

CONVERSION GUIDELINES FOR RPGS

FOR GURPS, AD&D, D20, SHADOWRUN, PALLADIUM, ICE, RUNE QUEST AND THE STORYTELLER SYSTEMS

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AD&D	TABLE 1:				
	D20/Palladium	BASIC GURPS & RQ	STATISTICS Storyteller	CONVERSION Shadowrun	ICE
1	1	1-2	0	1	0-5 %
2	2	3-4	0	1	6-10 %
3	3	5	1	1	11-15 %
4	4	6	1	1	16-20 %
5	5	7	1	1	21-25 %
6	6	8	1	1	26-30 %
7	7	9	2	2	31-35 %
8	8	9	2	2	36-40 %
9	9	10	2	2	41-45 %
10	10	10	2	2	46-50 %
11	11	11	2	2	51-55 %
12	12	12	3	3	56-60 %
13	13	13	3	3	61-65 %
14	14	14	3	3	66-70 %
15	15	15	3	3	71-75 %
16	16	16	4	4	76-80 %
17	17	17	4	4	81-85 %
18	18	18	5	5	86-90 %
18/01	19	19	5	5	91-95 %
18/51	20	20-30	6	6	96-100 %
18/76	21	31-40	6	6	101-110 %
18/91	22	41-50	7	6	111-120 %
18/00	23	51-60	8	6	121-130 %
19	24	61-70	9	7	131-140 %
20	25	71-80	10	8	141-150 %
21	26	81-90	11	8	151-160 %
22	27	91-100	12	9-10	161-170 %
23	28	101-200	13	20-39	171-180 %
24	29	200-300	14	40-42	180-190 %
+1	+1	+100	+1	+10	+100 %

1. STRENGTH: to determine average strength when a dice spread is given (I.e. 3d6) then average by dividing the amount by 1.8. In the example above the average will be 10. To convert characters or creatures that has a set strength rating use the chart in table 1. If converting Hit Dice into strength (as often has to be done with monsters then use the following formula which converts AD&D/D20 hit dice to GURPS strength and convert using table 1 for other systems.

Multiply hit dice by 4 (if hit dice are less than 1 then use the following formula: 1-2 hp =0, 2-4 hp=1.5, 1-6 hp =2, 1-7= 2.5 and do not multiply) then add 5.5 plus any bonuses. Now adjust for size using the

following formula: Fine = 2.5, Diminutive to Tiny = ÷ 2, Small to Medium = no change, Large or larger = humanoid x1.2 or animal x 2. In case of fractions round up.

Example: a large sized horse with 3+1 hit dice would have a GURPS strength of 45 (3x4 +5.5 x2 = 45).

ICE conversion: use ICE level and convert to AD&D hit dice by dividing it by 1.5 and rounding normally. Convert to GURPS or Storyteller as normal. For example a Rolemaster unicorn has a level of 10 G. $10 \div 1.5 = 6.6$ rounded to 7. When converted to GURPS this gives strength of 67 converted to 8 in Storyteller.

Rage: in the storyteller rules spirits use their Rage score for feats of strength this can be converted from GURPS strength score by dividing GURPS strength by 5 then modifying by the size modifier for Rage in Table 2. In Rune Quest use SIZ to determine Rage.

2. HIT DICE: most RPGS have hit dice to determine how tough a monster is. Each game has its own system however but as AD&D is the oldest system and all others derive from it all but Palladium's MDC are easily converted.

AD&D or Rune Quest to D20: the basic number of hit dice remain unchanged just assign the creature a monster type as in the D&D d20 Monster Manual. For example an AD&D human with 1 hit dice becomes a D20 humanoid with 1d8 hit dice. The average hit dice in D20 are obtained by calculating the creature's maximum hit points then dividing by 1.8 and adding the creatures D20 constitution bonus. The constitution bonus is the creature's constitution modifier multiplied by the number of hit dice. In the example above say the human has a constitution of 14 (mod +2) for a total Hit Dice of 1d8 +2 (6 hit points).

