

IRON KINGDOMS

TRUE 20 Conversion

by Luke Walker



This is a conversion of Iron Kingdoms by Privateer Press to the True 20 system by Green Ronin Publishing.

CHAPTER ONE: RACES

Each PC chooses a Race from the IKCG. The Races provide additional benefits to the PC at 1st level above what is granted in True 20.

All Ability Adjustments set out in the IKCG are halved.

The following Skills are converted to the appropriate True 20 Skill:

- † Spot » Notice
- † Hide or Move Silently » Stealth
- † Spellcraft » Knowledge (Supernatural)
- † Balance » Acrobatics
- † Profession (Sailor) » Survival
- † Use Rope » Sleight of Hand

Any Automatic Class Skills are converted to a known Skill that the PC gains for free.

HUMAN CULTURES

All Human PCs may select a free Feat chosen from his cultures Popular Starting Feat list.

The following Feats are to the appropriate True 20 Feat:

- † Alertness » Skill Focus (Notice)
- † Combat Casting » Wild Talent
- † Combat Expertise » Defensive Attack
- † Combat Reflexes » Improved Initiative
- † Improved Unarmed Strike » Improved Strike
- † Persuasive » Skill Talent (Bluff and Diplomacy)
- † Power Attack » Aggressive Attack
- † Weapon Finesse » Accurate Attack

Jingoistic and Socially Isolated Flaws are removed. Instead, one or other of these Flaws are common amongst all Humans. The GM is free to impose the penalties of these Flaws when

Humans are dealing with other cultures or races.

Kossites get a +1 to Dexterity.

Midlanders' +1 bonus to Fortitude is removed and the Great Fortitude Feat is added to their Popular Starting Feat list.

Tordorans' +1 bonus to Will is removed and the Iron Will Feat is added to their Popular Starting Feat list.

Caspians do not get a +2 to Charisma.

Schardes do not get a +2 racial bonus to Swim.

OTHER RACES

Unlike Humans, each Non-Human race must begin 1st level in the following Roles (determined from Favoured Class):

- † Iosan » Adept
- † Bogrun, Gobbers Expert » Expert
- † Dwarves, Nyss, Ogrun, Trollkin » Warrior

Dwarves: +2 racial bonus to Appraise is removed. When a Dwarf breaks his oath he suffers -1 to Ability scores for each day it remains unbroken (max -5). If the breach is repaired, the Dwarf recovers -1 each day until fully restored.

Bogruns and Gobbers: +2 racial bonus to Move Silently is removed. NB: camouflage now adds to Stealth. Low Light Vision is replaced with the Night Vision Feat. Bogruns resistance to temperature is replaced with a +2 racial bonus to Fortitude Saves against temperature based effects.

Iosan: All racial benefits that effect Scrying are replaced with:

- † +2 racial bonus to Sense Motive and Second Sight to detect the Scrying Power.
- † +2 racial bonus to the difficulty to use Scrying Power on an Iosan.
- † Supernatural Talent (Scrying Power).

Low Light Vision is replaced with the Night Vision Feat. Iosan may treat long swords, long bows, short swords and short bows as simple weapons.

Nyss: May treat the Nyss Claymore as a martial weapon. Nyss bonuses and penalties to spell based temperature effects apply to all corresponding temperature effects.

Ogruns: +2 bonus to AC and bonus HP are removed. NB: large size now grants a +2 to Toughness. +1 Level Adjustment is removed. When an Ogrun is disloyal to his sworn master, he suffers -1 to Ability scores for each day he remains disloyal (max -5). If the breach is repaired, the Ogrun recovers -1 each day until fully restored. Ogruns may not take Arcane Magic.

Trollkins: DR against nonlethal damage is removed and replaced with a +2 racial bonus to Toughness to non-lethal damage. Trollkins' recovery checks are reduced in time in the manner described in the IKCG. +1 Level Adjustment is removed. Trollkins may not take Arcane Magic unless they are of the Sorcerer sub-race. Trollkin Sorcerers have +1 to Con (not +4).

CHAPTER TWO: CLASSES & PRESTIGE CLASSES

All Classes and Prestige Classes have been replaced with True 20's three Roles. However, many Iron Kingdom Classes and Prestige

Classes have given rise to new Skills, Feats and Powers.

