

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. Fortunately, converting D20 statistics into **Savage Worlds** is quick and easy. These won't always work exactly right, and will certainly require some tweaking, but it should give you a good baseline to get the polyhedral rolling.

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.

Game Master's Note: Don't try and figure out the rank of your NPCs—just give them what you think they should have. It's much simpler and means you don't have to check your points and balance them. Remember that **Savage Worlds** is designed to make your job easier!

Characters and Creatures

Look up the character or creature's D20 Attributes and Skills below to translate it 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**, but a character with a very high Charisma (17-18) should have the Attractive Edge. A character with an even higher Charisma has the Very Attractive Edge.

Skills

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.

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.

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). He can determine his own 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 for you though, **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

Now you need to add in any bonuses for the creature's Size. D20 creatures are rather vague at the high end with only four general categories, Large, Huge, Gargantuan, and Colossal. **Savage Worlds** has a little more definition in this area, so you'll need to figure out the creature's "real" size and look it up on the table below.

In general, Size modifiers in **Savage Worlds** add directly to Strength and armor*. If you converted a D20 creature's Strength already, **do not** add its Size modifier to its Strength—that's already been accounted for.

Do add the creature's Size modifier below to its damage resistance rolls.

Size of a...	Armor/Attack Modifiers
Rat, pixie	-4
Fairy, cat	-3
Dog, bobcat	-2
Half-folk, goblin	-1
Humanoid	—
Ogre, gorilla, kodiak	+1
Buffalo, bull	+2
Rhino	+3
Elephant	+4
T-Rex, dragon	+5
Orca	+6
Blue whale	+7
Kraken	+8

**Why doesn't Size add directly to Toughness like it does Strength? Because Toughness is a measure of endurance and stamina, which aren't necessarily dependent on Size. An elephant might get tired faster than a mouse, and a blue whale can catch a cold as easy as a house cat. The larger creature's Size certainly affects their ability to soak up damage, however, so the Size modifier is applied to their damage resistance rolls—which is also a Toughness roll.*



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