AD&D to Gurps and Storyteller: for the Gurps and Storytrller games HD is modified to determine strength. It is best to convert AD&d/D20 size levels to Gurps and Storyteller life points. In the Storyteller column the 0 means a bruised health level and the ### means incapacitated. The Strength and Dexterity mod columns are used when determining other statistics and can be ignored when only determining hit dice.

TABLE 2

AD&D or D20 size	RQ SIZ	HT Mod	Storyteller health points	Rage Mod	DX Mod	PD/DR
Fine (1-6 inches) a mouse	0	-4	0/-2/-5/###	-3	+8	-5/+4
Diminutive (6-12 inches) / a rat	1	-3	0/-1/-2/-5/###	-2	+6	-4/+4
Tiny (1-2 feet) a cat	2	-2	0/-1/-2/-5/-5/###	-1	+4	-3/+3
Small (2-4 feet) a dog	3-5	-1	0/-1/-2/-2/-5/-5/###	0	+2	-2/+2
Medium (4-7 feet) a man	6-20	0	0/-1/-1/-2/-2/-5/ -5/ ###	+1	+1	0/0
Large (7-12 feet) a horse	21-40	+1	0/0/-1/-1/-2/-2/-5/-5/ ###	+2	0	+1/-1
Huge (12-25 feet) an elephant	41-56	+3	0/0/0/-1/-1/-2/-2/ -5/- 5/###	+3	-1	+2/-3
Giant (25-60 feet) a brontosaurus	57-66	+6	0/0/0/-1/-1/-1/-2/-2/- 5/-5/###	+4	-4	+3/-5

attribute converts directly as in table one. The HT mod in table 2 is applied to this number in GURPS to determine hit points. To convert from AD&D to GURPS HT use the following formula.

AD&D HD to GURPS HT: take the number of hit dice (use 0 if the number is less than 1) and add 9. Now modify by size using the HT modifier on table 2.

ICE conversions: one can convert ICE to hit dice (see strength) and convert to GURPS.

Power: in the storyteller system spirits use their power ratings both to cast charms and to soak damage as if the power were a stamina rating. To convert GURPS HT to Power multiply HT by 2.5. Rune Quest creatures can easily be converted by adding POW to SIZ and rounding to the nearest 5.

5. Intelligence: this attribute includes all storyteller mental attributes, AD&D/D20 Wisdom, and Palladium's IQ and ME. Direct conversion of monster stats can be found in table 4 below.

TABLE 4		IQ CONVERSION		
AD&D	ICE	GURPS IQ	WOD mental	Shadowrun
Non	NO	1	0	1
Animal	VL	2	0	1
Semi	LO	4	1	1
Low	LI	7	1	1
Average	IN - MD	10	2	2
Very	AV	12	2	2
High	AA	14	3	3
Extraordinary	SU	16	4	4
Genius	HI	18	5	6
Super genius	VH	22	7	7
Godlike	EX	26+	10	8+

Gnosis: Gnosis is used for intelligence rolls in spirits. Take GURPS IQ and divide by 2.3. Rune Quest gnosis is equivalent to POW + Fatigue converted as if it were an attribute.

6. Charisma: this statistic includes all storyteller social attributes, GURPS appearance and Palladium's PB.

TABLE 5		CHARISMA CONVERSIONS	
D20 charisma	GURPS	Storyteller	
1-2	Hideous	0	
3-6	Ugly	1	
7-11	Normal	2	
12-15	Attractive	3	
16-17	Handsome/beautiful	4	
18	Very handsome/beautiful	5	
19 +	Unearthly	6+	

7. Movement: converting movement stats is quite challenging and each game system has its own mechanics. Each system will be detailed below. The results below give only a constant speed. Storyteller is unusual in that different movement rates for each gait as given here:

Bipedal jog: base move +5 +dexterity. Bipedal run: base move + 13 x 3.
 Quadruped jog: base move + 5 + dexterity x 2. Quadruped run: base move + 13 +dexterity x 6.
 Flying speed: base move x 2 + 13 + dexterity x 6.