CHAPTER THREE: SKILLS

The following Skills have been added to the True 20 Skill list:

- † **Alchemy** (Int) Trained Only - covers Craft (alchemy) & (bone grinding).
- † **Command** (Cha) - new skill covered in the Black Company Setting.
- † **Craft** (Int) Trained Only - covers all mundane Craft Skills
- † **Knowledge (science)** (Int) Trained Only
- † **Mechanika** (Int) Trained Only - covers Craft (mechanika)
- † **Technology** (Int) Trained Only - covers Craft (clockwork), (gunsmithing), (steam engine) & (tools) and Disable Device.
- † **Warcraft** (Int) Trained Only - covers Craft (canoneer), (demolitions) & (small arms) and Jack Handling.

Alchemy is used for Bone Grinding (creating Enhancers and Tokens) as set out in the Monsternomicon. The XP costs for such creations are replaced with a Wealth Check equal to the Craft DC less 5. Enhancers can be created for the Quick Power, Subtle Power and Widen Power Feats. The Craft DC for Enhancers is 15 + the bonus to fatigue DC (i.e. 23 for Quick Enhancers, 17 for Subtle Enhancers and 21 for Widen Enhancers).

Craft no longer requires specialisation. It covers all mundane crafts. It can also be used to create a Woldwardens. This requires the Imbue Item Feat, Earth Shaping Power, Imbue Life Power, Plant Shaping Power and 3 complex Craft checks (one for each Power).

Mechanika can be used to create a Mechanical Familiar. This requires the Imbue Item Feat, Imbue Life Power and a complex Craft check.

Technology covers all uses of the Disable Device Skill. It can be used to create a Magelock Pistols and Rune Bullets. This requires the Imbue Item Feat, Gun Mage Feat and a complex or simple Craft check, respectively. A Magelock Pistol is immune to all damage from using the Gun Mage Feat. A Rune Bullet allows the gun's damage to be added to the Power's damage when using the Gun Mage Feat. They also grant a +1 to hit as they are considered mastercraft ammunition.

Warcraft is used instead of Concentration to reload firearms. The DC is equal to the DC of the Craft (small arms) Skill set for each firearm. A PC with the Exotic Weapon Proficiency (Small Arms) may use Warcraft untrained for loading guns.

CHAPTER FOUR: FEATS

The following Feats are added to those available in addition to those in True 20. The Feats grant the benefit listed in the IKCG as modified below:

GENERAL

† *Advanced Synthesis* (General): Prerequisites: Society Membership (Order of the Golden Crucible). PC may increase Craft DC of Alchemic Items by 5 and reduce the time to create them by half.

† *Adventurer's Zeal* (General): It works in the manner set out in the Adventuring Scholar Prestige Class.

† *Calloused Hands* (General): Prerequisites: Craft, Mechanika or Technology 6 ranks.

† *Combat Loading* (General): Prerequisites: None. Works like the Improved Combat Loading Feat except it removes the need for a Warcraft Skill roll when reloading.

† *Earth's Skin* (General): Prerequisites: Cleric of Dhunia and Earthshaping 6 ranks. This Feat doubles the PCs Toughness bonus against acid, cold, electricity, fire and sonic damage.

† *Elemental Mastery* (General): Prerequisites: Cleric of Dhunia and Shaping Power 11 ranks. It works in the manner set out in the Blackclad Prestige Class. However, it can be taken for any one element in with the PC has the Shaping Power at 11+ ranks. The Feat allows the PC to use the Shaping Power to communicate with that element and travel through that element up to a distance determined in a manner set out in the Sense Mind Power.

† *Faithful Resolve* (General): Prerequisites: Society Membership (Illuminated One).

† *Fell Calling* (General): Prerequisites: Trollkin. It works in the manner set out in the Fell Caller Class. The prerequisite is the PC must be a Trollkin. The Feat grants access to 2 Fell Calls per day and can be taken a number of times. The existing prerequisites still apply the damaging effects for Stunning Blast, Sonic Blast and Doom's Quaking Call are now Perform (Fell Calling) ranks/2. Sonic Blast causes deafness in addition to damage. This imposes a -4 to initiative and to Power usage. Confusion's Call lasts for 1 minute and is negated by a Will Save. If effected the result is 1 - wanders away for 1 minute, 2-6 does nothing for 1 round, 7-9 attack nearest creature for 1 round, 10 act normally for 1 round.

