

## d20-WOIN Conversion Guide

Converting d20 (*D&D 3.x*, *Pathfinder*, *F20*) materials to WOIN is fairly straightforward, but requires a little effort. This allows you to use a wide assortment of monsters and other materials in your WOIN game.

### **General Guidelines**

- WOIN does not rely on the “christmas tree” of magical items to balance a creature that the 3.x rules system does. Generally speaking, when converting a 3.x adventure, remove all the magic items. Leave (and convert) only those that are plot-relevant, particularly interesting, or thematically important to an NPC. An NPC shouldn't need more than one or two notable items, unless his schtick is “having lots of magic items”.
- WOIN is a much 'flatter' game in terms of numbers than 3.x. Things like HEALTH will be much lower.
- Always round down to a minimum of 1.

This short guide replicates some information on monster creation from existing WOIN books, but you should refer to those rules to make sense of this guide.

d20 Level/ CR	Grade	MDP
Less than 1	1	1d6
1	2	2d6
2	4	4d6
3	6	6d6
4	8	7d6
5	10	7d6
6	12	8d6
7	14	8d6
8	16	9d6
9	18	9d6
10	20	10d6
11	22	10d6
12	24	10d6
13	26	11d6
14	28	11d6
15	30	11d6
16	32	11d6
17	34	12d6
18	36	12d6
19	38	12d6
20	40	13d6
21	42	13d6
22	44	13d6
23	46	13d6
24	48	13d6
25	50	14d6

## Process

1. Determine **Maximum Dice Pool** based on level or CR.
2. Convert the creature's ability scores into **attributes**.
3. Convert the creature's **skills** using the same scale.
4. Establish **size, type** and **sentience**.
5. Determine **derived statistics** as normal. Use average values for rolls (for example, HEALTH) by multiplying the dice pool by 3.5; round up.
6. Assign **exploits** based on the creature's feats and other abilities.
7. Determine **spells** if appropriate.
8. Select **equipment** (you only need magic items if they are major or thematically important).

### 1. Maximum Dice Pool

d20 levels and CRs are equal to two WAIN grades. This will give you its **maximum dice pool**. Note that WAIN characters tend to begin play a little more competent than d20 characters (the rough equivalent of a level 2 or 3 d20 character).

### 2. Attributes

Divide d20 ability scores of 20 or lower by 2 to get WAIN attributes. For higher scores, use the following chart. Round down (minimum 1),

d20 Ability Score	Multiplier
1-20	x0.5
21-30	x1
31-40	x1.5
41-50	x2
51+	x3

To determine a WAIN MAG attribute, simply use the creature's d20 caster level. Similarly, for CHI or PSI, use the relevant class level as the attribute score.

d20	WAIN
STR	STR
DEX	AGI
CON	END
INT	LOG
WIS	INT & WIL
CHA	CHA
Level/2	REP
Caster Level	MAG
Assign Manually	LUC

### 3. Skills

Use the same scale as for attributes (above).

**Combat skills.** 3.x does not have a combat skill, so use the creature's CR instead. For most semi-sentient creatures, that will just be *combat*, but for NPCs it may be *swords*, *bows*, or the like. Give NPCs that skill in their primary weapons, and give them half the skill in any secondary or backup weapons.

**Defensive skills.** If the creature has acrobatics as a skill in the d20 stat block, use that at the creature's full CR/level. Otherwise give the creature either *hardy* or *dodging* (choose depending whether it is a tough or quick creature, thematically) at half the creature's CR/level.

## 4. Size & Type

<b>d20</b>	Tiny/Fine	Small	Medium	Large	Huge	Gargant.	Colossal	-
<b>WOIN</b>	Tiny	Small	Medium	Large	Enormous	Gigantic	Colossal	Titanic

Size categories are roughly equivalent as shown in the table above. Apply the size modifiers as normal when determining derive stats in step 5.

**Actions.** While large creatures have multiple actions available to them, particularly agile creatures may also have additional actions beyond the basic two actions. For every **full 10 points of AGI beyond 10**, grant a creature an additional action. However, this is not added to additional actions for large size - if a creature qualifies for both (a large and agile creature) then use whichever of the two methods is better. For example, an Enormous creature with AGI 30 would have 4 actions (3 for being Enormous, or 4 for 30 AGI, taking the better of the two).

