

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 by 2 to get WOIN attributes. Round down (minimum 1).

Ability Scores/Attributes

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

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, use that. Otherwise, at minimum, give the creature either *hardy* or *dodging* at half the creature's CR.

Exploits

Exploits in WOIN encompass feats, special attacks, and special abilities. These need to be converted individually. If possible, try to find the WOIN equivalent exploit; otherwise you will need to convert them manually.

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
WOIN	+1d6	+2d6	+3d6	+4d6	+5d6

Saving throw bonuses are applied to DEFENSES instead.

Fort	DEFENSE
Reflex	RANGED DEFENSE
Willpower	MENTAL DEFENSE

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

Size & Type

Size categories are roughly equivalent as follows:

Size Categories

d20	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
WOIN	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*

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

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

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 11 (4d6)	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	10
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 (7d6)

Lumbering, two-headed giants

STR 11 (4d6) **AGI** 4 (2d6) **END** 7 (3d6)

INT 5 (3d6) **LOG** 3 (3d6) **WIL** 5 (3d6) **CHA** 5 (3d6) **LUC** - **REP** -

HEALTH 28

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

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

STATUS IMMUNITIES -

INITIATIVE 4d6

PERCEPTION 6d6; *darksight* 50'

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

CARRY 180lb (max lift 825b)

ACTIONS 2

NATURAL DAMAGE 2d6+4

REACH 5'

Flail 7d6 (2d6+4 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.