† *Firearms Training* (General): Prerequisites:

None. Same benefit as the Exotic Weapon Proficiency (Small Arms) Feat.

† *For the Motherland* (General): Prerequisites: Society Membership (Greyloids Covenant).

† *Group Subdual* (General): Prerequisites: None.

† *Inquisitor* (General): Prerequisites: Society Membership (Illuminated One). +2 bonus to Knowledge (Supernatural) and Second Sight to detect Power use.

† *Mechanical Secrets* (General): Prerequisites: Society Membership (Steam and Iron Workers' Union). PC may reduce Wealth DC on Mechanika Skill rolls by 5.

† *Mindfire* (General): Prerequisites: Cleric of Dhunia and Fireshaping 6 ranks.

† *Power Resistance* (General): It grants against a +1 bonus to all Saves to resist Powers.

† *Rite of Assessment* (General): Prerequisites: Cleric of Great Fathers.

† *Salvage Ammunition* (General). Prerequisites: Warcraft 10 ranks.

† *Society Membership* (General): Choose one society or organisation. This Feat grants the benefits of the Connections, Contacts and Wealthy Feats when dealing with that society.

† *Spring of Understanding* (General).

Prerequisites: Cleric of Dhunia and Watershaping 6 ranks.

† *Steamo* (General). Prerequisites: Mechanika or Technology 4 ranks. +4 Fortitude and Toughness against heat damage.

† *Strength of the Earth* (General): Prerequisites: Cleric of Dhunia and Earthshaping 6 ranks.

† *Stronghammer Smith* (General): Prerequisites: Ogrun.

† *Summon Elemental* (General): Prerequisites: Cleric of Dhunia and Shaping Power 9 ranks. Works as described in Blue Rose.

† *Summon Infernals* (General): Prerequisites: Corruption 1+ and a Shaping Power 9 ranks. Works as Summon Darkfiends does as described in Blue Rose.

† *Tall Tales* (General).

† *Thunderous Exaltation* (General): Prerequisites: Cleric of Great Fathers.

† *Unbreakable Concentration* (General): Prerequisites: Greyloids and Concentration 8 ranks.

† *Undine Summons* (General): Prerequisites: Cleric of Dhunia and Watershaping 6 ranks.

† *University Education* (General): Prerequisites: Wealthy or Int +2.

† *Vigilance and Voice of Law* (General): Prerequisites: Cleric of Great Fathers.

† *Wind Shroud* (General): Prerequisites: Cleric of Dhunia and Windshaping 6 ranks.
† *Witchhound* (General): Sense Arcane Magic users with a Wis DC (15-Corruption).

ADEPT

† *Gun Mage* (Adept): It works in the manner set out in the Gun Mage Class. It allows the PC to use Elemental Strike Power through a pistol so that any feats benefiting gun use apply. The pistol takes damage equal to the Power ranks on each shot.

EXPERT

† *Bodging* (Expert): It works in the manner set out in the Bodger Class. The Feat allows the Bodger to make bodged repairs at halve the time, Wealth DC and Craft DC as normal repairs. However, the item must be maintained for hour a day or fall back into disrepair. If the Bodger has access to junkyards, the Bodger may replace the Wealth check with a Search check. For normal construction and repairs, a Bodger may use the feat to reduce the Wealth DC by 5 with a successful Search Skill check at DC 15.
† *Fabricate Identity* (Expert): It works in the manner set out in the Spy Prestige Class.
† *Jack Wrenching* (Expert): It works in the manner set out in the Bodger Class. As an attack action, a PC may make any mechanical device work for 1d6 rounds. This can be used on any one device 1d3 times. If the PC has Taunt Feat, Jack Wrenching can be used at a range of up to 30ft.
† *Rugged Mechanika* (Expert): Prerequisites: Mechanika 14 ranks. All Mechanika made by the PC have +5 Toughness.

