

## Converting Legends Of The Ancient World To A Generic Role-Playing System Using One 20-Sided Die

While LEGENDS rules are based on points and skills, generic D20 systems (GD20) often rely on levels to gauge ability and power. The following conversion guidelines are used as a basis only. There are enough differences between various systems that a Game Master (GM) should decide on a specific rules set and simply convert basic non-player characters (NPC) and monster stats to the GM's system.

However, as there are a number of good GM campaign modules available for generic systems, there are few programmed adventures, so GMs may be keen to convert one system to another.

### LEGENDS to GD20

Most game systems use six characteristics as opposed to the three attributes used in LEGENDS. As a result there is significant extrapolation involved. This tends to create slightly more powerful characters for GD20, but should still be playable.

**ST:** If the LEGENDS ST is 20 or less, simply transfer the Stat directly. For every 2 points of LEGENDS ST over 20, add +1 to the GD20 STR. So, a LEGENDS bear with ST 30 would have a GD20 ST of 25. Then simply figure damage according to the appropriate system.

**DX:** If the LEGENDS DX is 20 or less, simply transfer the Stat directly. For every 2 points of LEGENDS DX over 20, add +1 to the GD20 DX. So, a LEGENDS faerie with DX 30 would have a GD20 DX of 25. Then simply figure accuracy and defenses according to the appropriate system.

**Stamina:** For Stamina (or constitution or resilience) start with 10 and add +1 Stamina for every 2 points of LEGENDS ST over 10 (round up). So, our bear with LEGENDS ST 30 would have a GD20 Stamina of 20. Then figure endurance and health accordingly (see below).

**IQ:** If the LEGENDS IQ is 20 or less, simply transfer the Stat directly. For every 2 points of LEGENDS IQ over 20, add +1 to the GD20 IQ. So, a LEGENDS demon with IQ 30 would have a GD20 IQ of 25. Then simply figure skill bonuses and spell bonuses according to the GD20 system.

**Willpower:** For Willpower (or Wisdom or Mental Resistance) start with 10 and add +1 Willpower for every 2 points of LEGENDS IQ over 10 (round up).. So, our LEGENDS demon with a LEGENDS IQ of 30 would have a Willpower of 20. Then simply figure spell bonuses and skill bonuses accordingly.

**Fellowship:** For Fellowship (or Charisma or Psyche) start with 10 and add 2 points for every skill level in Diplomacy or Charm (round up).. So, a LEGENDS character with Diplomacy+2 and Charm+3 would have a Fellowship of 20. Then simply figure reaction and skill bonuses accordingly.

**Armor:** Most Generic Systems treat armor as something that reduces an opponent's chance to hit as opposed to the

LEGENDS style of reducing damage. To convert LEGENDS armor to a GD20 armor Value, start with 10 and add 2 for every point of LEGENDS AR. Finally, add any DX modifier. So, a LEGENDS character with DX 15 and Chainmail (armor 3) would have a GD20 DX of 15 and an Armor Value of 18 (10 + 2 + 6).

**Level and Health:** In most Generic Systems, a character's Health is directly related to the character's level. To calculate a character's GD20 level, add up the total number of LEGENDS skill levels and spells and divide that total by 2 (round down). Where the LEGENDS creature has no skill levels, simply divide the total number of CP (ST + DX + IQ) by 6, rounding down. (This will make creatures without skills higher level than a character of the same CP value, however, this more closely represents monsters for GD20, where characters advance more quickly).

So, a normal LEGENDS 32 point character with 5 starting skill levels would be the equivalent of a 2<sup>nd</sup> level character.

And our LEGENDS bear, with ST 30 DX 14 IQ 6 (CP total 50) would be an 8<sup>th</sup> level creature.

To calculate Health (HT) a GM can assign each character an appropriate character class. Or to simplify things, he can give the new character or creature 5 HT for every level, modified by Stamina as appropriate for the game system.

So, our ST 30 LEGENDS bear would be an 8<sup>th</sup> level GD20 creature, with a 20 STAMINA and 80 HT (8 \* 5 HT, +5 HT/level for STAMINA).

**Skills, Spells, and Accuracy:** Most GD20 games have a lot more skills than LEGENDS. As a simple conversion, treat each non-weapon skill from LEGENDS as 4 levels of the appropriate skill in a Generic System. To add more skills, simply add GD20 skill levels (modified by IQ) for every character or monster level. Add Stat modifiers to skill totals as appropriate.

So, a ST12 DX30 IQ14 Faerie from LEGENDS would be a 9<sup>th</sup> level character (56/6) with 45 total skill points to spend (3 \* 9<sup>th</sup> level, +2/ level for IQ14).

To simplify this for non-essential characters, simply treat a character or monster as having a skill level equal to their character/ monster level for any skill that the GM feels they might possess.

