BASIC D20 TO CHAOSIUM BRP

Basic d20 is a simplified version of the d20 system suitable for use in any d20-based campaign. This system has been designed for quick character generation and ease of play. The focus is to make it simpler for players. The GM, however, must be well-versed in the d20 system to make use of this set of rules. The system cannot be used with other gaming systems without conversion, however. This document explains how to convert your Basic d20 character for use in Chaosium's Basic RolePlaying Game modules and adventures.

ABILITY SCORE CONVERSION

Convert your Basic d20 ability score modifiers to Chaosium characteristics according to the table below.

Ability Score in Basic d20	Chaosium BRP Characteristic
-4	3
-3	4-5
-2	6-7
-1	8-9
+0	10-11
+1	12-13
+2	14-15
+3	16-17
+4	18-19
+5	20-21

Ability or Statistic in Basic d20	Characteristic in Chaosium BRP
Strength	STR
Dexterity	DEX
Constitution	CON
Intelligence	INT
Wisdom	POW
Charisma	APP
Height & Weight (See Table)	SIZ
13 + Int + Wis	EDU

To use the table, simply take your Basic d20 ability score modifiers and read across until you find the appropriate characteristic in the Chaosium BRP. If a range is given, the GM can assign a number or make the player roll to see exactly what ability score the character has.

For example, the GM decides to run the Masks of Nyarlathotep campaign in Call of Cthulhu. One character has Str +2, Dex +2, Con +3, Int +0, Wis -1, and Cha +2. The generous Keeper decides to give the player a 50% chance to have the higher of the two scores listed for each characteristic. After rolling for each characteristic, these scores become STR 14, CON 17, INT 10, POW 8, DEX 15, and APP 14. Looking at the character's listed height and weight, he assigns SIZ 12. He decides to make EDU equal to 13 plus the character's Basic d20 Intelligence and Wisdom ability score modifiers, for a total of 12. Well, at least he graduated from high school!

As gleaned above, it is recommended that you use the following formula for EDU:

EDU SCORE = 13 + BASIC D20 INT + BASIC D20 WIS

Use the chart below to determine the character's SIZ score. To use the chart, find the row containing the character's listed height in either inches or centimeters. Note the SIZ score given for that height. On the same row, look to the right to find the range of weights associated with that SIZ score. If your character's weight falls within the range given, keep the SIZ that you noted. If your character's weight is not within the range, move up or down until you find the first range containing your character's weight. Use this row to find your character's SIZ.

SIZ Score	Character Height Inches	Character Height Centimeters	Character Weight Pounds	Character Weight Kilograms
1	0-12	0-30	0-20	0-10
2	13-24	31-60	11-40	5-20
3	25-36	61-90	21-60	10-30
4	37-42	91-104	31-80	16-40
5	43-48	105-120	41-100	21-50
6	49-54	121-135	51-120	26-60
7	55-60	136-150	61-140	31-70
8	61-62	151-155	71-160	36-80
9	63-64	156-160	81-180	41-90
10	65-66	161-165	91-200	46-100
11	67-68	166-170	101-220	51-110
12	69-70	171-175	111-240	56-120
13	71-72	176-180	121-260	61-130
14	73-74	181-185	131-280	66-140
15	75-76	186-190	141-300	71-150
16	77-78	191-195	151-320	76-160
17	79-80	196-200	161-340	81-170
18	81-82	201-205	171-360	86-180
19	83-84	206-210	181-380	91-190
20	85-86	211-215	191-400	96-200
21	87-88	216-220	201-420	101-210
22	89-90	221-225	211-440	106-220
23	91-92	226-230	221-460	111-230
24	93-94	231-235	231-480	116-240
25	95-96	236-240	241-500	121-250

Example #1: Your character is a half-elf that's 5'4" and weighs 145 lbs. This is 64 inches. The player finds that 64 inches is in the "9" row for SIZ. Looking right, he notices the weight range for SIZ 9 is "81-180." Since 145 lbs. falls within this weight range, his character has SIZ 9.