WARRIOR

† *Armour Proficiency* (*Warcaster Armour*) (Warrior)
† *Bayonet Charge* (Warrior): Prerequisites: None.
† *Gunslinging* (Warrior): Prerequisites: Dex +1.
† *Improved Combat Loading* (Warrior): Prerequisites: Combat Loading. Reduce the time to load any gun by 1 standard action. If the gun can be reloaded with 1 standard action, reduce the time to a move action.
† *Sharp Shooter* (Warrior). The PC may add Dex as a damage bonus to any ranged weapon after taking an Aim action.

CHANGED FEATS

The following feats are changed:

Familiar (Adept): This Feat may now be taken to bond with a Mechanical Familiar, as set out in the Arcane Mechanic Class, or a Magelock Pistol, as set out in the Gun Mage Class, with the following changes:

- † Spell Link is now gained at level 3-4.
- † Ranged Touch and Touch is removed.
- † Gun Scrye is performed as if it were the Scrying Power at (Adept level +3) ranks.
- † The Pistol's bonus to HP is now a bonus for the PC's Will Save to resist the ill effects of the Wild Talent (Elemental Strike).

Improvised Tools (Expert): This Feat now also allows the PC to remove the penalty from using Improvised Weapons.

CHAPTER FIVE: MAGIC

The Armour Check Penalty from Armour also applies to any Power checks.

A PC who takes the Wild Talent Feat uses Cha for that Power. A user of Wild Magic is called a *Sorcerer*. A Sorcerer suffers from corruption as a Mage. A Cleric who takes the Wild Talent feat is subject to both Corruption as a Mage as well as the strictures of his faith, when using that Power.

When a PC first takes the Power Feat, he must decide whether the source of his Magic is arcane or divine. If it is divine then the PC must decide which God he is a follower.

A user of Arcane Magic is called a *Mage* and uses the Int Attribute for Powers. Mages gain Second Sight and Ward Powers for free. All other Powers are accessible to Mages except Purifying Light.

Mages suffer from Corruption when using any magic that upsets the natural order. Healing, raising the dead, corrupting or torturing others, mentally enslaving others and dealing with Infernals all give rise to Corruption. When a person does an act of evil (DC 10 to 25) or a Mage uses Arcane Magic in evil ways (DC 10 + ranks/2), the person must make a Will Save. If he fails, he gains a point of Corruption.

Corruption acts as a bonus for Infernals to notice that person and a negative reputation when dealing with Infernals. A person can remove this penalty by giving into Corruption and loosing his soul. The person may now use Corruption as a positive Reputation when dealing with Infernals and also as the stat for all Power usage. Corruption can be reduced by spending 10 Conviction earned from his Virtue (not Vice).

A user of Divine Magic is called a *Cleric* and uses the Wis Attribute for Powers. Any Cleric may use any Power listed under their God's Domains untrained and gains Purifying Light (as modified below), Visions and Ward Powers for free. The Powers a Cleric may choose must come from his God's domains. Clerics do not suffer from Corruption when using their God's Powers.

DOMAINS

If a God has a Power listed more than once (including Purifying Light, Visions or Ward) then his Cleric's gain a +2 divine bonus to using that power.

- † *Adventure*: Body Control, Enhance Senses.
- † *Air*: Wind Shaping, Weather Shaping.
- † *Animal*: Beast Link (Bliss, Calm, Dominate, Sleep).
- † *Artifice*: Earth Shaping, Metal Shaping, Object Reading.
- † *Assassination*: Manipulate Objects, Psychic Blast.
- † *Autumn*: Drain Vitality, Wind Shaping.
- † *Chaos*: Any one Power.
- † *Dark Lore*: Scrying, Second Sight.
- † *Death*: Drain Vitality, Harm.
- † *Destruction*: Elemental Strike, 1 Shaping Power.
- † *Druid*: Imbue Life (also considered to have the Imbue Item Feat to create Wold Wardens)
- † *Earth*: Earth Shaping, Nature Reading.
- † *Evil*: Mind Touch (Dominate, Pain).
- † *Farmstead*: Beast Link (Calm, Sense Minds), Nature Reading.
- † *Fire*: Elemental Strike, Fire Shaping.
- † *Good*: Enhance Others, Heart Reading.
- † *Healing*: Cure, Cure Poison.
- † *Knowledge*: Object Reading, Visions.
- † *Law*: Mind Touch (Dominate), Truth Reading.
- † *Luck*: Any 1 Power.
- † *Madness*: Mind Touch (Mind Reading, Mind Shaping)
- † *Magic*: Second Sight, Ward.

