, fire, or sonic. You gain resistance 2 against attacks against you that have this energy type (see **Resistance to Energy**, *True20*, page 130).

**Special:** You may select this feat multiple times. Each time you may select a new energy type or one previous selected. The effects stack.

## Focus Expert (Adept)

**PREREQUISITE:** WIZARDRY

You are accustomed to the use and incorporation of foci in powers you manifest. When using a focus as part of a power, you gain an additional +2 bonus to the power roll and a +2 bonus to saves made to resist the power's fatigue.

## Force of Personality (Adept)

**PREREQUISITE:** WIZARDRY

Your power doesn't just express itself in terms of supernatural powers; it manifests in your infectious and persuasive personality. You may spend a point of

Conviction to double your effective Charisma score for one round.

## Greater Inspire (Expert)

**PREREQUISITE:** CHA +3, INSPIRE

Greater Inspire expands the options available with the Inspire feat (*True20*, page 47). Each time you take this feat, choose one of the following:

**Greatness:** One subject gains a +2 bonus on attack rolls, damage, saves, skill checks, and power checks.

**Heroics:** One subject gains a +4 bonus on all saving throws and a +4 bonus to Defense.

**Valor:** Subjects immediately overcome the effects of fear and gain a +2 bonus to Will saves.

**Zeal:** Subjects gain a +1 bonus to Strength and Constitution, increase their speed by 10 feet, but take a -4 penalty to Defense.

## Killing Strike (Expert)

**PREREQUISITE:** SNEAK ATTACK (×3)

When you get the drop on your enemies, you can deliver deadly attacks. Once per combat, when you would make a surprise attack, you may make a killing strike. Reduce the damage bonus from Sneak Attack by 2. If your attack hits and your foe fails the Toughness save by *any* amount, the opponent must immediately succeed on a Fortitude save (Difficulty 10 + 1/2 your level + your Intelligence) or be reduced to the dying condition, regardless of the actual damage dealt.

## Indomitable (General)

You can resist hazards, poison, unusual attacks, and even magic through sheer willpower. Once per day, when you fail a saving throw, you may immediately make a second saving throw, adding your Wisdom to the roll. For every 5 total character levels attained, you gain an additional use of this ability.

## Lore (General)

**PREREQUISITE:** WIZARDRY

You are an expert on not just magic, but with a wide array of mundane knowledge, stories, legends, and scholarly information. You may

use any Knowledge skill untrained and you gain a +2 bonus for those Knowledge skills in which you are trained.

## **Mortal Might (Adept)**

**PREREQUISITE: DIVINE GIFT OR DIVINELY FAVORED**

Your supernatural connection to the gods fills you with divine power. Select any one ability and increase it by +1.

You may only select this feat once.

## **Pinnacle of Perfection (General)**

**PREREQUISITE: DIVINE GIFT**

You are a paragon of physical skill and ability. When making a Strength or Dexterity check or skill check based on those abilities, you gain a bonus to that check equal to your Wisdom. This bonus does not apply to combat rolls, such as attacks or saves.

## **Poison Expertise (Expert)**

**PREREQUISITE: POISON USE**

Your skill with poisons increases such that whenever you use poisons or apply them to weapons, you are never at risk of accidentally poisoning yourself. In addition, you gain a +2 bonus to Fortitude saves made to resist poison. This stacks with the bonus gained from the Poison Use feat.

## **Poison Master (Expert)**

**PREREQUISITE: POISON EXPERTISE**

You have mastered the deadly art of brewing and using poisons. On a failed check, you do not ruin the raw materials used to manufacture a poison. You gain a +2 bonus to Fortitude saves made to resist poison. This bonus stacks with that gained from Poison Expertise and Poison Use for a total bonus of +6.

## **Poison Use (Expert)**

**PREREQUISITE: SKILL FOCUS (CRAFT—CHEMICAL)**

You are adept at creating and mixing toxin draughts. You may use the Craft (chemical) skill to prepare poisons. The check's Difficulty depends on the lethality of the

poison, though most poisons are complex items. For details, see a forthcoming *Dr. Evil Presents* article in this series.

In addition, your constant exposure to foul toxins grants you a natural hardiness to resist their effects. You gain a +2 bonus to saving throws made to resist poison.

## **Potent Power (Adept)**

**PREREQUISITE: WIZARDRY**

Your powers are exceptionally difficult to stop. When using a power against a warded creature, you gain a +5 bonus to overcome your opponent's ward.

## **Priesthood (Adept)**

**PREREQUISITE: WIS +3**

You are an active servant in a religion, cult, or sect and derive great benefits from the gods directly. Before making a power check, you can spend a full round action to call upon the power of your divine patron. You must succeed on a Difficulty 20 Wisdom check. If you succeed, you gain a bonus to your power check equal to one-half your adept level.

## **Resist the Supernatural (Adept)**

**PREREQUISITE: PRIESTHOOD**

You may spend 1 point of Conviction as a standard action to gain supernatural resistance equal to 10 plus your Wisdom score for a number of rounds equal to one-half your level (see *True20*, page 131).

## **Sacrificial Power (Adept)**

**PREREQUISITE: WITCHCRAFT**

When casting a ritual (see *True20 Companion*), you may incorporate blood sacrifice to improve your ability check. For each level of creature sacrificed, you gain a +1 bonus on your ability check (maximum +20) to cast the ritual.

## **Sanctum (Adept)**

**PREREQUISITE: WIZARDRY**

You establish a particular place as a nexus of power. The area contained by your sanctum cannot exceed a 10-foot radius per adept level. When you are in the area of your

sanctum, you gain a +2 bonus to all power checks. Once you select a place for Sanctum, it is permanent. You can change the location of your Sanctum, but doing so requires 24 hours of careful meditation and has a Wealth purchase Difficulty of 5 plus your adept level in materials.

## **Self Mastery (Adept)**

**PREREQUISITE: WITCHCRAFT**

You can internally focus your power to a greater degree, giving you an exceptional ability to alter your own body and mind with supernatural powers. Whenever you use a power to affect yourself, you gain a +2 bonus on the power check and your power rank increases by 1.

## **Sniper (Expert)**

**PREREQUISITE: PRECISE SHOT, SKILL FOCUS (STEALTH)**

When using a ranged weapon to make a surprise attack against an unaware target, you gain a +1 bonus to your attack roll. In addition, you may make a Stealth check as a free action to hide so long as you have concealment or cover. You take a -10 penalty to this check.

## **Unnatural Vitality (Adept)**

**PREREQUISITE: WITCHCRAFT**

The sorcerous power filling your being strengthens your body. Gain a +1 bonus on Fortitude, Reflex, and Toughness saves. In addition, you age at an incredibly slow rate, aging physically 1 year for every 5 chronological years.

## **Warding Aura (Adept)**

**PREREQUISITE: WITCHCRAFT**

You are resistant to the supernatural powers of others. You gain a +2 bonus to Ward checks. In addition, you may spend 1 point of Conviction to erect a temporary shield that lasts one round per point of your Charisma score. The shield grants a +2 bonus on saving throws to resist supernatural powers.

## **Witchcraft (Adept)**

**PREREQUISITE: CHA +3**

You can call upon your inner reserve to fill your body or mind with sorcerous energy. Once per day, plus one additional time for every 5 adept levels you've attained, you gain a +1 bonus to a single ability score. Using this ability is a free action and the bonus remains for a number of minutes equal to your adept level.

## **Wizardry (Adept)**

**PREREQUISITE: INT +3**

You are trained in the arts of wizardry. You gain a +2 bonus to saving throws made to resist the effects of supernatural powers.