

WOIN-d20 Monster Conversion Guide

Converting d20 (*D&D 3.x*, *Pathfinder*, *F20*) materials to WOIN is fairly straightforward, but requires a little effort. This allows you to use a wide assortment of monsters and other materials in your WOIN game.

This short guide replicates some information on monster creation from existing WOIN books, but you should refer to those rules to make sense of this guide. You can also find them on the WRRD:

<http://www.woinrpg.com/creating-monsters/>

d20 levels are equal to two WOIN grades, starting at grade 5. To covert levels to grades, multiply the level by 2 and add 3. Monster CRs follow the same rule.

WOIN is a much 'flatter' game in terms of numbers than 3.x – HEALTH etc. will be much lower.

Always round down.

Many WOIN statistics are derived from attributes and skills. Use the conversion guidelines to determine a creature's attributes and skills, and then derive the derived stats using the standard WOIN rules.

1. Convert the creature's ability scores into attributes.
2. Convert the creature's skills.
3. Determine derived statistics as normal. Use average values for rolls (for example, HEALTH) by multiplying the dice pool by 3.5.
4. Assign exploits based on the creature's feats and other abilities.

Attributes

Divide d20 ability scores of 20 or lower by 2 to get WOIN attributes. For higher scores, use the following chart. Round down (minimum 1).

D20 Ability Score	Multiplier
1-20	x0.5
21-30	x1
31-40	x1.5
41-50	x2
51+	x3

To determine a WOIN MAG attribute, simply use the creature's d20 caster level. Similarly, for CHI or PSI, use the relevant class level as the attribute score.

Ability Scores/Attributes

d20	STR	DEX	CON	INT	WIS	CHA	-	MAG
WOIN	STR	AGI	END	LOG	INT, WIL	CHA	LUC	Caster Level

Skills

Use the same scale as for attributes.

Combat skills. 3.x does not have a combat skill, so use the creature's CR instead.

Defensive skills. If the creature has acrobatics as a skill in the d20 stat block, use that at the creature's full CR. Otherwise, at minimum, give the creature either *hardy* or *dodging* at half the creature's CR.

Exploits

Exploits in WAIN encompass feats, special attacks, and special abilities. These need to be converted individually.

Items which give a flat bonus to checks and the like should be converted using the following table.

d20	1-4	5-10	11-18	19-28	29-40
WAIN	+1d6	+2d6	+3d6	+4d6	+5d6

However, note that feats which gives skill bonuses are already factored in a 3.x stat block, and therefore should be ignored when converting.

Saving throw bonuses are applied to DEFENSES instead.

Fortitude	DEFENSE
Reflex	RANGED DEFENSE
Willpower	MENTAL DEFENSE

Other exploits may require manual conversion; this is more an art than a science. Use existing WAIN monster exploits as a general guide.

At the end of this document is a list of converted 3.x feats.

Size & Type

Size categories are roughly equivalent as follows:

Size Categories

d20	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal	
WAIN	Tiny	Small	Medium	Large	Enormous	Gigantic	Colossal	Titanic

Apply the size modifiers as normal once conversion has finished.

Size	HEALTH	SOAK	SPEED	DEFENSE*	Damage	Reach	Actions**
Tiny	-	0	-1	+8	1d6	5'	2
Small	-	0	-1	+4	1d6	5'	2
Medium	-	0	0	+0	1d6	5'	2
Large	-	0	0	-4	2d6	5'	2

Enormous	x1.5	5	+1	-8	3d6	10'	3
Gigantic	x2	10	+2	-16	4d6	15'	4
Colossal	x3	20	+4	-32	5d6	20'	5
Titanic	x5	30	+4	-32	6d6	30'	6

**This applies to MELEE and RANGED DEFENSE only. No DEFENSE score can ever be lower than 10.*

***No action may be performed more than twice, and an action which costs more than one action cannot be performed more than once.*

Actions. While large creatures have multiple actions available to them, particularly agile creatures may also have additional actions beyond the basic two actions. For every full 10 points of AGI beyond 10, grant a creature an additional action. However, this is not added to additional actions for large size - if a creature qualifies for both (a large and agile creature) then use whichever of the two methods is better. For example, an Enormous creature with AGI 30 would have 4 actions (3 for being Enormous, or 4 for 30 AGI, taking the better of the two).

DEFENSE. No DEFENSE score can ever be reduced below 10.

Heavy. Some creatures may be designated as heavy for their size. These creatures move at half SPEED, and cannot jump. This should be noted in the SPEED line, with the modified speeds already calculated:

SPEED 4; CLIMB 2; JUMP -; heavy

Sentence should be obvious. Creature types are roughly similar in both systems, but where there is a conflict revert to the WAIN version.