AD&D to D20: multiply the AD&D move by 2.5 then round up to the nearest ten. For example a creature with an AD&D move of 18 has a D20 move of 50. $18 \times 2.5 = 45$ rounded up to 50.

AD&D to GURPS: divide the AD&D move by 2 and minus 1 (rounding up). For very fast creatures, like horses, or flying speeds add 6 to the score.

D20 to Storyteller and GURPS: divide the D20 score by 5 and add one. To change to GURPS just minus 2 from the Storyteller score.

GURPS to Storyteller: just add +2 to GURPS move.

Palladium to GURPS: total Palladium's maximum speed then divide by 1.8 and minus 5.

Rune Quest to Storyteller and AD&D: Multiply the Rune Quest move by 2 and add 6 to get AD&D move. For Storyteller just add 4 to the Rune Quest stat to get basic walking speed.

Shadowrun to AD&D: use Q multiplied by the value given in the Shadowrun book. For example the Shadowrun movement score for a man is 3×4 which equals 12. This is the same as in AD&D. for very fast animals, such as horses, add 4 and for flying speeds add 10.

ICE to AD&D: divide the ICE base rate by 8 (round normally) and add 4.

8. Armor Class: table 6 summarizes all the conversions. To convert Palladium's MDC to Palladium's AC takes a bit more work. First total maximum MDC then divide by 100. Now divide by 3 and add 1.

TABLE 6						
		ARMOR CLASS				
AD&D	D20	PALLADIUM	GURPS PD/DR	STORYTELLER SOAK ROLL	ICE AT (DB)	RQ
10	10	0	0/0	0	1	0-2
9	11	5	0/1	0	2	3-5
8	12	6	1/1	1	3-4	6
7	13	7	2/2	1	5-10	7
6	14	8	2/3	2	11-12	8
5	15	9	3/4	2	13-16	9
4	16	10	3/5	3	17	10
3	17	11	4/6	3	18	11
2	18	12	4/7	4	19	12
1	19	13	4/8	4	20	13
0	20	14	5/9	5	21	14
-1	21	15	5/10	5	22	15
-2	22	16	5/11	5	23	16
-3	23	17	6/12	6	24	17
-4	24	18	6/13	6	25	18

-5	25	18	6/14	6	26	19
-6	26	20	7/15	6	27	20
-7	27	21	7/16	7	28	21-25
-8	28	22	7/17	8	29	26-30
-9	29	23	8/18	9	30	31-35
-10	30	24	8/19	10	+1	+5

When converting to GURPS the armor class given above must be modified depending on the size of the creature using the PD/DR modifier in table 2. In addition when converting from ICE note that AT (DB) equals different statistics in other systems. AT is used to determine GURPS DR, Storyteller's soak bonus, and the Armor Class of the other systems. In contrast (DB) is used to determine GURPS PD and Storyteller's dodge rating.

9. Horror Factor: horror factor is the same in Palladium, GURPS, and AD&D but quite different in the Storyteller system. Use the following table to convert horror factors.

GURPS		Storyteller		HORROR FACTOR	
GURPS	Storyteller	GURPS	Storyteller	GURPS	Storyteller
1-3	2	8-9	5	14-15	8
4-5	3	10-11	6	16-17	9
6-7	4	12-13	7	18 +	10

10. Damage Conversions: most game systems have a similar damage rating. A weapon does a certain number of dice of damage (3d6, for example) sometimes modified by strength. The GURPS, Storyteller and Shadowrun systems in contrast use strength added to a bonus determined by weapon type (claws do strength +2, for example). ICE uses an unusual size related percentile system that uses charts to determine the actual effects. To convert the ICE to the Storyteller and dice oriented systems use the chart below.

