

Savage Worlds Conversion Data.

Statistic Conversion 1.

Savage Worlds Strength	Chaosium 3D6 Strength	(A)D&D 3D6 Strength	Gurps Strength	Shadowrun Strength
Agility	Dexterity	Dexterity	Dexterity	Quickness
Vigor	Constitution	Constitution	Health	Body
Smarts	Intelligence	Intelligence	I.Q.	Intelligence
Spirit	Power	Power	N/A	Essence

*Note – there is no Charisma based Stat in Savage Worlds, everyone has ‘average’ charisma unless Edges are purchased.
Note – there is no Spirit equivalent Stat in GURPS, use the following as a guideline. Small Animals – D4, Large Animals/Humans/Minor Supernatural Creatures – D6. Average Power Supernatural Beings (Minor Demons/Hedge Magicians) – D8, Fairly Powerful Supernatural Beings (Major Demons/Powerful Sorcerers) – D10, Powerful Supernatural Beings (Lesser Gods/Demon Princes) – D12, VERY Powerful Supernatural Beings (Gods/Devils) – D12 + ?*

Statistic Conversion 2.

Savage Worlds	Chaosium 3D6	D20 3D6	AD&D 3D6	Gurps	Shadowrun
D4 - 1	3 – 5	N/A	3	3 – 5	1
D4	6 – 8	3 – 6	4 – 7	6 – 9	2
D6	9 – 11	7 – 11	9 – 10	10	3
D8	12 – 14	12 – 14	11 – 13	11 – 14	4
D10	15 – 17	15 – 16	14 – 16	15 – 16	5
D12	18 – 20	17 – 18	17 – 18	17 – 18	6
D12 + 1	21 – 23	19 – 20	19 – 21	19 – 21	7 – 8
D12 + 2	24 – 26	21 – 24	22 – 24	22 – 24	9 – 10
D12 + 3	27 – 29	25 – 28	25	25 – 27	11 – 12

Charisma isn't used in Savage Worlds as an Attribute – but rather as a Derived Statistic, and a character with a very high Charisma (16-17) should automatically have the Attractive Edge. A character with an even higher Charisma would have the Very Attractive Edge, and maybe even Charismatic.

Exceptional Strength, Pace, Parry, & Toughness.

Exceptional (1-100% Roll at Str 18) Strength exists in AD&D 1st & 2nd Edition.

A new Edge “Exceptional Strength” has been created to allow for this.

The +1 = 18/01–40%, +2 = 18/41–75%, +3 = 18/76–00%.

Exceptional Strength only applies under the following circumstances, and CANNOT enhance Damage inflicted by muscle powered weapons in any way.

Level 1 (Min Strength D8) +1 to the Strength Attribute Rolls.

Level 2 (Min Strength D10) +2 to the Strength Attribute Rolls.

Level 3 (Min Strength D12) +3 to the Strength Attribute Rolls.

Pace (for most Humanoid forms) is 6” (this is modified by Size if applicable however).

Parry is equal to 2 plus half Fighting.

Toughness is equal to 2 plus half Vigour. Go ahead and add the bonus granted by the Armour worn on your torso to this value as well for speed's sake, but remember it may not count if attacks target other parts of the body.

Edges, Skills, & Proficiencies.

Specific Edges, Skills, & Proficiencies are catered for in the specific World Book/Conversion Guide you and your Games Master are using for you Game or campaign.

However, presented here is a quick and dirty guideline to convert Skill and Proficiency Values.

Savage Worlds	Chaosium 3D6 % Skill System	D20 3D6 D20 Skill System	AD&D 3D6 +'s To Stat Skill System	Gurps +'s To Stat Skill System	Shadowrun Dice based System
D4 - 1	1 - 14	N/A	<i>No Proficiency</i>	-6 to -4	<i>Unskilled</i>
D4	15 - 39	1 - 3	+1	-3 to -1	1 - 2
D6	40 - 55	4 - 6	+2	0	3
D8	56 - 65	7 - 9	+3	+1 to +2	4 - 5
D10	66 - 75	10 - 13	+4	+3 to +4	6 - 7
D12	76 - 85	14 - 16	+5	+5	8 - 9
D12 + 1	86 - 90	17 - 20	+6	+6	10 - 11
D12 + 2	91 - 95	21 - 24	+7	+7	12 - 13
D12 + 3	96 - 100	25 - 28	+8	+8	14 - 15

Skills in Savage Worlds equate quite nicely to Skills in Gurps, Chaosium Games, D20 System Games, Shadowrun, and to Proficiencies in AD&D 1st & 2nd Edition.

