

# APPENDIX II: D20 SYSTEM CONVERSION

The game systems in *True20* are based on the popular *d20 System*. However, there are a number of important differences, notably in how *True20* handles damage and injury. This appendix offers conversion guidelines for players familiar with other *d20 System* games and products interested in adapting those materials for use with *True20*. Among other things, this opens up a wide range of source material usable in your *True20* game, including various creatures, supporting characters, supplemental rules, and so forth. It also allows you to adapt material from *True20* to your favorite *d20 System* games as well.

## ABILITIES

Other *d20* games rate ability scores on a scale from 1 to 20 or more, with ability modifiers based on the ability score. Those modifiers are equivalent to the -5 to +5 or more scores found in *True20*. When using other *d20* creatures in *True20*, drop the ability scores and just use the ability

modifiers. When converting *True20* creatures for use in other *d20* games, determine ability scores by doubling the *True20* ability modifier and adding 10. Treat a result of 0 as 1. So Strength +1 becomes Strength 12 ( $1 \times 2 + 10$ ), while Intelligence -5 becomes 1 ( $-5 \times 2 + 10 = 0$ , which becomes 1).

## DAMAGE AND INJURY

Damage in most *d20 System* games is recorded using *hit points*. Essentially, each character and creature has a number of hit points based on their level (modified by things like Constitution), and each attack inflicts a number of hit points of damage. When hit points drop to a certain level, certain conditions, like disabled and dying, come into play.

The *True20* system of damage involves a Toughness saving throw in place of hit points, with damage conditions showing the effects of damage.

When converting a *d20* character to *True20*, give the character a Toughness bonus based on Constitution, with any appropriate modifiers for the Defensive Roll and Great Toughness feats.

### Toughness and Hit Points

**Damage Reduction:** A creature with damage reduction receives +2 to its Toughness save bonus for every 5 points of damage reduction. This bonus does not apply against damage from sources that bypass the damage reduction. For instance, a werewolf does not gain a Toughness bonus from damage reduction for damage inflicted by silver weapons.

**Energy Resistance:** A creature receives +2 to its Toughness bonus for every 5 points of energy resistance it possesses, but only against energy attacks of the matching type.

**Toughness feat:** A character receives a cumulative +1 to his Toughness bonus every time he takes the Toughness feat, the equivalent of the Great Toughness feat in *True20*. When converting *True20* characters with Great Toughness to hit points, the Great Toughness feat grants 3 additional hit points on top of the character's total (based on level and Constitution).

## Damage Bonus

In *True20*, attacks have a damage bonus, used to determine the Difficulty of the target's Toughness save. In *d20*, attacks have a damage roll, a die roll plus a modifier determining how many hit points the attack removes from the target.

To quickly convert *True20* damage bonus to dice of damage, divide the base damage bonus (not including modifiers for abilities like Strength) by 2; the attack does that many d6 of damage. If there's a remainder left over, the attack does an additional d4 damage. Add the attacker's Strength modifier to the total damage, so Strength 18 adds +4 damage to the attack's total damage after it is rolled.

To convert *d20* damage to *True20* damage bonus, see the **Damage Dice to Damage Bonus** table. If an attack does multiple dice of damage, multiply the damage bonus on the table by the number of dice rolled. The exception to this rule is for attacks based on a d3 or d2, since multiplying by zero gives a result of zero; in this case, every additional die adds +1 to the bonus (so an attack of 4d3 has a bonus of +3).

To this base damage bonus, add any damage bonuses for Strength, magical enhancement, special abilities, and the like, as normal. If an attack includes bonus damage dice, such as a rogue's sneak attack bonus or energy damage from a magical weapon, convert that damage to a bonus as above and add it to the attack's base damage.

In some circumstances, attacks may do a bit more or less damage than normal. A critical hit does more damage than usual, while many attack spells do only half damage if the target succeeds in a saving throw.