Example #2: Your character is an extremely tall valley elf. He is 6' and weighs 115 lbs. The player finds that a 72 inch character should have a SIZ of 13, but since 115 lbs. is not within the weight range for that SIZ, he must record 12 for his character's SIZ (since 115 lbs. is found in the range for SIZ 12).

Example #3: A large, short dwarf is 47" tall and 144 lbs. His SIZ is 8.

HIT POINT CONVERSION

Find your character's hit points based on his Toughness skill ranks only. Toughness feats don't count. Round numbers normally.

Toughness Skill Ranks	Chaosium BRP	Average PC Hit Points
0	(CON+SIZ) X 50%	12
1	(CON+SIZ) X 55%	13
2	(CON+SIZ) X 60%	14
3	(CON+SIZ) X 65%	15
4	(CON+SIZ) X 70%	16
5	(CON+SIZ) X 75%	17
6	(CON+SIZ) X 80%	18
7	(CON+SIZ) X 85%	20
8	(CON+SIZ) X 90%	21
9	(CON+SIZ) X 95%	22
10	CON+SIZ (or "Total Hit Points")	23
11	CON+SIZ+1	24
12	CON+SIZ+2	25
13	CON+SIZ+3	26
14	CON+SIZ+4	27
15	CON+SIZ+5	28
16	CON+SIZ+6	29
17	CON+SIZ+7	30
18	CON+SIZ+8	31
19	CON+SIZ+9	32
20	CON+SIZ+10	33

CONVERTING POWER POINTS SPENT TO SKILL POINTS

To figure out the number of skill points your Basic d20 character has for use in a Chaosium adventure, use the following formula.

SKILL POINTS = (PP SPENT ON BROAD SKILLS ÷ 400) × 5000

These skill points should be put into Chaosium skills at levels that closely approximate the character's Basic d20 broad skills.

BROAD SKILL CONVERSION

The uses for various broad skills are detailed below for the Chaosium BRP. Skills found in all eras of Call of Cthulhu are also listed. Please note that percentiles in the Cthulhu Mythos skill must be earned the hard way.

Broad Skills	Chaosium Basic RolePlaying Game, Call of Cthulhu, and Stormbringer Skill Equivalents
Athletics	Climb, Fly, Jump, Ride, Swim, Tumble
Awareness	Awareness, Balance, Insight, Listen, Scent, Search, See, Sense, Spot, Spot Hidden, Taste, Track
Dodge	Dodge, Shield
Fight	Brawl, Fist/Punch, Grapple, Head Butt, Kick, Martial Arts, Melee Weapon
Fortitude	--
Interaction	Bargain, Command, Etiquette, Fast Talk, Gaming, Orate, Persuade
Knowledge	Anthropology, Archaeology, Evaluate Treasure, History, Knowledge, Library Use, Make Map, Memorize, Music Lore, Natural History, Navigate, Occult, Plant Lore, Poison Lore, Psychology, Research
Languages	'pande, Common Tongue, Language (Other), Language (Own), Literacy, Melnibonean (High), Melnibonean (Low), Orgjenn, Other Language, Own Language
Parry	Parry, Shield
Performance	Art, Disguise, Juggle, Perform, Photography, Sing
Profession	Accounting, Credit, Credit Rating, Law, Status, Strategy, Teach, Tie Knot
Reflex	--
Science	Astronomy, Biology, Chemistry, First Aid, Geology, Medicine, Pharmacy, Physics, Psychoanalysis, Psychotherapy, Science
Shoot	Energy Weapon, Firearm, Handgun, Heavy Weapon, Machine Gun, Missile Weapon, Projection, Rifle, Shotgun, Submachine Gun, Throw
Technology	Computer Use, Craft, Demolition, Electrical Repair, Electronics, Mechanical Repair, Repair, Technical Skill
Thievery	Ambush, Conceal, Cut Purse, Fine Manipulation, Hide, Locksmith, Move Quietly, Pick Lock, Set Trap, Sleight of Hand, Sneak, Stealth
Toughness	(See Hit Points)
Vehicles	Artillery, Drive, Drive Auto, Drive Carriage, Heavy Machine, Operate Heavy Machine, Pilot, Pilot Balloon, Pilot Boat
Wilderness	--
Will	--

CONVERTING ADVANTAGES

Although there are really no feats or class special abilities in Chaosium's BRP, the GM can consider any advantages a Basic d20 character has and (perhaps) incorporate them in a roleplaying sense into the campaign. Some advantages may convert to Powers, but this is at the discretion of the GM.

