

Conversions 2

▼ **CONVERSION NOTES** - If we want **EABA** to be widely used as an open supplement system, it only makes sense to provide a conversion to the 800lb gorilla of open system role-playing, the **d20**® system made by Wizards of the Coast. The guidelines below are pretty simple and cover all the important points.

Attributes - The following scale can be used to convert **d20** Attributes to **EABA** Attributes.

d20	EABA Attribute
Strength	Strength
Dexterity	Agility
(Int + Wis)/2(u)	Awareness
Constitution	Health
Charisma	Will
Level+4 (special)	Fate

d20	CORPS	EABA	Strength equivalent
1	1	-10	
1	1	-8	
2	1	-5	Cat
3	2	-2	
4	2	0	Dog
5	3	1	10th percentile human
6	3	3	
7	4	4	
8	4	5	
9-10	5	6	Average woman
11-12	6	7	Average man
13-14	6	8	
15	7	9	90th percentile human
16	8	10	Pro football player
17	9	11	
18	10	12	Extr. strong man
19	11	13	
20	12	14	
21	14	15	Average horse
22	16	16	
23	18	17	
24	20	18	
25	22	19	
26	25	20	
27	28	21	
28	31	22	

The **d20** system has an approximate x4 increase in lifting capacity for each +10 Strength. However, that does not translate well to **EABA**, so the numbers above are based on listed stats for people and creatures. Note that creatures converted should increase their **d20** Strength and Constitution by one third (round up) before converting.

EXAMPLE: A horse might have a **d20** Strength of 16. This would be raised by one third(u) to 22, and then convert to an **EABA** Strength of 16.

Level and Fate are a special case in the conversion. Normally, an adventurer's **d20** (level + 4) will become their Fate, using the same table as for the other Attributes. However, an adventurer may use double their Fate Attribute when performing any special feat associated with their character class. This does not affect the number they need to reach with their roll, and they still only get the "best three", but the dice they get to roll will be increased.

Fortes and Weaknesses are derived from specific saving throw *feats* (not level or class-based amounts). If an adventurer has a +2 or better (or -2 or worse) saving throw from a particular feat, they may take a Forte that is somehow applicable or must take a Weakness that is somehow applicable.

EXAMPLE: A 4th level **d20** adventurer would have an **EABA** Fate of 6, for a normal Fate roll of 2d+0. If this class of adventurer had the 4th level ability "stealthy movement", if they used Fate when being stealthy they would roll 4d+0 instead of 2d+0. If the adventurer had a +2 bonus on spotting things because of one of their feats, they could take a "keen senses" Forte on their Awareness.

Skills - An adventurer's **d20** skill is represented by the total of their ranks and ability modifiers, with maximum rank being dependent on level. To convert skills, take a **d20** rank (not counting ability modifiers) and find the equivalent **EABA** skill + Attribute roll. From this, you can see what skill *bonus* is needed on an Attribute to reach the *total* roll required.

d20 total mod.	CORPS	Skill + Attribute roll
0	1	1d+
1-2	2-3	2d+
3-4	4	3d+
5-7	5-6	4d+
8-10	7	5d+
11-14	8-9	6d+
15-18	10	7d+
19+	11-12	8d+

Add a *full* dice amount to the appropriate Attribute to get the same number of dice in the skill + Attribute roll. If this amount would be less than +0d, then the adventurer is treated as unskilled in that area. The exception is languages. If the adventurer's skill roll is no more than 1d less than their Awareness roll, their skill in that language is treated as +0d.

Conversions 2

The **d20** base attack bonus will become the adventurer's skill roll for all applicable weapons. For any weapon or combat form that they get a specific bonus or penalty on, this adjusted amount will be used to determine their skill roll. If you do not have a proficiency, you only use your unskilled Agility roll (default roll minus 1d).