**DEFENSE.** No DEFENSE score can ever be reduced below 10.

**Heavy.** Some creatures may be designated as heavy for their size. These creatures move at half SPEED, and cannot jump. This should be noted in the SPEED line, with the modified speeds already calculated:

**SPEED 4; CLIMB 2; JUMP -; heavy**

**Type.** Select the appropriate type (humanoid, plant, fey, beast, etc.) and apply the relevant adjustments. These will generally correspond, but some types are different (a Pathfinder *dragon* type is a *fey beast* in WOIN, for example).

3.x	WOIN
Aberration	Fey Monstrosity
Animal	Beast
Construct	Mechanoid/ Automaton
Dragon	Fey Beast
Fey	Fey
Humanoid	Humanoid
Magical Beast	Fey Beast
Monstrous Humanoid	Goblinoid, etc.
Ooze	Changeling
Outsider	Demon, Angel
Plant	Plant
Undead	Undead or Spirit
Vermin	Insectoid

Size	HEALTH	SOAK	SPEED	DEFENSE	Damage	Reach	Actions
Tiny	x1	0	-1	+8	1d6	5'	2
Small	x1	0	-1	+4	1d6	5'	2
Medium	x1	0	+0	+0	1d6	5'	2
Large	x1	0	+0	-4	2d6	5'	2
Enormous	x1.5	5	+1	-8	3d6	10'	3
Gigantic	x2	10	+2	-16	4d6	15'	4
Colossal	x3	20	+4	-32	5d6	20'	5
Titanic	x5	30	+4	-32	6d6	30'	6

The following do not have a 3.x equivalent:  
*Crystalline, Gaseous, Titan, Lycanthrope.*  
 Apply these if relevant.

3.x then has a subtype. This is elevated to full type in WOIN for the following: *Angel, Aquatic, Demon, Elemental, Goblinoid, Reptilian (Reptile), Shapechanger (Changeling).*

**Sentience.** Sentience should be obvious. Creature types are roughly similar in both systems, but where there is a conflict revert to the WOIN version.

**Virtue.** You may need to also include a virtue if the monster is a fantasy creature.

## 5. Derived Stats

Derived stats are calculated using the normal method, based on the creature's attributes and skills. Be sure to include any size or type adjustments. You should determine:

- HEALTH
- SPEEDs (inc. all movement modes)
- JUMP
- CARRY
- INITIATIVE
- PERCEPTION
- DEFENSEs
- SOAK
- Natural Damage
- Attacks

## 6. Exploits

This part is more difficult.

Exploits in WOIN encompass feats, special attacks, and special abilities. These need to be converted individually. You should try to find a WOIN equivalent, but if none exists it may require manual conversion; this is more an art than a science. Use existing WOIN monster exploits as a general guide. At the end of this document is a list of pre-converted 3.x feats.

Items which give a flat bonus to checks and the like should be converted using the following table.

d20	1-4	5-10	11-18	19-28	29+
WOIN	+1d6	+2d6	+3d6	+4d6	+5d6

However, note that feats which gives **skill bonuses** are already factored in a 3.x stat block, and therefore should be ignored when converting. You have already included it when converting the skill earlier.

Saving throw bonuses are applied to DEFENSES instead. These can be applied on a 1:1 basis rather than the above scale.

Fortitude	MELEE DEFENSE
Reflex	RANGED DEFENSE
Willpower	MENTAL DEFENSE

## 7. Spells

Magic use is completely different in the two systems.

Use the 3.x caster level as the WOIN MAG attribute *and* the skill level of any magical skills. You will need to manually select skills and secrets for the creature based on its existing spell list. You won't be able to replicate it exactly, so simply try to create something thematically similar.

## 8. Equipment

Use the same equipment.

- d20 armor class from armor/hide/etc. translates directly to SOAK on a 1:1 basis.
- AC from Dex is derived from AGI normally.

## Example

This examples walks through the conversion of an Ettin from the Pathfinder Roleplaying Game.

### 1. MDP

The Ettin is a CR 6 creature. This gives it a Maximum Dice Pool of 8d6.

