

AD&D to GURPS Conversion

There are some very good AD&D adventures on the shelves which can be used in GURPS games if you are so inclined. GURPS uses standard weights and measures which allow most things to be converted over. One nice thing is that you don't have to worry about the "level" of the adventure, since even beginning GURPS characters usually have pretty high skill scores. The object is to preserve the plot and the personality of the NPC's of an adventure and at the same time convert the adventure so that it runs as a GURPS game, not an AD&D game with GURPS combat. There is a different "feel" to GURPS which can be maintained despite the fact you want to use a module from another system.

I currently use material from many systems in our GURPS game. The world is based on the Forgotten Realms Campaign Set, the players are based in Sanctuary (Theives World) which was stitched on to the Realms, material from the original Griffin Mountain is used, some MERP stuff is there, and players are currently trying to prevent the release of a demon in Temple of Elemental Evil. I have a lot of fun using all kinds of material, so I thought I would share my AD&D conversion tables.

These tables are not perfect and some of them have only been slightly play-tested. Suggestions beyond "never use prepackaged modules for any game and especially never mix the horrible AD&D system with the king-of-systems: GURPS" are of course welcome. Some of the material comes from forgotten discussions on the net so I in no way claim originality to any of this, further I am not connected to either TSR or SJG and I really don't care much about how this might infringe on any copyrights - since there is no economic payoff for either company to provide such a conversion.

Notes on using these tables follows at the end. Enjoy.

AD&D to GURPS Conversion Tables

Table 1. Character Level Conversion

AD&D Level	GURPS Character Points
0	25
1	50
2	100
3	115
4	130
5	145
6	160
7	170
8	180
9	190
10	200
11	210
12	220

Table 2. Attribute Conversion

AD&D Stat -----	AD&D Str -----	GURPS Stat -----
3		5
4		6
5		7
6		8
7		9
8		9
9		10
10		10
11		10
12		10
13		11
14		11
15		12
16		13
17		14
18		15
19	18/01	16
	18/51	17
	18/76	18
	18/91	19
	18/00	20

Table 3. Charater Weapons Skill Based on "Level" (Based on 1st Ed.) Base chance of success based on hitting an unarmored person (AC10)

AD&D Level -----	Fighter -----	(3d6) -----	Cleric -----	(3d6) -----	Mage -----	(3d6) -----	Theif -----	(3d6) -----
0	50 %	10						
1	55 %	10	55 %	10	50 %	9	50 %	9
2	55 %	10	55 %	10	50 %	9	50 %	9
3	65 %	11	55 %	10	50 %	9	50 %	9
4	65 %	11	65 %	11	50 %	9	50 %	10
5	75 %	12	65 %	11	50 %	10	60 %	10
6	75 %	12	65 %	11	60 %	10	60 %	10
7	85 %	13	75 %	12	60 %	10	60 %	11
8	85 %	13	75 %	12	60 %	10	60 %	11
9	95 %	14	75 %	12	60 %	11	75 %	11
10	95 %	14	85 %	13	60 %	11	75 %	12
11	98 %	15	85 %	13	75 %	11	75 %	12
12	98 %	15	85 %	13	75 %	11	75 %	12
13	99 %	16	95 %	14	75 %	12	85 %	13
14	99 %	16	95 %	14	75 %	12	85 %	13
15	99.5 %	17	95 %	14	75 %	12	85 %	13

Table 4. Creature Attack Skill Based on "Hit Dice" (Based on 1st Ed.)

AD&D HD	%	3d6 Skill	AD&D HD	%	3d6 Skill	AD&D HD	%	3d6 Skill
<1-1	50	10	6-	85	13	11-	98	16
1-	55	10	6	90	14	11	98	16
1	60	11	6+	90	14	11+	98	16
1+	65	11	7-	90	14	12-	99	17
2-	70	12	7	90	14	12	99	17
2	70	12	7+	90	14	12+	99	17
2+	70	12	8-	95	15	13-	99	17
3-	75	12	8	95	15	13	99	17
3	75	12	8+	95	15	13+	99	17
3+	75	12	9-	95	15	14-	100	18
4-	75	12	9	95	15	14	100	18
4	80	13	9+	95	15	14+	100	18
4+	80	13	10-	98	16	15-	100	18
5-	80	13	10	98	16	15	100	18
5	80	13	10+	98	16	15+	100	18
5+	85	13				+16	100+	19

Table 5. Creature Attack Skill Based on THAC0 (AD&D 2nd Ed.)

THAC0	%	% Chance 3d6 for AC10 Skill
20	5	55
19	10	60
18	15	65
17	20	70
16	25	75
15	30	80
14	35	85
13	40	90
12	45	95
11	50	100
10	55	
9	60	
8	65	
7	70	
6	75	
5	80	
4	85	
3	90	
2	95	
1	100	

Table 6.

Creature Hits-to-Kill (Using HT/HTK separation of HT). GURPS HTK given in number of D6 to be thrown. Modifiers to AD&D HD are carried over to GURPS HTK, e.g. a 3+3 HD AD&D creature become (2d6+3)+3.

AD&D HD	GURPS HTK	Avg	AD&D HD	GURPS HTK	Avg	AD&D HD	GURPS HTK	Avg
<1-1	1d3	1	6-	4-	12-	11-	(6+3)-	21-
1-	1-	3-	6	4	12	11	(6+3)	21
1	1	3	6+	4+	12+	11+	(6+3)+	21+
1+	1+	3+	7-	(4+3)-	15-	12-	7-	21-
2-	2-	6-	7	(4+3)	15	12	7	21
2	2	6	7+	(4+3)+	15+	12+	7+	21+
2+	2+	6+	8-	5-	15-	13-	(7+3)-	24-
3-	(2+3)-	9-	8	5	15	13	(7+3)	24
3	(2+3)	9	8+	5+	15+	13+	(7+3)+	24+
3+	(2+3)+	9+	9-	(5+3)-	18-	14-	8-	24-
4-	3-	9-	9	(5+3)	18	14	8	24
4	3	9	9+	(5+3)+	18+	14+	8+	24+
4+	3+	9+	10-	6-	18-	15-	(8+3)-	27-
5-	(3+3)-	12-	10	6	18	15	(8+3)	27
5	(3+3)	12	10+	6+	18+	15+	(8+3)+	27+
5+	(3+3)+	12+				+16	9	27

Table 7.

Armor Class Conversion. (Small shield assumed when shield is specified).

AC	PD	DR	Example
--	--	--	-----
10	0	0	Normal clothes
9	0	1	Winter clothes/Padded Armor
8	1	1	Light Leather
7	2	2	Hvy. Leather or Lt. Leather and Shield
6	3	2	Hvy. Leather and Shield
5	3	4	Chain or Scale Mail
4	4	4	Chain or Scale Mail and Shield
3	4	5	Half Plate
2	5	5	Lt. Plate or Half Plate and Shield
1	5	6	Lt. Plate and Shield
0	6	6	Heavy Plate
-1	6	7	Heavy Plate and Shield

Table 8.

Money Conversion. (\$ = copper piece)

Name	AD&D \$	GURPS \$
-----	-----	-----
Platinum \$1000	\$100	
Gold	\$200	\$20
Electrum \$100	\$10	
Silver	\$10	\$1
Copper	\$1	\$0.25

Table 9.

Basic Chance of Success 3d6.

3D6	Prob %	Success	Chance of
---	-----	-----	
3	0.5		0.5
4	1.4		1.9
5	2.7		4.6
6	4.7		9.3
7	6.9		16.2
8	9.7		25.9
9	11.6		37.5
10	12.5		50.0
11	12.5		62.5
12	11.6		74.1
13	9.7		83.8
14	6.9		90.7
15	4.7		95.4
16	2.7		98.1
17	1.4		99.5
18	0.5		100.0

Notes on using Tables

Table 1. Character Level Conversion

When converting NPCs from AD&D to GURPS, first convert the level to a number of character points. This table reflects a low level GURPS game. Typically the number given is only used as a guideline.

Table 2. Attribute Conversion

Converting AD&D attributes to GURPS requires combining some of the AD&D stats to produce a single number which is converted to a GURPS attribute. Strength converts to ST, Dexterity converts to DX, Constitution converts to HT, then Intelligence and Wisdom are somehow combined to get IQ. The Wisdom score can also be used to get WILL, high Wisdom reflects Strong Will, low Wisdom, Low Will. Charisma can be converted either by adding the attractive/unattractive advantage/disadvantage and/or the charisma advantage.

Table 3.

Character Weapons Skill Based on "Level" (Based on 1st Ed.) Base chance of success based on hitting an unarmored person (AC10)

I don't use this table much since it shows one of the weaknesses of character development in AD&D. In GURPS, no 100 pt. fighter type would select a weapon skill below 12 or 13 (80-90%). So once the stats have been converted from the AD&D stats, I usually begin a normal GURPS character generation at that point. Based on the profession, I select skills and use up the points designing the NPC just like the player do their characters otherwise the NPC's are much weaker and the game could become hack-n-slash.

Table 4.

Creature Attack Skill Based on "Hit Dice" (Based on 1st Ed.) I haven't used this table much because I have the Monsterous Compedium, and convert creatures from there rather than from 1st Ed. stats.

Table 5.

Creature Attack Skill Based on THAC0 (AD&D 2nd Ed.) I use this table when I can't find a reasonable replacement creature in BY, FB, Horror or Fantasy(2nd Ed.).

Table 6.

Creature Hits-to-Kill (Using HT/HTK separation of HT). GURPS HTK given in number of D6 to be thrown. Modifiers to AD&D HD are carried over to GURPS HTK, e.g. a 3+3 HD AD&D creature become $(2d6+3)+3$.

This table gives GURPS HTK and tends to run a little low in average value, but then the HD-system is difficult to justify anyway so you have to start somewhere.

Table 7.

Armor Class Conversion. (Small sheild assumed when shield is specified).

I usually convert armor based on the name of the armor if it is given. This table is good for creatures, so long as you remember the AC combines the active and passive defense scores of a defender.

Table 8.

Money Conversion. (\$ = copper piece) There is are big differences in the basic cost of some items in the two games. I took a cross section of equipment, armor and weapons and tried to come up with a conversion that made sense. Using this table will therefore create some items which are too cheap or too expensive, use judgement.

Table 9.

Basic Chance of Success 3d6. Everybody already knows this but I throw it in for completeness since I use it so much when converting success rolls and probability of events.

The D20 system is easy to convert because it is linear, 5% for each value on the die.

MAGIC:

When a magic using NPC is presented I don't convert the spells, but find GURPS spells which roughly match the personality of the NPC. Sometimes a cleric or a druid can be a "priest" without being able to use magic. Also clerics and druids get alot of skills based on their profession as well as spells which augment their skills.