EXAMPLE: An adventurer has an **EABA** Awareness of 8 and a **d20** Area Knowledge rank of 6. The rank of 6 gives them an **EABA total skill roll** of 4d+. Their Agility roll is 2d+2, so you need to add 2d to get a skill roll with 4d in it (in this case, 4d+2). This means the adventurer has an Area Knowledge skill of +2d. This adventurer also has a base attack of +6, which also becomes a total skill roll of 4d+, but it would be based on Agility, which we'll say is 9 (for a base roll of 3d+0). In this case, we only add +1d to get a roll with 4d in it (in this case, 4d+0). This means the adventurer has a skill with the appropriate weapons of +1d. If the adventurer had a feat that granted +2 with a particular weapon, their attack would be +8 instead of +6, which would be a skill roll of 5d+0, and the adventurer would be counted as having +2d skill with that weapon instead of +1d.

Traits - Most **d20** feats and secondary abilities convert to their **EABA** equivalents without a lot of difficulty. Many **d20** concepts are folded into **EABA** and are not converted, or may be converted using the same guidelines as Fate for scores that typically start at zero, or adding level/class/attribute modifiers to existing **EABA** rules. Things that convert to dice or levels generally do so on a 3 to 1 basis, that is, an **EABA** level of 3 might become a +1d bonus or a one level difficulty shift.

EXAMPLE: Hit points are not used in **EABA** the way they are in **d20** and are not converted directly. Instead, adventurers can either use **EABA** hits based on their Attributes, or use the Hit Brackets rule (**EABA**, page 2.19) and add their levels and Constitution bonus into the total *before* dividing. One is more realistic, the other gives a more heroic feel, making it more difficult to affect the performance of high-level adventurers. Or, an adventurer's **d20** reputation would be similar to **EABA** status. In this case, the **d20** ability starts at zero, so it would be converted like Fate. An adventurer with reputation of 2 would convert it like a 2+4=6, which becomes an **EABA** level of 3. However, **EABA** status gives a level bonus in certain situations, so a level of 3 just becomes a one row difficulty shift, the equivalent of one level of status. An adventurer with a reputation of 14 would convert it like a 14+4=18, or an **EABA** level of 12, or the equivalent of four levels of status.

Combat - All weapon and combat rules convert to **EABA** equivalents. You would use the equivalent items from an appropriate **EABA** equipment list. If an item has an inherent bonus to a skill or damage due to magic or quality, the bonus adds to its Armor and Hits, and half the bonus (round up) adds to its **EABA** damage for the equivalent **EABA** item.

EXAMPLE: An **EABA** longsword does punch+2 lethal damage, has an Armor of 1d+2 and a Hits of 3. A +2 magical longsword from a **d20** campaign would do punch+3 lethal damage (punch+1d), have an armor of 1d+4 (2d+1) and a Hits of 5.

Powers - *That's a tricky one.* Since powers will vary with a particular **d20** world, the best we can hope for is that your conversion reflects the overall power modifiers that applied to that **d20** campaign. At gamemaster preference, powers may or may not require an **EABA** skill roll to use. If so, it would be converted from a **d20** skill like "concentration". Things to take into account for designing **EABA** powers to match a **d20** power:

- 1. Daily limits.** *Can you only use a power based on some combination of the adventurer's level and the level of the power?* Use a generic cost modifier "limited to 4x Fate dice per day" (-10 cost). The adventurer can use a total number of dice in power effects equal to four times their Fate die roll.
- 2. Max power limit.** *Does the daily limit also have a maximum effect per power use?* Use a generic cost modifier "power ceiling" (-10 cost). This is similar to the "1d reduced effect" modifier, but simply limits the maximum power to the user's Fate roll. It is not reduced, but it can't be increased either. A person with a Fate roll of 1d+2 would only be able to use powers with an effect of 1d+2 or less.
- 3. Pushing it.** *Can you exceed daily limits or max power limits at some cost to body and/or soul?* Use a side effect (-20 cost) of "overuse does half-lethal damage". If you run out of dice during the day and need to use a power at 2d+2 effect, you take 2d+2 half-lethal damage (1d+1 lethal, 1d+1 non-lethal). The same would apply if you had a Fate roll of 1d+2 and tried to use a power at 2d+2 effect.

This covers some of the more common overall framework modifiers. Individual powers may have or be designed by the gamemaster with their own modifiers (range, duration, extra damage, resisted rolls, etc.), which may have their costs altered to match the nature of the gameworld.