### 2. Attributes

The Ettin has the following attributes:

Pathfinder	WOIN
STR 23	STR 23 (6d6)
DEX 8	AGI 4 (2d6)
CON 15	END 7 (3d6)
INT 6	LOG 3 (3d6)
WIS 10	INT 5 (3d6, WIL 5 (3d6))
CHA 11	CHA 5 (3d6)

### 3. Skills

The Ettin has the following skills:

Pathfinder	WOIN
Handle Animal +8	animal handling 4 (2d6)
Perception +12	perception 6 (3d6)
CR 6	flails 6 (3d6), javelins 6 (3d6), hardy 3 (2d6)

### 4. Size, Type, Sentience

The Ettin is a large creature in 3.x, which is the same in WOIN. This gives it the following statistics:

- DEFENSE -4
- Base damage 2d6 (+6 for STR)
- Reach 5'
- Actions 2

The Ettin is a humanoid (giant) in Pathfinder. In WOIN that makes it a fey humanoid (the giant part is handled by its size), and is sentient. It's final descriptor is therefore *large fey humanoid*.

### 5. Derived Statistics

Here are the Ettin's derived stats based on the values above.

HEALTH	28 (inc. <i>hardy</i> skill)
MELEE DEFENSE	18
RANGED DEFENSE	10
MENTAL DEFENSE	10
SOAK	4 (leather armor)
INITIATIVE	3d6
PERCEPTION	6d6
SPEED	6
JUMP	8'8'
CARRY	180lb
Natural Damage	2d6+6

## 6. Exploits

The Ettin has the following 3.x abilities/feats. These are manually converted as follows (feats using the feat list at the end of this document).

- **Low-light Vision** is equal to darksight.
- **Superior Two-Weapon Fighting** is equal to ambidexterity.
- **Cleave** (feat) converts easily (one bonus attack against an adjacent foe if the initial attack hits).
- **Improved Initiative** (feat) gives +1d6 INITIATIVE.
- **Improved Overrun** (feat) is equal to trample.
- **Iron Will** (feat) gives +2 MENTAL DEFENSE.
- **Power Attack** (feat) is equal to Deadly Strike.

## 7. Spells

The Ettin has no spell casting ability. If it had, its MAGIC attribute would be equal to its caster level.

## 8. Equipment

Equipment is easy to assign. The Ettin has no special magical gear, so it has leather armor (SOAK 4), two javelins, and two flails.

## Final Stat Block

Here is the final stat block of the Ettin.

### ETTIN

*Large sentient humanoid (8d6)*  
Lumbering, two-headed giants

**STR** 23 (6d6) **AGI** 4 (2d6) **END** 7 (3d6)  
**INT** 5 (3d6) **LOG** 3 (3d6) **WIL** 5 (3d6) **CHA** 5 (3d6) **LUC** - **REP** -

**HEALTH** 28  
**MELEE DEFENSE** 18; **RANGED DEFENSE** 10; **MENTAL DEFENSE** 10  
**SOAK** 4 (leather armor); **VULN** -

**INITIATIVE** 4d6  
**PERCEPTION** 6d6; *darksight* 50'  
**SPEED** 6; **CLIMB** 3; **JUMP** 8'/8'  
**CARRY** 300lb (max lift 1,150b)

**ACTIONS** 2  
**NATURAL DAMAGE** 2d6+6  
**REACH** 5'

*Flail* 8d6 (2d6+6 blunt damage)  
*Javelin* 6d6 (2d6+6 piercing damage)

**Skills** *animal handling* 4 (2d6), *perception* 6 (3d6), *flails* 6 (3d6), *javelins* 6 (3d6)

**Gear** leather armor, two javelins, two flails

**Ambidextrous.** The Ettin wields two flails. If the Ettin makes two attacks in one round, it gains one additional attack. These attacks suffer no penalties.

**Cleave.** Once per round, if the Ettin hits an opponent, it can make an additional attack against an adjacent foe.

**Deadly strike.** Once per round the Ettin gains +1d6 to damage.

**Trample.** With a trample attack, the Ettin can move directly through a target's square, attacking the target as it goes. This is a single action, and the Ettin moves its full speed in a straight line. The Ettin must be at least one size category larger than the target. If the attack misses, the Ettin stops in its tracks. If it hits, the Ettin continues moving, inflicts natural damage, and the target is knocked prone. This costs 2d6.