ICE	AD/D etc. *	Storyteller	GURPS
Tiny	d2	Strength -1	½ strength (normal)
Small	d4	Strength	Full strength (normal)
Medium	d6	Strength +1	½ strength swing or thrust
Large	d8	Strength +2	Full strength swing or thrust
Huge	d10	Strength +3	1 ½ strength swing or thrust

* The exact number of dice to roll is determined by the creature's size- diminutive to medium = 1d, large = 2d, huge 3d, gigantic 4d, and colossal 5d.

GURPS				DAMAGE CHART			
Strength	Thrust	Swing	Claw/Bite	Strength	Thrust	Swing	Claw/Bite
1-2	0	0	1d-5	29	3d	5d+2	1d+2
4	0	0	1d-4	30	3d	5d+2	1d+2
5	1d-5	1d-5	1d-4	31	3d+1	6d-1	2d-1

6	1d-4	1d-4	1d-3	32	3d+1	6d-1	2d-1
7	1d-3	1d-3	1d-3	33	3d+2	6d	2d-1
8	1d-3	1d-2	1d-3	34	3d+2	6d	2d-1
9	1d-2	1d-1	1d-2	35	4d-1	6d+1	2d-1
10	1d-2	1d	1d-2	36	4d-1	6d+1	2d
11	1d-1	1d+1	1d-2	37-38	4d	6d+2	2d
12	1d-1	1d+2	1d-1	39-40	4d+1	7d-1	2d
13	1d	2d-1	1d-1	41-45	5d	7d+1	2d+1
14	1d	2d	1d-1	46-50	5d+2	8d-1	2d+2
15	1d+1	2d+1	1d-1	51-55	6d	8d+1	3d-1
16	1d+1	2d+2	1d	56-60	7d-1	9d	3d
17	1d+2	3d-1	1d	61-65	7d+1	9d+2	3d+1
18	1d+2	3d	1d	66-70	8d	10d	3d+2
19	2d-1	3d+1	1d	71-75	8d+2	10d+2	4d-1
20	2d-1	3d+2	1d	76-80	9d	11d	4d
21	2d	4d-1	1d+1	81-85	9d+2	11d+2	4d+1
22	2d	4d	1d+1	86-90	10d	12d	4d+2
23	2d+1	4d+1	1d+1	91-95	10d+2	12d+2	5d-1
24	2d+1	4d+2	1d+1	96-100	11d	13d	5d
25	2d+2	5d-1	1d+1	101-110	12d	14d	5d+1
26	2d+2	5d	1d+2	111-120	13d	15d	5d+2
27	3d-1	5d+1	1d+2	121-130	14d	16d	6d-1
28	3d-1	5d+1	1d+2	131-140	15d	17d	6d

The table above summarizes the various damage charts from *GURPS Basic Set* and *GURPS Supers*. For higher strength scores use +1d for each full 10 points of added ST.

11. Languages: use the chart below.

TABLE 9	# of Languages known	To Storyteller Linguistics ability.
	0-3	0
	4-5	1
	6-7	2
	8-9	3
	10-12	4
	13-18	5

12. Saving Throws: only D20 has a significant saving throw system that is not a direct attribute roll. To convert to D20 saving throws a creature's hit dice must first be determined as in # 2 above. Now do the following to determine the D20 DC.

MOST SAVES: $10 + \frac{1}{2}$ creature's HD + constitution modifier.
 DRAGON FEAR: $10 + \frac{1}{2}$ creature's HD + charisma modifier.

13. Magic: to convert magic systems use the chart below:

TABLE 10

MAGIC CONVERSION

AD&D/ D20	Storyteller	Shadowrun	ICE
Cleric spells	Rites	Shaman	Channeling
Wizard spells	Magic	Magic	Essence
Psionics	Psionics	Psionics	Mentalism
Sorcerer spells	Charms or Gifts	Parabiological	Hybrid

14. Treasure: to convert AD&D to ICE or Storyteller system use the chart below. In this chart WOD indicates the Storyteller system while R is the Resources rating while I indicates any magical items (fetishes, artifacts, chimerical items, etc) owned by the creature.