You may need to also include a virtue if the monster is a fantasy creature.

Spells

Magic use is completely different in the two systems.

Use the d20 caster level as the WAIN MAG attribute. You will need to manually select skills and secrets for the creature based on its existing spell list. You won't be able to replicate it exactly, so simply try to create something thematically similar.

Equipment

Use the same equipment. d20 armor class from armor/hide/etc. translates directly to SOAK on a 1:1 basis. AC from Dex is derived from AGI normally.

Ettin

This examples walks through the conversion of an Ettin from the Pathfinder Roleplaying Game.

Attributes

The Ettin has the following attributes:

d20	STR 23	DEX 8	CON 15	INT 6	WIS 10	CHA 11
WOIN	STR 23 (6d6)	AGI 4 (2d6)	END 7 (3d6)	LOG 3 (3d6)	INT 5 (3d6), WIL 5 (3d6)	CHA 5 (3d6)

Skills

The Ettin has the following skills:

d20	WOIN
Handle Animal +8	<i>animal handling</i> 4 (2d6)
Perception +12	<i>perception</i> 6 (3d6)
CR 6	<i>flails</i> 6 (3d6), <i>javelins</i> 6 (3d6), <i>hardy</i> 3 (2d6)

3.x does not have a combat skill, so use the creature's CR instead. Use half CR for defensive skills.

Size

The Ettin is a large creature in 3.x, which is the same in WOIN. This gives it the following statistics:

- DEFENSE -4
- Base damage 2d6
- Reach 5'
- Actions 2

Derived Stats

Here are the Ettin's derived stats based on the values above.

HEALTH	28 (including <i>hardy</i> skill)
MELEE DEFENSE	14
RANGED DEFENSE	10
MENTAL DEFENSE	10
SOAK	4 (leather armor)
INITIATIVE	3d6
PERCEPTION	6d6
SPEED	6
JUMP	8'/8'
CARRY	180lb
Natural Damage	2d6+4

Exploits

The Ettin has the following 3.x abilities/feats:

- **Low-light Vision** is equal to darksight.
- **Superior Two-Weapon Fighting** is equal to ambidexterity.
- **Cleave** (feat) converts easily (one bonus attack against an adjacent foe if the initial attack hits).
- **Improved Initiative** (feat) gives +1d6 INITIATIVE.
- **Improved Overrun** (feat) is equal to trample.
- **Iron Will** (feat) gives +2 MENTAL DEFENSE.
- **Power Attack** (feat) is equal to Deadly Strike.

Max Dice Pool

As with any monster, determine the maximum dice pool by looking for the largest dice pool in the final stat block.

Final Stat Block

Here is the final stat block of the Ettin.

ETTIN

Large sentient humanoid (9d6)

Lumbering, two-headed giants

STR 23 (6d6) **AGI** 4 (2d6) **END** 7 (3d6)
INT 5 (3d6) **LOG** 3 (3d6) **WIL** 5 (3d6) **CHA** 5 (3d6) **LUC** - **REP** -

HEALTH 28

MELEE DEFENSE 18; **RANGED DEFENSE** 10; **MENTAL DEFENSE** 12

SOAK 4 (leather armor); **VULN** -

INITIATIVE 4d6

PERCEPTION 6d6; *darksight* 50'

SPEED 6; **CLIMB** 3; **JUMP** 8'/8'

CARRY 300lb (max lift 1,150b)

ACTIONS 2

NATURAL DAMAGE 2d6+6

REACH 5'

Flail 9d6 (2d6+6 blunt damage)

Javelin 6d6 (2d6+4 piercing damage)

Skills *animal handling* 4 (2d6), *perception* 6 (3d6), *flails* 6 (3d6), *javelins* 6 (3d6)

Gear leather armor, two javelins, two flails

Two-weapons. The Ettin wields two flails. If the Ettin makes two attacks in one round, it gains one additional attack. These attacks suffer no penalties.

Cleave. Once per round, if the Ettin hits an opponent, it can make an additional attack against an adjacent foe.

Deadly strike. Once per round the Ettin gains +1d6 to damage.

Trample. With a trample attack, the Ettin can move directly through a target's square, attacking the target as it goes. This is a single action, and the Ettin moves its full speed in a straight line. The Ettin must be at least one size category larger than the target. If the attack misses, the Ettin stops in its tracks. If it hits, the Ettin continues moving, inflicts natural damage, and the target is knocked prone. This costs 2d6.