- † *Mechanika*: Energy Shaping, Tech Link (Dominate, Sense Minds, Sleep).
- † *Mendicant*: Cure Blindness/Deafness, Cure Disease.
- † *Mercantilism*: Object Reading, Suggestion.
- † *Plant*: Nature Reading, Plant Shaping.
- † *Plunder*: Manipulate Object, Move Object.
- † *Predation*: Beast Link (Dominate, Pain), Combat Sense.
- † *Protection*: Psychic Shield, Ward.
- † *Righteousness*: Heart Shaping, Psychic Weapon.
- † *Seafaring*: Water Shaping, Weather Shaping.
- † *Spring*: Cure Disease, Enhance Others.
- † *Strength*: Body Control, Enhance Self.
- † *Summer*: Heart Reading, Light Shaping.
- † *Travel*: Body Control, Nature Reading.
- † *Trickery*: Illusion, Manipulate Object.
- † *Tyranny*: Mind Touch (Mind Reading, Mind Shaping).
- † *Undeath*: Drain Vitality, Imbue Unlife.
- † *War*: Harm, Purifying Light.
- † *Warrior*: Combat Sense, Purifying Light.
- † *Water*: Nature Reading, Water Shaping.
- † *Winter*: Cold Shaping, Elemental Strike.

A follower of the Devourer Wurm who is also a member of the Circle also receives the Druid domain, provided he has taken Earth Shaping and Plant Shaping for his Chaos and Destruction domains.

NEW POWERS

Energy Shaping Power is similar to Electrokinesis from the True 20 Modern Appendix with the following changes:

- † the Magnetokinesis application is removed.
- † the Drain Power application may now be reversed to charge power sources such as accumulators (see *Mechanika* below).

Metal Shaping

Fatiguing

You can shape metal. A Metal Shaping check can have one of the following effects:

- † *Sunder Metal*: You can strike metal within sight and inflict damage equal to half your power rank, rounded down.
- † *Craft Metal*: You can add a bonus of your ranks/4 to any Craft Skill check involving an object that is substantially metal.
- † *Improve Weapons and Armour*: You can improve weapons and armour. A Metal Shaping check grants the weapon or armour a bonus to its base Damage bonus or Armour

bonus. You can select a bonus lower than what you get on the table to reduce fatigue Difficulty, which is 10 + the bonus.

Result	Bonus
Up to 4	+1
5-14	+2
15-24	+3
25-34	+4
35+	+5

Time: Sunder Metal is an attack action. Crafting Metal and Improving Weapons and Armour are move actions. The bonus from Improving Weapons and Armour lasts for 10 rounds (1 minute) per use.

Tech Link Power is used to contact technological items including mechanika such as Steamjacks. Its usage is identical to Beast Link.

CHANGED POWERS

The Fatigue rolls for using Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison and Imbue Unlife Powers also act as a save against non-lethal damage. The non-lethal damage and fatigue effects are cumulative.

Imbue Life Power has been altered and is now only used in creating "intelligent" constructs such as Woldwardens, Mechanical Familiars and Steamjacks.

Purifying Light Power has been altered to affect any "enemy" of the Cleric's religion. This must

be more than just someone opposed to the religion. It applies to Clerics, paladins, templars, devout followers and supernatural entities associated with enemy religions as well as being that are anathema to the religion, such as Undead and Infernals.

Sense Minds Power now only applies to the types of minds that the PC can contact. For example, if the PC has Mind Touch it can sense sentient minds, Beast Link it can sense animal minds, and Tech Link it can sense technological minds such as a Steamjack's cortex.

MECHANIKA

A Mage may charge accumulators at the rate of 1 charge for each level of fatigue suffered. The Mage must make a Will Save DC18 to stop charging as normal.

