

OTHER SYSTEMS

D20: RULES FOR CONVERSION

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Dragon Warriors is back: life and death are, once more, only a dice roll away. So, you're captivated by the Lands of Legend, ensorcelled by their gloomy, spectre-haunted tombs and dark magics... but your gaming group wants to drag their d20 game characters into the place. Here's how.

Professions

The *Dragon Warriors* professions tend to be iconic, rather than generic. Have a good read through the *Dragon Warriors* rules, and pick out the one that seems to be the best fit for your conception of the character, even if it might seem counter-intuitive at first glance. The following notes should help.

Dragon Warriors has only two pure combat characters—the Knight and the Barbarian. Fighter-types are usually best converted to one of these, depending more on their backgrounds than anything else. The Knight can also be a good fit for a warrior priest archetype, including paladins and other holy warriors. Such a Knight will have no magical powers, but *Dragon Warriors* is not generally a magic-rich game; a non-warrior priest in the Lands of Legend would not go adventuring. If you

want a warrior priest whose spiritual beliefs offer a direct magical benefit, take a look at Warlocks and Mystics, instead.

The Barbarian is a suitable profession for many wilderness specialists, such as rangers, though a more civilised ranger may be better portrayed as a knight... and a pure archery specialist may work better as a Mystic.

Shamans, druids, and other primitive magic specialists make perfect Elementalists—though some wizard or sorcerer types can be best converted to Elementalists, too, depending on their typical spell selection. A more general-purpose wizard or sorcerer is best converted to a Sorcerer, in *Dragon Warriors* terms.

Many of the d20 character classes can fit into the Lands of Legend as Mystics: psionicists, certain priest or cleric types, warrior monks, even some highly focused weapon specialists such as archers. The Assassin of *Dragon Warriors* is varied enough that he supports most rogue- and thief-type archetypes, as well as silent killers.

The Warlock gets a good even mix of combat and magic, so can suit those combat-oriented classes that bolster their melee abilities with a little magic (paladins, some rangers, and so on), as well as inherently jack-of-all-trades types such as certain bards, and heavily multi-classed characters.

Characteristics

Ability Scores from any d20-style game can convert easily enough to *Dragon Warriors* Characteristics, as follows:

DRAGON WARRIORS CHARACTERISTIC	D20 GAME DERIVATION
Strength	Strength
Reflexes	Dexterity
Intelligence	Intelligence
Psychic Talent	Wisdom
Looks	Charisma

Just convert these one-for-one. This will often lead to quite high-powered characters, since *Dragon Warriors* uses a simple 3d6 roll; either leave that as is (accepting that your former d20 characters will be quite tough *Dragon Warriors* characters), or use the following method to bring the old characters down to size a little:

The player selects 2 ability scores to transfer on a one-for-one basis. For each of the other 3 scores, roll 3d6, add the result to the relevant ability score, and halve the result, rounding down; this becomes the new Characteristic.

Example: Amy is converting her druid, Niamh, into an Elementalist. She has the following ability scores: Str 13 Dex 12 Con 9 Int 14 Wis 17 Cha 13. She elects to retain Wis 17 as Psychic Ability 17, and Charisma 13 as Looks 13. (Con is irrelevant for Characteristics purposes.) She rolls 3d6 for each of Str, Dex, and Int, getting 7, 11, and 12 respectively. Her Strength, Reflexes, and Intelligence, in Dragon Warriors terms, become 10 (7 + 13, divided by 2), 11 (11 + 12, divided by 2), and 12 (12 + 13, divided by 2) respectively.

If for some reason the *Dragon Warriors* character would not meet the minimum score required for her profession, simply raise the Characteristic score to the minimum (this will sometimes be the case with Sorcerers converted from d20 game classes that rely on having a high Intelligence; they may not have enough Wisdom to get the minimum Psychic Talent of 9).

The d20 Ability Score of Constitution doesn't have a direct analogy in *Dragon Warriors*, so use it instead of the d6 roll that's used to randomly determine Health Points in *Dragon Warriors* (for example, the Knight's initial d6+7 Health Points):

D20 GAME CONSTITUTION	D6 HEALTH POINT EQUIVALENT
5 or below	1
6-8	2
9-10	3
11-12	4
13-15	5
16 or higher	6

Example: Niamh the Elementalist (formerly Niamh the druid) had a Constitution of 9, so if created as 1st Rank character would have 3 + 4 = 7 Health Points (instead of d6 + 4 Health Points).

Levels

Dragon Warriors characters tend to start out a little tougher than their d20 counterparts, but advance quite a lot more slowly. So, gauge what rank your character should be by looking at her level in your old d20 game:

CHARACTER LEVELS IN DRAGON WARRIORS

OGL Level 1-4	DW Rank 1
OGL Level 5-6	DW Rank 2
OGL Level 7-8	DW Rank 3
OGL Level 9-10	DW Rank 4
OGL Level 11	DW Rank 5
OGL Level 12	DW Rank 6
OGL Level 13	DW Rank 7
OGL Level 14	DW Rank 8
OGL Level 15	DW Rank 9
OGL Level 16	DW Rank 10
OGL Level 17-18	DW Rank 11
OGL Level 19-20	DW Rank 12

Note that there are no particular skills in *Dragon Warriors*, other than those given out as special abilities for particular professions. The GM should use a former d20 character's skill list as a guide to determining the character's background, as mentioned in the "In The Beginning" chapter of *Dragon Warriors*.

Game equipment is best converted on an item-by-item basis, & should be fairly simple—a sword, after all, is a sword. Bear in mind that the Lands of Legend have far fewer magical items lying around than do most d20 campaigns; consider toning down magical items, reducing the number each character owns, and/or converting some of them to holy relics (with far more limited powers, if any).