### DAMAGE DICE TO DAMAGE BONUS

Die Type	Base Damage Bonus
d3 or lower	+0
d4	+1
d6	+2
d8	+3
d10	+4
d12	+5

# Magical Healing

Instead of healing a certain number of hit points, *d20 System* healing spells in *True20* grant a magical recovery check, using the normal Difficulty. The character using the healing magic makes the recovery check for the wounded subject, as follows:

d20 + caster level + magic bonus

The magic bonus depends on the spell used; see the **Spell Changes** section later in this appendix.

The recipient heals the most serious wound condition if the magical recovery check succeeds. Every 10 points by which the magical recovery check result succeeds, the recipient's next most serious damage condition heals. (Unlike natural healing or the Cure power, magical healing can heal multiple damage conditions at once.) If an attempt to use magical healing on a dying character fails, the recipient of the spell still stabilizes automatically.

## Supernatural Healing

The paladin's lay on hands ability, the monk's wholeness of body ability, and other such supernatural healing powers allow characters to make one or more magical recovery checks per day. The total hit points the character can heal per day using the standard *d20 System* rules becomes a bonus to his magical recovery check. The character decides how much, from a minimum of +1 to the full bonus, to allocate to any given magical recovery check. Once the total bonus is used up, the character can make no more supernatural healing checks that day. This otherwise works the same way as a healing spell and can improve damage conditions by multiple steps.

*Example:* Donovan Rel is a 4th-level paladin with Charisma 14, giving him a +8 bonus (4th level + 2 Cha modifier) to magical recovery checks when using lay on hands. He could use this bonus for eight separate magical healing attempts, each with a bonus of +1; he could make just one check with a bonus of +8; or he could make anywhere from two to seven magical healing attempts with various bonuses, as long as the total bonus used for the day does not exceed +8.

## Damage to Objects

Just as *True20* characters and creatures suffer damage conditions instead of losing hit points, so too do inanimate objects. The effects of damage are slightly different, since objects don't feel pain or suffer from wound trauma, but the core system remains the same.

## Toughness and Hit Points for Objects

In *True20*, each object has a Toughness bonus. In d20, objects have two qualities: hardness and hit points. Hardness serves as damage reduction; the object ignores points of damage equal to its hardness each round. Hit points work like those of creatures, except objects are destroyed at 0 hit points instead of being disabled.

To convert from *True20* Toughness to d20, give the object hardness equal to its *True20* Toughness and hit points equal to 2.5 times its *True20* Toughness (rounding down).

To convert from d20 hardness and hit points to *True20* Toughness, give an object +1 Toughness for every 5 hit points and +2 Toughness for every 5 points of hardness.

*Example:* A strong wooden door has hardness 5 (+2) and 20 hp (+4), giving it a total +6 Toughness bonus in *True20*. A stone door has hardness 8 (+3) and 60 hit points (+12) for a total +15 Toughness bonus.

## Feat Changes

The *d20 System* metamagic feats Empower Spell and Maximize Spell must be changed in *True20* to reflect the nonvariable nature of damage and healing spells. Empower Spell increases the bonus of such spells by 50 percent (round down). Maximize Spell doubles the bonus of suitable spells. If a spell is both empowered and maximized, its bonus increases by 150 percent. All other aspects of the feats remain the same.

*Example:* An *explosive runes* spell inflicts 6d6 damage in d20, which translates to a +12 damage bonus. An empowered *explosive runes* has a +18 damage bonus (+12 x 1.5); a maximized *explosive runes* has a +24 damage bonus (+12 x 2); and an empowered, maximized *explosive runes* has a +30 damage bonus (+12 x 2.5).

## Spell Changes

The following d20 spells have altered effects or mechanics in *True20* to reflect the nature of the damage system.

*Cure Critical Wounds:* This spell provides a base +12 bonus to the magical recovery check, with an additional +1 bonus per caster level (to a maximum +20 caster level bonus).