## Converted 3.x Feats

There are thousands of 3.x feats. These feats come from the *Pathfinder* core rulebook. Note that feats which give skill bonuses are usually already included in a 3.x stat block's skills, so can be ignored.

Feats which affect 3.x class abilities are more difficult to accommodate. These are listed separately for now, as the class abilities themselves need conversion.

**Acrobatic.** Adds to skills; already included.

**Agile Maneuvers.** You can always use AGI instead of STR for melee attacks.

**Alertness.** Adds to skills; already included.

**Animal Affinity.** Adds to skills; already included.

**Arcane Armor Training.** No effect.

**Arcane Armor Mastery.** No effect.

**Arcane Strike.** Weapons do a bonus +1 damage plus 1 per 5 MAG.

**Armor Proficiency, Light.** Assign *light armor* skill.

**Athletic.** Adds to skills; already included.

**Augment Summoning.** Summoned creatures gain +1d6 STR.

**Blind-Fight.** Ignore the Sight status track for melee combat only.

**Catch Off-Guard.** No penalties for improvised melee weapons.

**Combat Casting.** +1d6 to maintain concentration when struck in combat.

**Combat Expertise.** For -1d6 on attacks, gain +4 MELEE DEFENSE. You can only activate this when making an attack, and it lasts until the start of your next turn.

**Improved Disarm.** Equal to Disarm exploit.

**Greater Disarm.** Equal to Disarm exploit, but weapon is knocked 10' away from the target.

**Improved Feint.** Equal to Feint exploit.

**Greater Feint.** Feint as a free action.

**Improved Trip.** Equal to Trip exploit.

**Greater Trip.** You gain a bonus unarmed strike against the foe as a free action.

**Whirlwind Attack.** Equal to Whirlwind Frenzy exploit.

**Combat Reflexes.** Gain a free action attack against a foe which disengages from melee combat with you.

**Stand Still.** Enemies which try to move past you are subject to a free action attack, which stops them if successful.

**Deadly Aim.** Equal to Aim.

**Deceitful.** Adds to skills; already included.

**Defensive Combat Training.** Defensive skills are equal to your grade, not half your grade.

**Deft Hands.** Adds to skills; already included.

**Disruptive.** Gain a free attack (free action) against anybody who casts a spell adjacent to you.

**Spellbreaker.** A spellcaster struck with Disruptive fails to cast the spell.

**Dodge.** Dodging skill equal to grade.

**Mobility.** Pass through enemy squares.

**Wind Stance.** Gain +4 DEFENSE in any turn you move.

**Lightning Stance.** Gain +6 DEFENSE in any turn you move.

**Endurance.** END based countdown pools are increased by +1d6, and you gain +1d6 to shake off END based conditions.

**Diehard.** While at negative HEALTH you are still conscious, and can take one action per round. You still form the death countdown pool as normal.