In Savage Worlds, the D20 Systems Feats Equate to Edges. In AD&D 1st & 2nd Editions they have to be considered 'Class Abilities' as the system is more rigid in structure.

In Shadowrun some Edges may be considered 'Meta-Skills' for certain adepts, and are useful to help define and express the unique nature of the Shadowrun Milieu. Or could possibly be used in place of Shadowruns famous 'Dice Pools'.

Only Arcane Edges exist in the C'thulhu Universe, so no others should be allowed. Even then Arcane Edges would normally only be attributed to NPC's.

In Runequest, Stormbringer, and other Chaosium Fantasy Games. The only Edges are normally Magical in nature. However, more heroic Edges are recommended in these high fantasy settings.

In Gurps, special abilities abound. So all Edges are available, depending on the Milieu the Games Master is using.

Basic Skill List.

Skill (*Linked Attribute*)

Boating (<i>Agility</i>)	Persuasion (<i>Spirit</i>)
Climbing (<i>Strength</i>)	Piloting (<i>Agility</i>)
Driving (<i>Agility</i>)	Repair (<i>Smarts</i>)
Fighting (<i>Agility</i>)	Riding (<i>Agility</i>)
Gambling (<i>Smarts</i>)	Shooting (<i>Agility</i>)
Guts (<i>Spirit</i>)	Stealth (<i>Agility</i>)
Healing (<i>Smarts</i>)	Streetwise (<i>Smarts</i>)
Intimidation (<i>Spirit</i>)	Survival (<i>Smarts</i>)
Investigation (<i>Smarts</i>)	Swimming (<i>Agility</i>)
Knowledge (<i>Smarts</i>)	Taunt (<i>Smarts</i>)
Lockpicking (<i>Agility</i>)	Throwing (<i>Agility</i>)
Notice (<i>Smarts</i>)	Tracking (<i>Smarts</i>)



Basic Edge List.

Edges sometimes have Requirements.

These are listed in parentheses after the Edge.

N is Novice Rank, S is Seasoned, etc.

- Ace (N):** +2 to Boating, Driving, Piloting; may make soak rolls for vehicle at -2
- Acrobat (N, A d8, St d6):** +2 to nimbleness-based Agility rolls; +1 Parry if unencumbered
- Alertness* (N):** +2 Notice
- Ambidextrous* (N, A d8):** Ignore -2 penalty for using off-hand
- Arcane Background* (N):** Allows access to supernatural powers
- Arcane Resistance* (N, Sp d8):** Armor 2 vs. magic, +2 to resist magic effects
- Improved Arcane Resistance* (N, Arcane Res.):** Armor 4 vs. magic, +4 to resist magic effects
- Attractive* (N, V d6):** Charisma +2
- Very Attractive* (N, Attractive):** Charisma +4
- Beast Bond (N):** Character may spend bennies for his animals
- Beast Master (N, Sp d8):** You gain an animal companion
- Berserk* (N):** Smarts roll or go Berserk after being wounded; +2
- Fighting and Strength rolls, -2 Parry, +2 Toughness; Roll of 1 on Fighting die hits random adjacent target**
- Block (S, Fighting d8):** Parry +1
- Improved Block (V, Block):** Parry +2
- Brawny* (N, St d6, V d6):** Toughness +1; load limit is 8 x Str instead of 5 x Str
- Champion (N, See text):** +2 damage and Toughness vs. supernatural evil
- Charismatic (N, Sp d8):** Charisma +2
- Combat Reflexes (S):** +2 to recover from being Shaken
- Command (N, Sm d6):** +1 to troops recovering from being Shaken within 5"
- Common Bond (WC, Sp d8):** May give bennies to companions in communication
- Connections (N):** Call upon powerful friends with Persuasion roll
- Danger Sense (N):** Notice-2 to detect surprise attacks/danger
- Dead Shot (WC, S, Shoot/Throw d10):** Double ranged damage when dealt Joker
- Dodge (S, A d8):** -1 to be hit with ranged attacks
- Improved Dodge (V, Dodge):** -2 to be hit with ranged attacks
- Fast Healer* (N, V d8):** +2 to natural healing rolls
- Fervor (V, Sp d8, Command):** +1 melee damage to troops in command
- First Strike (N, A d8):** Automatically attack foes who move adjacent
- Fleet-Footed (N, A d6):** d10 running die instead of d6

