

GAMMA WORLD 5th To 3rd Edition CONVERSION CONVENTIONS

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Conversion Notes :

This is by far the toughest conversion between gaming systems I've ever had to do. Alternity and the GW3rd Action Chart systems could NOT be any further apart in application and processes. Still, I believe I've worked out a close approximation and a clear objective way of achieving the conversions in most cases, so that they may be duplicated in the future as required.

This source does not specifically address converting 3rd Edition to 5th edition, but it could be used as a resource to simplify that process as well.

In addition to the appropriate sections of the associated rule book and supplements, in the case of GW3rd. I also used the GW9 Delta Fragment 3rd Ed. adventure module which contained a rules system for using skills and talents.

Some abilities and powers will not cross rules systems directly or even indirectly as they have no analogies from one system to another. In those cases, I have had to create or amend the original rules to add comparable counterparts in the 3rd Ed. rules set.

Data Conversion

DIE ROLLS

D20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
D100	1- 5	6- 10	11- 15	16- 20	21- 25	26- 30	31- 35	36- 40	41- 45	46- 50	51- 55	56- 60	61- 65	66- 70	71- 75	76- 80	81- 90	91- 95	95- 99	100

ATTRIBUTE and SKILL SCORES

D20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
D100	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Character Rank/Level

5th Ed. uses levels and 3rd Ed. uses Ranks. They are synonymous in most uses and applications. 5th Ed. grants experience for in-game deeds as does 3rd Ed. However, while Level advancement in 5th Ed. is automatic with different values of experience granting access to higher Level progressions, the 3rd Ed. the Rank advancements must be purchased with the experience gained during game play. The experience may just as well be used to purchase advancement in powers or talents or ability scores.

Number

This is the number of appearing and is a statistic used only for NPC creatures. It is either garnered from the description or merely generated using your own judgment.

Ability Scores

In 3rd Ed., human ability attributes and scores are used as the standard for this game, which an average human has ability scores of 11. Typically, scores above 21 are discouraged. Scores can be less than zero(0) as compared to the human standard.. that does not mean the creature with scores of less than zero(0) are strengthless... merely that they are less strong than a human by a given range. An example of this is something that is VERY small.. maybe the size of an insect. It may be very, very strong compared to its companions of the same size, but compared to a human it may have a negative strength ability rating of 0 or even -10 or greater.. that does not mean it

couldn't pick up objects that are weighty compared to itself. Case in point.. ants.
For 5th Ed., 4-14 is the human standard, with other player character types having slightly different ranges, typical variation would be 6-16 for some attributes. The average would be considered 9-10 (9.5 in calculations) But I will use a standard of 10 as my benchmark.
The difference is 1 point between 3rd Edition attribute scores and 5th Edition attribute scores.. so to calculate the actual scores I will add one(1) to all 5th Ed. attribute scores.

Tech Level

Assign based on historical precedence when appropriate. For unlisted creatures or characters, assign a tech level based on their description.

Tech I : most primitive of technologies or creatures who only use natural or innate attacks methods. Stone and iron weapons, bows, blowguns, wheels, levers, screws...etc.

Tech II : Agrarian, medieval technology. Siege weapons, wind and water mills, gears, simple scientific tools, metal armor and steel items.

Tech III : From cannon and muskets to 20th century. Rifles, bombs, steam, fuel and battery powered machines, computers, console games, plastics, electronics.

Tech IV : Technology above that which is possible today. Androids, robots, spaceships, AI computers, hovercraft, cloning, regeneration.

Tech V : Technology alien to earth and more like magic.

Movement/Land Speed

5th Ed. uses base movement values listed in an indexed table by adding STR + DEX attribute scores. The base movement values in the 3rd Ed. are fixed based on creature type (12 being a typical base movement rate for humanoids).

If you are converting a player character to 3rd Ed. and it is a humanoid, simply use the standard base movement rate for humanoids unless there is some reason to not observe the standard. In this case, simply assign a base movement rate. For non-player creatures or characters, use the land speed/movement scores listed for the specific equivalent character or creature type in the game book. Where there is no equivalent creature, simply use the movement rate of a similar creature type example. When all else fails, read the description to garner some clue and assign a value based on best knowledge.

Durability, Health and Hit Die

Where there is an equivalent creature listed, simply use the HD assignment for that creature.

Where there is a unique creature follow one of the processes below.

Durability is not mathematically equivalent to Hit Die of 3rd Ed., so what I've had to do is a relative comparison of values. (ie. a given 5th Ed. creature example has a specific numeric rating, that rating is roughly 40% of normal or average considering all other creature types. I then attribute the 3rd Ed. equivalent creature with 40% of a normal or average Hit Die assignment from all listed creature types for this system).

If weight is given you can even use the system described on page 2 section 8. of the Reference Book. (1HD/10kg +/- 1 to 3HD for each CON bonus or penalty).

Armor

Armor between the two systems are mathematically incompatible. Instead I did a direct armor TYPE comparison and changed or kept the same, the armor itself, to the nearest equivalent between systems. (ie. Chain Armor for 5th Ed is equal to Chain Armor for the 3rd Ed. with their own statistics)

Actions

5th Ed. uses a numeric ratings to determine both the order in which a character acts and how

many times they may act as indicated by the Action Check and the # of Actions attribute scores. CON+WIL and check table GW6).

In 3rd Ed., the number of attacks allowed in a period (usually rounds) is based on the characters Rank or HD for creatures. Divide the Rank or level or HD by 5 and round down. This is the number of times the character may attack in any given round.

3rd Ed determines how soon a character may go by rolling of a d6 die and adding the Dex mod. so ignore the 5th Ed. Action Check score.

Reaction/Morale-Reaction Mod

The 5th Reaction Score does not translate to the 3rd Ed. So instead, simply assign a value based on the descriptive text or use a comparable creature listed in the 3rd Ed. manuals.

Skills/Talents

3rd Edition Talents are comparable to skills from other editions, while 3rd Edition Skills are more closely associated with professions. So I have elected to use Talents as Skills when converting from one system to another. Talents rank is equal to the characters Rank or HD. If there is no skill that seems to be comparable from one edition to the other, simply make a skill/talent that meets the requirements and list it as a NEW skill/talent.

Damage

There is no mathematical basis for comparison that is useful between 5th Ed. and 3rd Ed. damage ratings of weapons.

Where weapons are used, used the nearest comparable weapon type to the originating one and assign the damage ratings of that weapon.

For creatures innate or natural weapon damage assignments, either use an equivalent creature in the manual when appropriate, or if it is a new or unlisted creature type simply use a relative value based judgment based on the creatures description, Its relative HD or Durability assignment, its place and function in the echo system and your personal campaign needs.

Innate Abilities

Use as described but In 3rd Ed. terms. Assign damage based on relative values.

Mutations

It is suggested that mutations with the same traditional names and/or usage simply be used as their namesakes from the appropriate addition instead of converting. (ie. if the character or creature has the physical mutation of Photosynthetic Skin in 5th Ed. simply use Photosynthetic Skin in 3rd Ed.)

3rd EDITION

Physical, Mental, Plant, Defects (Random selection d100 Mutation Type chart)

Name :

Range :

Duration :

Number :

:

Modified By :

Use :

Damage Base :

Effects :

Saves :

5th EDITION

Physical, Mental, Drawbacks (Guide random and random d20 Mutation Type chart)

Mutations -Rating (Ordinary, Good, Amazing)
Drawbacks - Rating (Slight, Moderate, Extreme)
Activation Condition (Permanent, Automatic, or Activated)
Related Ability Score