Converted 3.x Feats [*slow draft... this will take a while*]

There are thousands of 3.x feats. These feats come from the *Pathfinder* core rulebook. Note that feats which give skill bonuses are usually already included in a 3.x stat block's skills, so can be ignored.

Acrobatic. Adds to skills; already included.

Agile Maneuvers. You can always use AGI instead of STR for melee attacks.

Alertness. Adds to skills; already included.

Alignment Channel. Your unarmed damage becomes Good or Evil damage.

Animal Affinity. Adds to skills; already included.

Arcane Armor Training. No effect.

Arcane Armor Mastery. No effect.

Arcane Strike. Weapons do a bonus +1 damage plus 1 per 5 MAG.

Armor Proficiency, Light. Assign *light armor* skill.

Armor Proficiency, Medium. Assign medium *armor* skill at half CR.

Armor Proficiency, Heavy. Assign heavy *armor* skill at half CR.

Athletic. Adds to skills; already included.

Augment Summoning. Summoned creatures gain +1d6 STR.

Blind-Fight. Ignore the Sight status track for melee combat only.

Catch Off-Guard. No penalties for improvised melee weapons.

Channel Smite. As a free action charge a melee weapon with energy doing extra damage equal to your MAG attribute.

Combat Casting. +1d6 to maintain concentration when struck in combat.

Combat Expertise. For -1d6 on attacks, gain +4 MELEE DEFENSE. You can only activate this when making an attack, and it lasts until the start of your next turn.

Improved Disarm. Equal to Disarm exploit.

Greater Disarm. Equal to Disarm exploit, but weapon is knocked 10' away from the target.

Improved Feint. Equal to Feint exploit.

Greater Feint. You gain +2d6 instead of +1d6.

Improved Trip. Equal to Trip exploit.

Greater Trip. You gain a bonus unarmed strike against the foe as a free action.

Whirlwind Attack. Equal to Whirlwind Frenzy exploit.

Combat Reflexes. Gain a free action attack against a foe which disengages from melee combat with you.

Stand Still. Enemies which try to move past you are subject to a free action attack, which stops them if successful.

Command Undead. Make a MAG vs MENTAL DEFENSE attack to control undead within 30' (any number of undead as long as their combined max dice pool does not exceed your MAG attribute). The effect lasts for one day.

Critical Focus. Criticals occur on double-sixes, rather than triple-sixes, as long as you have skill ranks in the weapon.

Bleeding Critical. Crits affect the Bleeding status track as well as any other track they affect.

Blinding Critical. Crits affect the Sight status track as well as any other track they affect.

Critical Mastery. Mild crit effects become moderate.

Deafening Critical. Crits affect the Hearing status track as well as any other track they affect.

Sickening Critical. Crits affect the Nausea status track as well as any other track they affect.

Staggering Critical. Crits affect the Mobility status track as well as any other track they affect.

Stunning Critical. Crits affect the Alertness status track as well as any other track they affect.

Tiring Critical. Crits affect the Tiredness status track as well as any other track they affect.

Exhausting Critical. Crits affect the Tiredness status track as well as any other track they affect, and move the target two stages.

Deadly Aim. Equal to Deadly Strike.

Deceitful. Adds to skills; already included.

Defensive Combat Training. Defensive skills are equal to your grade, not half your grade.

Deft Hands. Adds to skills; already included.

Disruptive. Gain a free attack (free action) against anybody who casts a spell adjacent to you.

Spellbreaker. A spellcaster struck with Disruptive fails to cast the spell.

Dodge. Dodging skill equal to grade.

Mobility. Pass through enemy squares.

Spring Attack. Move SPEED, make a melee attack, and then move SPEED back again.

Wind Stance. Gain +4 DEFENSE in any turn you move.

Lightning Stance. Gain +6 DEFENSE in any turn you move.

Elemental Channel. Choose one element. You can heal or harm elemental creatures of that type; this is an unarmed strike and heals or harms an amount equal to your unarmed damage, and of a type equal to the element chosen.

Endurance. END based countdown pools are increased by +1d6, and you gain +1d6 to shake off END based conditions.

Diehard. While at negative HEALTH you are still conscious, and can take one action per round. You still form the death countdown pool as normal.

Eschew Materials. WOIN does not require material components for spells, so this feat is ignored.

Exotic Weapon Proficiency. Ensure the creature has skill up to its CR in the weapon.

Extra Channel. Choose one daily use magical ability. This can now be used twice per day.

Extra Ki. Gain +4 Chi.

Extra Lay On Hands. Use a touch-based heal an extra time per day.

Extra Mercy. One of your touch-based heals also removes one condition fully.

Extra Performance. Gain a new Minstrel Song.

Extra Rage.