Florentine (N, A d8, Fighting d8+): +1 vs. foes with single weapon and no shield, ignore 1 point of gang up bonus

Followers (L, WC): Attract 5 henchmen

Frenzy (S, Fighting d10): 1 extra Fighting attack at -2

Improved Frenzy (V, Frenzy): As above but no penalty

Gadgeteer (N, See text): May "jury-rig" a device with any available power once per game session

Giant Killer (V): +4 damage when attacking large creatures

Hard to Kill (N, WC, Sp d8): Ignore wound penalties for Vigor rolls made on the Knockout or Injury tables

Harder to Kill (V, Hard to Kill): 50% chance of surviving "death" by some unlikely means

Healer (N, Sp d8): +2 Healing

Hold the Line! (S, Sm d8, Command): Troops have +1 Toughness

Holy/Unholy Warrior (N, See text): Spend 1 Power Point to make evil creatures make Spirit check or be Shaken; roll of 1 kills Extras, wounds Wild Cards; cost is 1 Power Point per creature affected

Inspire (S, Command): +1 to Spirit rolls of all troops in command

Investigator (N, Sm d8, Investigation d8+, Streetwise d8+): +2 Investigation and Streetwise

Level Headed (S, Sm d8): Act on best of two cards in combat Improved Level Headed (S, Level Headed): Act on best of three cards in combat

Luck* (N): +1 benny per session

Great Luck* (N, Luck): +2 bennies per session

Marksman (S): Character gets the aim maneuver (+2 Shooting) if he does not move

Master (L, WC, Expert in Trait): Wild Die is d10 for one trait

Mentalist (N, AB (Psionics), Sm d10, Psionics d6): +2 to any opposed Psionics roll

Mighty Blow (S, Fighting d12): Double melee damage when dealt Joker

Mr. Fix It (N, See text): +2 to Repair rolls, halve normal Repair time with raise

Natural Leader (N, Sp d8, Command): Leader may give bennies to troops in command

Nerves of Steel (N, WC, V d8): Ignore 1 point of wound penalties

Improved Nerves of Steel (N, Nerves of Steel): Ignore 2 points of wound penalties

New Power (N, AB): Character gains one new power

Noble* (N): +2 Charisma; Character is noble born with status and wealth

Power Points (N, AB): +5 Power Points, once per rank only

Power Surge (S, arcane skill d12): +2d6 Power Points when dealt a Joker

Professional (L, d12 in trait): Trait becomes d12+1

Expert (L, Prof. in trait): Trait becomes d12+2

Quick* (N): Discard draw of 5 or less for new card

Quick Draw (N, A d8): May automatically draw weapon as a free action

Rapid Recharge (S, Sp d6, AB): Regain 1 Power Point every 30 minutes

Improved Rapid Recharge (V, Sp d8, AB): Regain 1 Power Point every 15 minutes

Rich* (N): 3x starting funds, \$75K annual salary

Filthy Rich* (N, Noble or Rich): 5x starting funds, \$250K annual salary

Rock and Roll! (S, Shooting d8): Full-auto penalty is -1 instead of -2

Scholar (N, d8 in affected skills): +2 to two different Knowledge skills

Sidekick (L, WC): Characters gains a Novice WC sidekick **Soul Drain (S, Special):** Special