So, our 8<sup>th</sup> level bear would have +8 to Search and our 9<sup>th</sup> level Faerie would have Sing at +9.

While this is not exact, and GMs should actually figure skill levels for important NPCs, it will do as a simple guideline for monsters and quick conversions.

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For **spells**, simply convert the LEGENDS spells over to the equivalent GD20 spells. Where a GD20 character would be too low level to cast the spell, raise the character's level to the minimum necessary to cast the most powerful Legends spell they possess.

Or just pick another spell.

For **Accuracy**, start with 1/2 the creature's level (round up) and add modifiers for high ST or DX. If the opponent is a trained warrior (has more LEGENDS weapon skill levels than all other skill levels combined), then use the full creature level plus ST/ DX.

So, our 8<sup>th</sup> level bear with 20 ST would be +9 to hit (8/2 + ST modifier). An 8<sup>th</sup> level warrior would be + 13 to hit. (plus ST modifier).

**Saves:** Most GD20 games have some sort of figured save value to represent dodges, resistance to poisons, and the like. Unless the GM wishes to figure the character's saves based on their actual levels and stats from a converted GD20 value, simply use 1/2 the character's GD20 character/ monster level plus 1/3 the character's DX/ STAMINA/ WILL.

So, our ST 12 DX 30 IQ 14 Faerie from LEGENDS would be 9<sup>th</sup> level, DX 20, STAMINA 11, WILLPOWER 12.

Agility Saves would be  $(9/2 + 20/3 = 11.1) +11$

Resistance Saves would be  $(9/2 + 11/3 = 8.1) +8$

Mental Saves would be  $(9/2 + 14/3 = 9.1) +9$ .

Or, just use the character's level.

Lastly, weapons and armor should use the value of the appropriate GD20 game. So, converting Athok, the sample Orc Barbarian from Little Black Book:

**ATHOK** Orc Barbarian  
 ST13 DX12(10) IQ9 MA6(5)  
 Leather Armor: 2/2,  
 Morninstar 2D6+1 (+1),  
 Longbow: D6+2,  
 Quiver & 20 Arrows, Pack, Medkit, 50' Rope, Rations.  
 Skills: Medic+1, Axe/Mace+1, Tracking+1, Speak Orc (Goblin)+1, Read Orc (Goblin)+1, Tactics+1.  
 112 ss.

As a Generic Systems character, he would be:

ATHOK (Orc) 3<sup>rd</sup> Level  
 ST: 13 DX: 12 STA: 12 IQ: 9 WIL: 9 FEL: 10  
 Armor Value: 15  
 HT: 18  
 Skills: Stat Mod: Total:  
 Medic +4 +0 +4

Tracking +4 +0 +4  
 Tactics+4 +0 +4  
 Read/Speak Orc +4 +0 +4

and he would have another 9 skill levels to spend.

Weapons:

Mace: +3 to hit and 1d8+1 damage.

Bow: +3 to hit and 1d6+0 damage.

Converting GD20 Characters back to LEGENDS is even simpler.

**ST:** Simply use the higher of the character's ST or STAMINA. Add 5 if the creature is Large. Add 10 if the creature is Huge or larger.

**DX:** Start with the character's Generic System DX. Add 1 for every +10 to hit (round down).

**IQ:** Use the character's GD20 IQ. Add +1 for every 5 spell casting levels.

**Skills:** For most characters, they will have +1 with 4 skills appropriate to their class, and +1 at 2 more. Then add 1 additional skill point for every 5 character levels. So, a thief will have 4 or more rouge skills, a wizard will have 4 or more spells, and a warrior will have 4 or more weapon skill levels.

However, for most combatants and unimportant NPCs, simply assume that warriors will have +1 with their weapons of choice, and others will have +1 with the skills appropriate to their role in the adventure.

**Armor and Weapons:** For actual armor and weapons, use the appropriate corresponding equipment from LEGENDS. For monsters and items not covered in the LEGENDS rules give the LEGENDS character 1 point of armor for every 2 points of Armor Value over 12. So, in a GD20 campaign, a Troll with an Armor Value of 22 would have a LEGENDS armor of 5.

To calculate Damage values for unusual attacks, use LEGENDS 1d6 for every 1d10 damage in the GD20 system (round up). Do not factor in additional "+" modifiers as part of this total. So, a GD20 troll doing 3d8+12 damage would do 3d6 damage in LEGENDS.

These are just guidelines, to make converting between systems fairly quick. (I won't say quick and easy, as there is math involved...).

Obviously, any GM should feel free to toss these ideas out the window, especially if you are trying to convert an adventure too keep all of the challenges at about the same difficulty. (Dragons in GD20 systems are more dangerous than dragons in LEGENDS, while most low level LEGENDS warriors are much more dangerous than their GD20 low level counterparts.)