TABLE 11

TREASURE TYPE

ICE	WOD R/I	AD&D	ICE	WOD R/I	AD&D	ICE	WOD R/I	AD&D
a	1/1	i	j	5/2	q	s	4/4	e
b	2/1	j	k	1/3	l	t	5/4	s
c	3/1	w	l	2/3	u	u	1/5	m
d	4/1	b	m	3/3	z	v	2/5	g
e	5/1	n	n	4/3	d	w	3/5	t
f	1/2	k	o	5/3	a	x	4/5	f
g	2/2	0	p	1/4	v	y	5/5	h
h	3/2	c	q	2/4	r	z	1-5/0	x
i	4/2	p	r	3/4	y	special	0/1-5	special

Converting West End Games d6 system to the Storyteller System

Converting the popular d6 to the Storyteller System is amazingly easy. The attributes are basically the same so a character with a d6 strength of 4d will have a Storyteller strength of 4. The d6 attribute names vary considerably among the various d6 products and the chart below should be used to convert the various attributes to their proper equivalent statistic.

D6 Attribute Comparison and Conversion Chart

D6 Fantasy	D6 Space	D6 Adventures	Buffy d6	Storyteller
Agility	Agility	Reflexes	Dexterity	Dexterity
Intellect	Knowledge	Knowledge	Knowledge	Intelligence
Coordination	Mechanical	Coordination	Dexterity	Dexterity
Charisma	Perception	Presence	Presence	Charisma
Physique	Strength	Physique	Strength	Strength
Acumen	Technical	Perception	Instincts	Perception

Other statistics convert in definition if not in game mechanics, for example d6 Character Points are used the same as Storyteller's Willpower, Manna points are used to power spells just like Gnosis and

Quintessence is used in the Storyteller games while Karma (or Fate) points are used the same way Werewolves use Rage in Storyteller. Convert abilities (skills) as appropriate using the game description.

The only other game mechanic that should be converted is the difficulty numbers for dice rolls as the Storyteller system lacks the Wild Die of d6. The table below modified from the one in Buffy the Vampire Slayer d6 by Malito at <http://buffyd6.tripod.com> gives the difficulty conversions for the d6, d20, and Storyteller Systems.

TABLE 12	Difficulty	Number	Conversions
Difficulty	D6 & d20 Difficulty Numbers	Storyteller Difficulty Numbers	Description
Very Easy	1-5	2	Anyone should be able to do this most of the time. Example: Driving a car in moderate traffic.
Easy	6-10	3	Most characters should be able to do this most of the time, though there is still a change for failure. Example: Driving a car in moderate traffic during a rainstorm.
Moderate	11-15	4	Requires a fair amount of skill and/or effort. Most unskilled characters will fail such an attempt. Example: Staking a vampire right in the hear when he's standing still.
Difficult	16-20	5	Only highly skilled characters succeed at these with any regularity. Example: Driving through an intersection full of speeding cross traffic.
Very Difficult	21-25	6	Even pros have a hard time pulling these attempts off. Example: Steering your car into oncoming traffic and avoiding collisions while at high speeds.
Extremely Difficult	30-40	7	Only the luckiest and most skilled are successful. Example: Throwing a wooden stake through the heart of a vampire at 20 feet.
Heroic	40-50	8	The stuff of legends. Example: casting a spell that binds the essences of 4 people into 1 in order to create one powerful entity.
Unearthly	50-75	9	A character must have advanced supernatural powers to even consider the attempt. Example: Successfully casting a spell to restore a vampire's soul.
Impossible	75+	10	Only rare beings of unique power will succeed. Practically godlike. Example: Successfully bringing someone back from the dead (in a normal, un-zombie-like state).