Steady Hands (N, A d8): Ignore unstable platform penalty for mounts or vehicles

Sweep (N, St d8, Fighting d8): Attack all adjacent foes at -2 **Improved Sweep (V, Sweep):** As above but with no penalty

Strong Willed (N, Intimidate d6, Taunt d6): +2 Intimidate and Taunt, +2 to resist

Thief (N, A d8, Climb d6, Lockpick d6, Stealth d8): +2 Climb, Lockpick, Stealth, rolls made to trick or deceive, detecting or disarming traps

Tough as Nails (L): Toughness +1

Improved Tough as Nails (L, Tough as Nails): Toughness +2

Two-Fisted (N, A d8): May attack with a weapon in each hand without multi-action penalty.

Trademark Weapon (N, Fighting or Shooting d10): +1 Fighting or Shooting with one particular weapon

Improved Trademark Weapon (V, Trademark Weapon): +2 Fighting or Shooting with one particular weapon

Weapon Master (L, Fighting d12): Parry +1

Master of Arms (L, Weapon Master): Parry +2

Wizard (N, See text): Each Spellcasting raise reduces cost of spell by 1 point

Woodsman (N, Sp d6, Survival d8, Tracking d8): +2 Tracking

Survival, and Stealth (while in Wilderness)

**Background Edges—must be chosen during character creation.*

Basic Hindrance List.

All Thumbs (Minor): -2 Repair; Roll of 1 on a mechanical or electronic device causes malfunction

Anemic (Minor): -2 Vigor to resist sickness, disease, or environment

Bad Eyes (Minor/Major): -2 to attack or notice something more than 5" distant

Bad Luck (Major): One less benny per session

Bloodthirsty (Major): Never takes prisoners; -4 Charisma if known

Cautious (Minor): Character is overly cautious

Clueless (Major): -2 to most Common Knowledge rolls

Code of Honor (Major): The character keeps his word and acts like a gentleman

Curious (Major): Character wants to know about everything **Death Wish (Minor):** Hero wants to die after completing some Task

Delusional (Minor/Major): Character suffers from grave delusions

Doubting Thomas (Minor): Character doesn't believe in the supernatural

Elderly (Major): Pace -1, -1 to Strength and Vigor die types; 5 extra skill points for any skill linked to Smarts
Enemy (Minor/Major): The character has a recurring nemesis of some sort

Greedy (Minor/Major): The character is obsessed with wealth

Habit (Minor/Major): A Minor Habit is simply annoying; characters must make Fatigue rolls when deprived of Major Habits

Hard of Hearing (Minor/Major): -2 to Notice sounds; automatic failure if completely deaf

Heroic (Major): The character is a true hero and always helps those in need

Lame (Major): -2 Pace and running die is a d4

Loyal (Minor): The hero tries to never betray or disappoint his friends

Mean (Minor): The character suffers -2 to his Charisma for his ill-temper and surliness

Obese (Minor): +1 Toughness, -1 Pace, d4 running die

Outsider (Minor): -2 Charisma, treated badly by those of the more dominant society

Overconfident (Major): The hero believes he can do anything

Pacifist (Minor/Major): The character fights only in self-defense as a Minor Hindrance, and won't fight living creatures under any circumstance as a major Hindrance

Poverty (Minor): Half starting funds, general inability to hang onto future income

Quirk (Minor): The character has some minor but persistent foible, such as bragging, elitism, or the pursuit of fame

Small (Major): -1 Toughness

Stubborn (Minor): Hero always wants his way

Ugly (Minor): -2 Charisma due to the character's less-than-average appearance

Vengeful (Minor/Major): Character holds a grudge, will kill to settle the score as a Major Hindrance

Vow (Minor/Major): The hero has a pledge to himself, a group, a deity, or a religion

Wanted (Minor/Major): The character is a criminal of some sort

Yellow (Major): The character is cowardly and suffers -2 to his Guts rolls

Young (Major): 3 points for Attributes (instead of 5); 10 skill points (instead of 15), +1 benny per session

