
CONVERTING TO SIMPLE20

INTRODUCTION

This is not a hard and fast set of rules but, rather, a set of guidelines for converting game material from other products released under the Open Game License into a form that is compatible with the Simple 20 system. You should feel free to both expand upon these guidelines as you see fit and ignore the parts that don't work for you.

STEP 1: ATTRIBUTES

The attribute scores utilized in Simple 20 and the ability scores utilized in other OGL game systems are identical, although the *names* of some Simple 20 attributes differ from the common ability names used in many OGL game systems.

For the most part, the attributes of Simple 20 are identical to the abilities used in other OGL game systems, but Perception and Ego are unique to the Simple 20 system. This bears a brief mention. . . .

When converting from another OGL game system to Simple 20, treat a given character's current Wisdom score as their new Perception score and their Charisma score as their new Ego score.

Finally, when converting a character from another system to Simple 20, use the Simple 20 attribute modifier table (Simple 20, page 1) to determine the appropriate modifier for that character's attributes.

STEP 2: APTITUDES

Simple 20 is primarily a skill-based game system, where many other OGL game systems use skills only as a one aspect of a multifaceted resolution system, rather than the sole focus of such a system.

For the most part, skill ranks in other OGL games can be converted to learned aptitude ratings in Simple 20 on a one for one basis (i.e., one skill rank in another OGL system equals one point of learned aptitude rating in Simple 20). Combat and magic, however, pose a challenge.

In most other OGL game systems, combat and magic are *not* skill-based, thus a character has no skill ranks in weapon use or areas of sorcerous study – instead they have a Base Attack Bonus and can cast only specified spells from a static list. As I said, this poses a challenge.

When converting a character from a game system that uses a Base Attack Bonus to represent prowess in combat, a character receives a number of points equal to their Base Attack Bonus, multiplied by two. These points *must* be assigned to specific combat-oriented aptitudes in the Simple 20 system. For example:

Barbarak the barbarian has a Base Attack Bonus of +5, thus his player would have ten points of aptitude rating in Simple 20 that must be earmarked for combat-oriented aptitudes.

Where magic is concerned, if the OGL system that you are converting *from* uses a system of spell "schools", the easiest way to convert spell-casting characters is by treating each school as a Sorcery aptitude per the Simple 20 core rules.

If the system that you are converting from does *not* utilize spell schools, you'll have to fudge things a bit, grouping spells under whichever default Simple 20 Sorcery aptitudes seem to be the best fit or taking the

time to create your own customized Sorcery aptitudes, based on the setting in which your campaign takes place.

In order to determine the number of points in Sorcery aptitude rating that a spell-casting character will have in Simple 20, multiply their character level by two and add the modifier associated with the attribute that governs their magic use (INT, PER, or EGO) to the result. For instance:

Gyman the sorcerer is a 3rd Level character with an Ego modifier of +3. Thus, Gyman's player would have nine points to distribute amongst Sorcery aptitudes.

Finally, since there is a much greater emphasis on skills in Simple 20, characters created in that system tend to be more skilled than their counterparts in other OGL games. When converting a character from another system to Simple 20, give their player an additional ten points of aptitude rating that they can place wherever they so wish.

Note that converted characters are still bound by the restrictions imposed on characters *created* using the Simple 20 rules where aptitudes are concerned (i.e., aptitude ratings greater than a character's Intelligence score are not allowed).

STEP 3: HEALTH POINTS

Most OGL game systems make use of Hit Points, which function much as Health points do in Simple 20. The main difference between Hit Points and Health Points is that Health Points don't escalate as a campaign progresses – Health Points are calculated only once in the Simple 20 system.

Rather than *converting* a character's Hit Points to Health Points, instead calculate their Health Points from scratch using the default method presented in Simple 20.

STEP 4: COMPOSURE POINTS

Most OGL games simply don't bother with tracking psychological trauma during actual play. This being the case, there isn't much to convert – if you want to use the rules for Composure in Simple 20, calculate your character's Composure Point total using the formula located therein.

STEP 5: EQUIPMENT

Given the special treatment reserved for equipment in Simple 20, you don't really convert equipment so much as you make a note of the fact that it exists. Simply make a note of any and all equipment that your character has in their possession.

STEP 6: FINISHING UP

By the time you reach this step, you've all but wrapped up the mechanical aspects of character conversion to Simple 20 (feats, racial bonuses, and other rules minutiae simply doesn't play a part in the Simple 20 system). Now all you need to do is spend some time on the aesthetics.

MONSTER CONVERSION

The guidelines presented here can be used to convert monsters for use with the Simple 20 system. This having been said, the way that Simple 20 treats monsters doesn't suit everybody, as some feel that it provides *too much* mechanical balance.

To make encounters with monsters a bit less balanced, port in a given monster's Hit Point total from the source system, rather than calculating its Health Point total from scratch (see conversion step three).

FINALLY, BE AWARE. . .

Simple 20 will suck some of the eye-popping "fantastic" out of characters that are converted from other OGL systems – this is intentional. Be ready for it.

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