In addition, a Mage may use Energy Shaping to get a more powerful charge. The Energy Shaping check result provides the following charges:

Result	Charge
15-19	+1
20-24	+2
25-29	+3
30-34	+4
35+	+5

The power field of Warcaster Armour may absorb a number of Bruised and Hit results equal to the bonus Hit Points/5. The absorption recharges at the rate of 1 per round.

CHAPTER SIX: WEALTH

GP	Wealth DC	GP	Wealth DC	GP	Wealth DC
<1	2	150-199	19	15,000-19,999	35
1	3	200-274	20	20,000-27,499	36
2	4	275-349	21	27,500-34,999	37
3	5	350-499	22	35,000-49,999	38
4	6	500-649	23	50,000-64,999	39
5-6	7	650-899	24	65,000-89,999	40
7-8	8	900-1,199	25	90,000-119,999	41
9-11	9	1,200-1,499	26	120,000-149,999	42
12-14	10	1,500-1,999	27	150,000-199,999	43
15-19	11	2,000-2,749	28	200,000-274,999	44
20-26	12	2,750-3,499	29	275,000-349,999	45
27-34	13	3,500-4,999	30	350,000-499,999	46
35-49	14	5,000-6,499	31	500,000-649,999	47
50-64	15	6,500-8,999	32	650,000-899,999	48
65-89	16	9,000-11,999	33	900,000-1,199,999	49
90-119	17	12,000-14,999	34	1,200,000+	50
120-149	18				

NAME:		
Race:	Religion:	Nationality:
ROLE:		LEVEL:
Virtue:	Vice:	Conviction:



STR

DEX Ref

CON Fort

INT

WIS Will

CHA

C ATTACK =

O D Dodge = = + + + + 10

M E Parry = + 10

Total Combat Attr. Size Misc

B D Melee = + 10

A A Ranged = = + + + 10

T M TOUGHNESS = +

Total Item Attr. Misc Size

0+ 5+ 10+

Bruised Dazed Staggered Unconscious

Hurt Wounded Disabled Dying

FATIGUE » Winded Fatigued Exhausted

FEATS:

POWERS:

	Total	Rnk	Attr	Misc
_____	___	=	___	+ ___ + ___
_____	___	=	___	+ ___ + ___
_____	___	=	___	+ ___ + ___
_____	___	=	___	+ ___ + ___
_____	___	=	___	+ ___ + ___
_____	___	=	___	+ ___ + ___

SKILLS:

	Total	Rnk	Attr	Misc
Acrobatics°	___	=	___	+ ___ + ___
Alchemy°	___	=	___	+ ___ + ___
Bluff	___	=	___	+ ___ + ___
Climb	___	=	___	+ ___ + ___
Command	___	=	___	+ ___ + ___
Concentration	___	=	___	+ ___ + ___
Craft	___	=	___	+ ___ + ___
Diplomacy	___	=	___	+ ___ + ___
Disguise	___	=	___	+ ___ + ___
Escape Artist	___	=	___	+ ___ + ___
Gather Info.	___	=	___	+ ___ + ___
Handle Animal	___	=	___	+ ___ + ___
Heal°	___	=	___	+ ___ + ___
Intimidate	___	=	___	+ ___ + ___
Jump	___	=	___	+ ___ + ___
Knowledge°	___	=	___	+ ___ + ___

SKILLS:

	Total	Rnk	Attr	Misc
_____	___	=	___	+ ___ + ___
_____	___	=	___	+ ___ + ___
Language°	___	=	___	+ ___ + ___
_____	___	=	___	+ ___ + ___
Mechanika°	___	=	___	+ ___ + ___
Notice	___	=	___	+ ___ + ___
Perform	___	=	___	+ ___ + ___
Ride°	___	=	___	+ ___ + ___
Search	___	=	___	+ ___ + ___
Sense Motive	___	=	___	+ ___ + ___
Sleight of Hand°	___	=	___	+ ___ + ___
Stealth	___	=	___	+ ___ + ___
Survival	___	=	___	+ ___ + ___
Swim	___	=	___	+ ___ + ___
Technology°	___	=	___	+ ___ + ___
Warcraft°	___	=	___	+ ___ + ___

EQUIPMENT:

REPUTATION:

WEALTH:

PROFESSION: