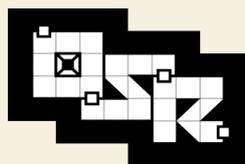


Open Adventure

CANON CONVERTER



Play Your Favorite **Dungeons & Dragons™** Characters,
Monsters and Spells in **Open Adventure!**



KYLE MECKLEM

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Part I: Introduction

Welcome to the official OPEN ADVENTURE booklet that allows fans the world over to convert their favorite player characters, monsters, spells and more from the popular **Dungeons & Dragons™** game to the new and exciting OPEN ADVENTURE game.

This book was designed specifically for the Rules Cyclopedica® version of D&D. **Rules Cyclopedica (RC)** was released in 1991 and authored by Aaron Allston, Steven E. Schend, Jon Pickens, and Dori Jean Watry. RC is arguably one of the best rulesets released for the D&D canon, and serves as a compilation of the “Basic Dungeons & Dragons™” lineage that was released the previous decade.

It is the hope of this author that players who wish to play OA with characters they have made for Dungeons & Dragons™ adventures can use the **CANON CONVERTER** to transfer their PC from one game system to the other. In addition to converting game elements from D&D to OA, the process may be reversed; allowing OPEN ADVENTURE characters, NPCs, magic and so forth to be brought into the world of D&D.

Game Basics

OPEN ADVENTURE was carefully designed to emulate previous adventure games, similar to RC, in both spirit and practice. You will find many of the score numbers are the same or similar. However, there are a few notable differences; some of which are listed below.

When converting from one game system to another, there are two methodologies: the first is the **Pure Conversion**. The pure conversion simply means to take the elements of one game system and convert them into the other game system so that the result is 100% compatible with the game it was converted to. FOR EXAMPLE, a minotaur warrior from OA would be converted into a fighter of D&D. Because all fighters in Dungeons & Dragons™ are human, the character’s minotaur race would be lost to insure compatibility with D&D.

The second methodology is the **Unorthodox Conversion**. With this method, we attempt to “cheat” by preserving certain elements from the first system into the second system; even if it is not initially supported. This conversion method is suggested for players who wish to maintain the “spirit” of their characters, monsters, magic and so forth. FOR EXAMPLE, using the scenario outlined above, the minotaur warrior may be converted to a fighter who still remains a minotaur. This may be done by adapting the minotaur’s feats, focus and racial bonuses to work within the framework of the D&D game system.

Game Unit Conversions

Open Adventure	Dungeons & Dragons
1 turn	= 1 round
1 round	= 1 turn
1 space (1 meter)	= 1 space (10 feet)
1d2 (coin flip)	= 1d2
1d6-1	= 1d4
1d6	= 1d6
1d6+1	= 1d8
1d6+2	= 1d10
3d6	= 1d20
	= 1d100 (1d%)
1 weight	= 20 cn
1 sc	= 10 gp
+1 (in anything)	= +2 (in anything)

The game master should feel free to change certain elements, numbers or aspects of the characters as the conversion process takes place. The important concept to remember is to find a compromise between rules compatibility and maintaining the spirit of the game.

The table above lists random elements within both OA and D&D as their counterpart equivalents. FOR EXAMPLE, in OA a space is equal to 1 meter in length. However in D&D 1 space equals 10 feet in length. Understanding these differences—and adapting accordingly—is key to a successful conversion.

All instances of game elements listed in the table above should be replaced by their counterpart. FOR EXAMPLE, any mention of a 1d8 in D&D should be replaced with 1d6+1 (when converting from Dungeons & Dragons™ to OPEN ADVENTURE).

In a few rare cases, there may be no equivalent to convert to or from. In such a case, you may need to fabric one using your best judgment and attempt to stay within the intentions of the original authors. While doing so, maintain a balance between the spirit of the rule in question and legal validity within the context of the game rules.

Part II: Player Characters

Converting Dungeons & Dragons™ to Open Adventure

When converting a D&D character to OPEN ADVENTURE, several choices may be made along the way. These choices will add more detail to your character, and allow you to explore their “style” in more depth.

When converting a character, follow the steps below for a pure conversion to the OA game system:

1. Divide each of your six ability scores by half and round down. Note that your PC’s “wisdom” ability score is now be called “perception” and your character’s “constitution” is now called “vitality”.
2. Determine the equivalent archetype and race combination for your character’s class. See the table on page XYZ for a list of what archetype and race combinations are counterpart to the available Dungeons & Dragons™ classes. Once determined, you should choose one of the three focuses allowed by your player character’s race. Note that some classes may have a choice of one or more archetype and race combinations to choose from. Additionally, some classes have a choice of two archetypes merged together (known as a “dual arch”).
3. Determine minimum primary trait numbers. After an archetype, race and focus have been chosen; add up the listed primary trait numbers for the archetype and focus. These numbers are the minimum amount of character points that must be allocated to the listed primary traits. If one or more of the PC’s primary traits are below the minimum, remove a number of character points from one or more of the character’s other primary traits and reallocate them to the deficient primary trait. Character points may not be reallocated in this way to exceed a primary trait’s minimum value.
4. Depending on your character’s alignment, you will receive a number of alignment points (either good or evil). If your character’s alignment is good, your PC gains 15 good alignment points. If your character is chaotic, they gain 15 evil alignment points. If your character is neutral, they receive no alignment points.
5. Your character starts at the level equal to what would be allowed by the number of experience points they have earned. Note that the “unlimited character levels” variant, found in the **GAME MASTER’S RULEBOOK**, may be needed to accommodate for high experience levels.

6. Determine all secondary trait values by using your character’s primary trait values and experience level. This process should be followed the same as a normal character creation found in the **BASIC RULEBOOK** of OPEN ADVENTURE.

Ability Score Conversions

Dungeons & Dragons	Open Adventure
2 Ability Score points	= 1 Primary Trait point
“Wisdom”	= “Perception”
“Constitution”	= “Vitality”

STEP 1. DIVIDE ABILITY SCORES – In this step, you must reduce each of your player character’s six ability scores (strength, intelligence, wisdom, dexterity, constitution and charisma) by one one-half of their normal value (rounded down). **FOR EXAMPLE**, a strength of 13 would become a primary trait of 6 ($13 / 2 = 6$, rounded down).

Your character’s “wisdom” ability score is now referred to as “perception” and their “constitution” score is now called “vitality”.

STEP 2. DETERMINE EQUIVALENT ARCHETYPE & RACE – Each class in Dungeons & Dragons™ has one or more archetype & race combinations that serve as their equivalent in OPEN ADVENTURE. See page XYZ for a list of choices depending on your PC’s class. Some classes allow you to choose between a selection of archetypes. If this is the case, you may chose the archetype you feel best fits the personality, characteristics and style of your character.

Certain classes offer a hybrid of two archetypes merged together to form a new archetype known as a “dual arch”. Refer to the **BASIC RULEBOOK** for details on archetypes and character creation.

Player Character Conversion Summary

1. Divide ability scores in half
2. Determine equivalent archetype and race and choose a focus
3. Insure the number of character points in the primary traits meet the minimum number for the chosen archetype and focus
4. Determine number of alignment points
5. Your character’s level is determined by the number of XP they possess
6. Determine all secondary traits using your character’s primary traits and experience level

Part 2: Player Characters

After choosing an archetype, the appropriate race must be chosen. Dungeons & Dragons™ uses a race-as-class methodology; meaning in D&D the race is determined automatically once a player has chosen a class. See the table on page XYZ for which race your character is; depending on its class.

Character Class & Race Equivalents

Dungeons & Dragons	Open Adventure	Race
Cleric	= Arcanist-Healer	Human
Druid	= Arcanist-Scout or Arcanist	Human
Dwarf	= Warrior-Healer	Dwarf
Elf	= Arcanist-Warrior	Elf
Fighter	= Warrior	Human
Halfling	= Warrior-Scout or Marksman-Scout	Halfling*
Magic-User	= Arcanist	Human
Mystic	= Fighter	Human
Thief	= Scout or Marksman-Scout	Human

* = See page XYZ for halfling race details

STEP 3. DETERMINE MINIMUM PRIMARY TRAIT NUMBERS – Each archetype in OA has a set of four primary traits that have a number listed. That number represents the minimum number of character points that must be assigned to that primary trait. FOR EXAMPLE, a warrior has a listed strength of 6. This means that if a PC's strength is less than 6 (after following step 1), the character's trait is below the minimum. Additionally each race has one of three focuses that the player must choose. Each focus increases the minimum total of two primary traits.

FOR EXAMPLE, a Dungeons & Dragons™ dwarf is being converted to OA. The player must choose the warrior-healer dual arch with the dwarf race for the PC. The player determines the minimum primary trait numbers for a warrior-healer are as follows: strength 5, perception 2, dexterity 2, vitality 6 and charisma 5. The player may choose between the brawn, resilience or alertness focuses. If the player chose the resilience focus, the dwarf's minimum dexterity would be increased to 3 and their minimum vitality increased to 8.

If your character's primary traits are below the chosen archetype's minimum score, you must move a number of character points from one or more other primary traits to reallocate the points into the deficient primary trait.

Archetype Equivalent Primary Traits

Archetype	Minimum Primary Trait
Arcanist	PER 4, INT 6, CHA 4, MAG 6
Arcanist-Healer	STR 2, PER 4, INT 3, CHA 5, VIT 3, MAG 3
Arcanist-Scout	STR 2, PER 5, INT 6, DEX 2, CHA 2, MAG 3
Arcanist-Warrior	STR 3, PER 2, INT 3, DEX 2, CHA 4, VIT 3, MAG 3
Fighter	STR 6, INT 4, DEX 6, VIT 4
Marksman-Scout	STR 2, PER 6, INT 5, DEX 5, CHA 2
Scout	STR 4, PER 6, INT 6, DEX 4
Warrior	STR 6, DEX 4, CHA 4, VIT 6
Warrior-Healer	STR 5, PER 2, DEX 2, CHA 5, VIT 6
Warrior-Scout	STR 5, PER 3, INT 3, DEX 4, CHA 2, VIT 3

Focus Minimum Primary Traits

Focus	Minimum Primary Trait
Agility	+1 STR, +2 DEX
Alertness	+2 PER, +1 CHA
Brawn	+2 STR, +1 VIT
Cunning	+1 PER, +2 INT
Prestige	+1 INT, +2 CHA
Resilience	+1 DEX, +2 VIT
Spirit	+1 VIT, +2 MAG

After you have placed a number of points into the deficient primary traits to raise their score equal to their minimum, no more points may be added to that trait (you cannot continue adding points to increase the primary trait above the minimum). When re-allocating points this way, points cannot be taken from primary traits that would reduce that trait's score below a listed minimum.

STEP 4. DETERMINE CHARACTER'S ALIGNMENT – Each character will have an alignment that best describes their beliefs concerning law and chaos. D&D has three alignments: law (or lawful), neutral (or neutrality) or chaos (or chaotic). If your player character is aligns themselves with that of law and order, your character automatically gains 15 good alignment points. If your character aligns themselves with chaos and disorder, they automatically gain 15 evil points. If your character aligns themselves with neutrality, they

start with 0 alignment points.

STEP 5. DETERMINE EXPERIENCE LEVEL – The number of experience points a character has determines the level of the PC. The total XP required to attain a particular level is equal to the level number multiplied by half of itself, then multiplied by 1,000. FOR EXAMPLE, to calculate the number of XP required to reach level 8, a player or game master would multiply half the level number with the actual level number, then multiply the total by 1,000 ($4 \times 8 = 32 \times 1,000 = 32,000$ XP).

Additional Information

In rare situations certain specific pieces of character information may be referenced that is not compatible between Dungeons & Dragons™ and OPEN ADVENTURE.

Save Conversions

Dungeons & Dragons	Open Adventure
Breath Attack	= Reflex Save
Death Ray/Poison	= Fortitude Save
Magic Wands	= Will Save
Paralysis/Turn to Stone	= Fortitude Save
Rod/Staff/Spell	= Will Save