CONVERTING POWERS

The Chaosium BRP rulebook has a Powers section. In this section, Magic, Mutations, Psychic Abilities, Sorcery, and Super Powers are detailed. There are too many variations or equivalencies to list here. What will be detailed is a quick conversion that can be used, with significant GM oversight, to convert Power Points spent on Powers in Basic d20 to skill points spent on Powers in the Chaosium BRP.

If you decide to convert Basic d20 Power Points to be used with the Magic Power, use the following formulae to figure out how many skill points your character receives to spend on Magic Power skills.

SKILL POINTS FOR MAGIC POWERS

Game Power Level	Start with	And then multiply by
Normal	PP Spent on Basic d20 Magical Powers	10
Heroic	PP Spent on Basic d20 Magical Powers	15
Epic	PP Spent on Basic d20 Magical Powers	20
Superhuman	PP Spent on Basic d20 Magical Powers	25

For example, if a player has spent 5 PP to gain 1st level wizard spellcasting ability for his character in Basic d20, then he should receive 50 skill points to be spent on Magic in a Normal Power Level Game in the BRP. This closely corresponds to a Chaosium character with INT 13 starting a Normal Power Level Game with his four initial spells at INT X 1 beginning skill.

If you decide to convert Power Points for use with Psychic Abilities, use the following formulae to find the number of skill points your character receives for Psychic Abilities.

SKILL POINTS FOR PSYCHIC ABILITIES

Game Power Level	Start with	And then multiply by
Normal	PP Spent on Basic d20 Psionic Powers	4
Heroic	PP Spent on Basic d20 Psionic Powers	8
Epic	PP Spent on Basic d20 Psionic Powers	12
Superhuman	PP Spent on Basic d20 Psionic Powers	20

If you decide to convert Power Points for use with the Sorcery Power, use the following formulae.

LEVELS OF SORCERY POWERS

Game Power Level	Start with	And then multiply by	Then add
Normal	PP Spent on Basic d20 Powers	10%	INT ÷ 2
Heroic	PP Spent on Basic d20 Powers	25%	INT
Epic	PP Spent on Basic d20 Powers	50%	INT × 2
Superhuman	PP Spent on Basic d20 Powers	100%	INT × 4

If you decide to convert Power Points for use with Super Powers, use the following formula for Super Powers in all Power Level Games:

CHARACTER POINTS (FOR SUPER POWERS) = PP SPENT ON BASIC D20 POWERS

WHAT CAN I USE THIS FOR?

Well, assuming that you've decided to go ahead and use the Basic d20 system to describe your player characters, you may find that you want to have them adventure in one of Chaosium's many fine roleplaying games. Perhaps you are running a d20 Modern campaign and you want to shake things up a little by running a Call of Cthulhu adventure. Or maybe you just purchased a copy of Stormbringer on eBay and you think it'd be neat to have your characters run into Elric (and experiment with that game system for a bit).

You can also reverse engineer Chaosium products and run them in Basic d20, if you desire. Simply "reverse" the conversion as described in this document. Translate BRP characteristics into Basic d20 ability score modifiers. Add up the Chaosium skill points that a non-player character has and multiply these by 0.08 (or divide by 12.5) to find the number of Basic d20 skill points that NPC has (round normally). For powers, use Basic d20 equivalents. Remember, most Call of Cthulhu spells and creatures appear in the d20 version rulebook.

Since Basic d20 is really the "Esperanto of gaming systems" and previous documents have already shown you how to use it for all manner of D&D and d20 systems, it is only natural that later supplements show you how to convert Basic d20 into other gaming systems. This is the first supplement along those lines. So, have fun fighting Cthulhu!