**Eschew Materials.** WOIN does not require material components for spells, so this feat is ignored.

**Exotic Weapon Proficiency.** Ensure the creature has skill up to its CR in the weapon.

**Fleet.** Gain +1 SPEED.

**Great Fortitude.** +2 MELEE DEFENSE.

**Improved Great Fortitude.** Once per day you can force an opponent to rereoll a MELEE DEFENSE attack.

**Improved Counterspell.** Gain +1d6 to counterspelling attempts.

**Improved Critical.** Crits on one weapon occur on a roll of double sixes, not triple sixes.

**Improved Familiar.** Your familiar is a +1d6 familiar.

**Improved Initiative.** +1d6 to INITIATIVE.

**Improved Unarmed Strike.** Gain +2 to unarmed damage.

**Deflect Arrows.** Once per round deflect a ranged attack as a free reaction.

**Snatch Arrows.** As Deflect Arrows, but you catch the missile.

**Improved Grapple.** Gain wrestling skill at half CR.

**Greater Grapple.** Gain wrestling skill at full CR.

**Scorpion Style.** As Crippling Strike.

**Gorgon's Fist.** As Crippling Strike but target is Addled.

**Stunning Fist.** As Crippling Strike, but target is Stunned.

**Improvised Weapon Mastery.** As prisoner exploit, Shiv.

**Intimidating Prowess.** You can use your STR in place of CHA.

**Iron Will.** +2 to MENTAL DEFENSE.

**Improved Iron Will.** Once per say you can make an opponent reroll a MENTAL DEFENSE attack.

**Leadership.** You gain a number of followers equal to your REP score.

**Lightning Reflexes.** +2 to RANGED DEFENSE.

**Improved Lightning Reflexes.** Once per say you can make an opponent reroll a RANGED DEFENSE attack.

**Lunge.** Increase your reach by 5' for one attack at a cost of -2d6.

**Magical Aptitude.** Adds to skills; already included.

**Martial Weapon Proficiency.** Ensure the creature has skill up to its CR in the weapon.



**Master Craftsman.** Gain one Smith exploit.

**Natural Spell.** Cast spells while shapechanged into animal form.

**Nimble Moves.** Ignore 5' of difficult terrain when you move.

**Acrobatic Steps.** Ignore 20' of difficult terrain when you move.

**Persuasive.** Adds to skills; already included.

**Power Attack.** As Deadly Strike, but only when using STR based attacks.

**Cleave.** Make an additional attack against an adjacent foe if the first one hits.

**Great Cleave.** Continue making attacks against further adjacent foes as long as they continue to hit.

**Improved Bull Rush.** As Knockback exploit.

**Greater Bull Rush.** Gain a free attack against those you successfully bull rush.

**Improved Overrun.** As monster Trample ability.

**Greater Overrun.** Gain a free attack against those you successfully overrun.

**Improved Sunder.** Attack and opponent's weapon instead. Weapon has same MELEE DEFENSE as wielder, but attacker takes -2d6.

**Greater Sunder.** The damage from your sunder also applies to the target weapon's wielder.

**Quick Draw.** As Quick Draw exploit.

**Rapid Reload.** Reload times improve by one stage (2 actions → 1 action → free action).

**Run.** Give running skill at CR.

**Self-Sufficient.** Adds to skills; already included.

**Shield Proficiency.** No dual wielding penalties when attacking with a shield.

**Improved Shield Bash.** Keep your shield bonus when attacking with it.

**Shield Slam.** Free knockback 5' with a shield bash attack.

**Shield Master.** Shield bash is a free action.

**Shield Focus.** Your shield gains an additional +1 DEFENSE.

**Greater Shield Focus.** The DEFENSE bonus increases to +2.

**Tower Shield Proficiency.** Tower shield gives you cover.

**Simple Weapon Proficiency.** Ensure skill in weapon at CR.

**Skill Focus.** Adds to skills; already included.

**Spell Focus.** +1d6 to spells for one secret.

**Greater Spell Focus.** No effect,

**Spell Mastery.** As Signature Spell.

**Spell Penetration.** Ignore 5 points of SOAK vs. magic.

**Greater Spell Penetration.** Ignore SOAK vs. magic.

**Stealthy.** Adds to skills; already included.

**Step Up.** Move 5' as a free action.

**Strike Back.** Attack the limbs of attackers with reach as a free reaction to their attack.

**Throw Anything.** No penalty for improvised ranged weapons.

**Toughness.** Give *hardy* skill at full CR.

**Two-Weapon Fighting.** As Ambidexterity trait.

**Double Slice.** Your dual wielded weapons can use STR.

**Vital Strike.** If you make only one attack in a turn, you can add +1d6 damage.

**Improved Vital Strike.** If you make only one attack in a turn, you can add +2d6 damage.

**Greater Vital Strike.** If you make only one attack in a turn, you can add +3d6 damage.

**Weapon Finesse.** You can add your DEX dice pool to damage rather than your STR dice pool.

**Weapon Focus.** Ensure skill at full CR in the weapon.

**Dazzling Display.** Make a CHA vs. MENTAL DEFENSE attack to daze all foes within 30'.

**Deadly Stroke.** Deal double damage.

**Greater Penetrating Strike.** Ignore 10 points of SOAK.

**Weapon Specialization.** Do +1d6 damage with that weapon type.

**Greater Weapon Specialization.** Do +2d6 damage with that weapon type.

## ***Feats Which Modify 3.x Class Abilities***

**Alignment Channel.**

**Channel Smite.**

**Command Undead.**

**Elemental Channel.**

**Extra Channel.**

**Extra Ki.**

**Extra Lay On Hands.**

**Extra Mercy.**

**Extra Performance.**

**Extra Rage.**

**Improved Channel.**

**Selective Channeling.**

**Turn Undead.**