

D20 TO SAVAGE WORLDS

CONVERSION

There's a ton of D20 material available these days, and many players and Game Masters may want to make use of it. We don't recommend converting player characters—they should be built from scratch to use the carefully balanced levelling system presented in *Savage Worlds*. You will want to convert your NPCs and monsters, however, and this guide can help you do it.

LEVELS AND RANKS

Most d20 adventures start by explaining what level characters it was written for. This corresponds quite nicely with **Savage World's** ranks, as shown below.

D20 Level	Savage Worlds Rank
1-3	Novice
4-6	Seasoned
7-10	Veteran
11-15	Heroic
16-20	Legendary

If an adventure tells you it was written for four to six 7-10th level characters, for example, you'd want to make sure you had an equivalent number of Veteran heroes.

ATTRIBUTES

Look up the character or creature's D20 Attributes and below to translate them into *Savage Worlds*.

ATTRIBUTES

D20 Stat	Savage Worlds Stat
3-6	d4
7-11	d6
12-14	d8
15-16	d10
17-18	d12
19-20	d12+1
21-24	d12+2
25-28	d12+3
29-32	d12+4
33-36	d12+5
	and so on

D20 Attribute	Savage Worlds Attribute
Strength	Strength
Dexterity	Agility
Constitution	Toughness
Intelligence	Smarts
Wisdom	Spirit

Charisma isn't used in *Savage Worlds* as a Trait, but a character with a very high Charisma (16-17) should have the Attractive Edge. A character with an even higher Charisma has the Very Attractive Edge, and maybe even Charismatic.

SKILLS

Note that you won't need to convert all skills as many will fall under the character's "common knowledge." A sailor with five different D20 nautical skills, for example, might not need any in *Savage Worlds* as they all fall under his common knowledge.

D20 Skill Level	Savage Worlds Skill Level
1-3	d4
4-6	d6
7-9	d8
10-13	d10
14-16	d12
17-20	d12+1
	etc.

Use the Skills table to translate attacks as well. Use the character's base attack bonus due to level, ignoring any modifiers for Feats or Attributes. Use this value for the character's primary method of attack, whether melee or missile. In general, his secondary method is one die type lower, but this depends entirely on the character.

Example: A fighter with a +7 base attack, has a d8 Fighting skill and a d6 Shooting in *Savage Worlds*.

SPEED

Use the following table to translate a character or creature's Speed to its *Savage Worlds* Pace.

Speed	Pace
30	6
40	7
50	8
60	9
70	10

FEATS AND EDGES

Most basic D20 feats have counterparts in *Savage Worlds*. Take a look at the character or creature's Feats and decide which are the most important. It's best not to try and do a one-on-one conversion, but to look at what the Feat is trying to do. Then you can find a similar Edge, or perhaps simply raise the character or creature's skills appropriately.

SPELLS

For player characters, the GM should decide the hero's rank and then let him buy spells normally (ignoring his D20 spell list except as a general guideline). He can determine his Power Points this way as well.

For NPCs, the GM simply chooses the character's spells and gives him as many Power Points as he thinks is appropriate. This can be done quite easily by looking over the character's D20 spells. If he's heavy on attack spells, such as *fireball* or *magic missile*, make sure he has *blast* and *bolt*. Many other spells, such as *dispel magic*, have direct *Savage Worlds* equivalents.

MONSTROUS ABILITIES

Figuring out a monster's abilities can be one of the trickier aspects of conversion, since in general, monsters are designed to be as unique as possible. Fortunately, *Savage Worlds* has a number of standard "monstrous abilities" built right in. That makes simple creatures like zombies, werewolves, giant animals, and the like very easy to figure.

Truly unique creatures require a little more work, but the system is simple enough to make it an easy task.

SIZE

D20 Sizes come in 9 types. These translate into Size modifiers, which are added directly to the creature's Toughness in *Savage Worlds*. Note that there is some overlap at the higher end.

D20 Size	Savage Worlds Size
Fine	-2
Diminutive	-2
Tiny	-2
Small	-1
Medium	0 to +1
Large	+2 to +4
Huge	+5 to +8
Gigantic/Gargantuan	+8 to +10
Colossal	+10 or higher

SPECIAL ABILITIES

The best way to figure out other special abilities isn't to do a direct translation from D20. Figure out what the ability is trying to accomplish instead, then find the best way to do it in *Savage Worlds*.

An attack that drains levels in D20, for instance, is basically draining life force. You can say it inflicts Fatigue levels, Vigor die types, or even Experience Points (though we don't recommend the latter—that's just not much fun).

Take a look at the monsters in the *Savage Worlds* rulebook and their equivalents in D20 to get some ideas. There are also a number of monsters in our free adventures and conversion kits at www.peginc.com.

MAGIC ITEMS

In general, items that provide a bonus of some sort in D20 offer half the same bonus (rounded up) *Savage Worlds*. A sword +3 in D20, for example, is a sword +2 in *Savage Worlds*. Plate mail +2 becomes Plate mail +1.

Other items with special effects have to be handled on a case by case basis, but should be easy to decipher using the powers presented in *Savage Worlds*.



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