*Cure Light Wounds:* This spell provides a base +3 bonus to the magical recovery check, with an additional +1 bonus per caster level (to a maximum +5 caster level bonus).

*Cure Minor Wounds:* This spell provides a +0 bonus to the magical recovery check, with no caster level bonus.

*Cure Moderate Wounds:* This spell provides a base +6 bonus to the magical recovery check, with an additional +1 bonus per caster level (to a maximum +10 caster level bonus).

*Cure Serious Wounds:* This spell provides a base +9 bonus to the magical recovery check, with an additional +1 bonus per caster level (to a maximum +15 caster level bonus).

*Cure, Mass:* All *cure* spells (except for *cure minor wounds*) have corresponding *mass cure* versions. Each provides the same bonus to the magical recovery check as the single target version, but the maximum caster level bonus increases by +20. *Mass cure moderate wounds*, for example, provides a base +6 bonus with a maximum +30 caster level bonus.

*Harm:* This spell inflicts damage on the target, with a base +10 damage bonus, and an additional +2 damage bonus per caster level (to a maximum +30 caster level bonus). The total damage bonus is halved if the target makes a successful Will save, and the spell cannot reduce the target past disabled.

*Heal:* This spell provides a base +10 bonus to the magical recovery check, with an additional +2 bonus per caster level (to a maximum +30 caster level bonus). All other factors of the spell function as described in the *Player's Handbook*.

*Regenerate:* In addition to regenerating the subject's body parts, this spell provides a base +12 bonus to the recovery check, with an additional +1 per caster level (to a maximum +35 caster level bonus).

Spells inflicting hit point damage (other than *harm*) should be adjusted as shown on the **Damage Dice to Damage Bonus** table.

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# CONVERTING CREATURES

Converting d20 System creatures for use with *True20* is a simple process:

1. Use the creature's Constitution and Size to determine its Toughness.
2. Convert hit point damage of the creature's attacks to a damage bonus.
3. Convert any spell-like abilities into equivalent powers.
4. Convert any *d20 System* skills to *True20* skills. Generally, this means combining skills like Listen and Spot or Hide and Move Silently, using the average of the skill bonuses.

Most other creature statistics remain the same between the two systems, so it's fairly easy to use creatures from any *d20 System* book in *True20*. This includes other Green Ronin Publishing books, like the *Book of Fiends* and *Creatures of Freeport*.

*Examples:* Nicole wants to convert a corpse flower (from *Creatures of Freeport*) for use in her *True20* game.

The corpse flower has a +3 Constitution bonus for a Toughness bonus of +3. It's a medium-size plant, so there is no size modifier to Toughness.

The corpse flower has no attacks apart from its special abilities, so there's nothing to convert there.

Nicole looks over the corpse flower's special attacks and qualities. Its fetid burst and stench of death abilities are both poisons and work just fine in *True20* by halving their usual affects on ability scores. She converts its damage reduction 5/slashing to a +2 Toughness bonus, except against slashing weapons, and its resistance to cold 10 to a +4 Toughness bonus against cold damage. Its immunity to electricity and other plant qualities don't require conversion.

Hal finds the malkin (also from *Creatures of Freeport*) is interesting idea: an outsider (creature from another plane) trapped in the form of a cat.

The malkin has a +1 Constitution bonus for a +1 Toughness bonus, but it's a tiny creature, for a -2 modifier, for a final Toughness save of -1.

A malkin has a simple claw attack doing 1d2 base damage. This becomes a +0 damage bonus, -1 when the malkin's Strength modifier is applied.

Malkin have various special qualities. Its resistance to acid, cold, and fire 10 becomes a +4 Toughness bonus to those forms of damage. Its spell resistance 13 becomes supernatural resistance 13. Hal decides the malkin's telepathy should be innate and gives it the Mind Touch power. Its *true sight* ability Hal leaves essentially unchanged, noting malkin are immune to the Illusion power and can penetrate all disguises, see invisible creatures, and even penetrate darkness created by supernatural powers.