

# Conversion Document

## Based on Space Master by I.C.E.

SF Stat	3-18 Stat	2-12 Stat
102+	20+	17+
101	19	15-16
100	18	13-14
98 - 99	17	12
95 - 97	16	11
90 - 94	15	11
85 - 89	14	10
75 - 84	13	9
60 - 74	12	8
40 - 59	10 - 11	7
25 - 39	9	6
15 - 24	8	5
10 - 14	7	4
5 - 9	6	3
3 - 4	5	3
2	4	2
1	3	2

# AD&D 1<sup>st</sup> ed DMG (1<sup>st</sup> ed Gamma World)

## Mutants & Magic:

Readers of **THE DRAGON** might already be familiar with the concept of mixing science fantasy and heroic fantasy from reading my previous article about the adventures of a group of **ADBD** characters transported via a curse scroll to another continuum and ending up amidst the androids and mutants aboard the Starship Warden of **METAMORPHOSIS ALPHA**. Rather than go back over that ground again, it seems more profitable to discuss instead the many possibilities for the DM if he or she includes a gateway to a post-atomic war earth a la **GAMMA WORLD**. The two game systems are not alien, and interfacing them is not difficult. The challenges are very interesting for **ADBD** characters, and it might get one of the participants interested enough to get a separate **GAMMA WORLD** campaign going, thus giving all of you a new field for gaming, and most important give you a break from DMing continually.

## CHARACTER ABILITIES

### GAMMA WORLD CHARACTERS CONVERTED TO AD&D

#### Strength

as shown, **18** receives no percentile roll

#### Intelligence

as shown

#### Wisdom

use mental strength

#### Dexterity

as shown

#### Constitution

as shown

#### Charisma

as shown

#### Magic Resistance

NONE

### AD&D CHARACTER ABILITIES TO GAMMA WORLD STATISTICS

#### Strength (Physical)

as in **ADBD**, with percentile bonus included

#### Intelligence

as shown

#### Strength (Mental)

use wisdom

#### Dexterity

as shown

#### Constitution

as shown

#### Charisma

as shown

#### Radiation Resistance

NONE

**Hit Dice:** **GAMMA WORLD** characters should be allowed to retain their total (based on their constitution), while **AD&D** characters should retain their hit dice and bonus points gained by level.

**Armor Class:** Depending on whether the action is on a **GW** or an **AD&D** world, convert the armor classes by using the following tables:

<b>GAMMA WORLD ARMOR TO AD&amp;D ARMOR CLASS #</b>		<b>AD&amp;D ARMOR TO GAMMA WORLD ARMOR CLASS #</b>	
NO PROTECTION	10	NONE	10
Shield only	9	Shield only	9
Furs or skins	8	Leather or padded	8
Furs or skins & shield/ cured hide armor/ plant fiber armor/ partial carapace	7	Leather or padded & shield/studded leather/ring mail	7
Cured hide or plant fiber armor & shield or total carapace	6	Studded leather or ring & shield/ scale mail (& shield) /chain mail	6
Sheath armor/piece metal armor/total carapace	5	Chain mail & shield/ banded or splint mail	5
Sheath armor or piece metal armor or total carapace & shield	4	Banded or splint mail & shield/plate mail (& shield)	4
Powered plate/plastic armor	0	Magic armors from AC 1 to -2	3
Powered alloy/energized /inertia/powered scout /battle armor	-4	Magic armors from AC -3 to -6	2
Powered attack/ assault armor	-8	Magic armors from AC -7 to -10	1

**Saving Throws:** As noted, **GW** characters get no save against magic (spells), although some mental mutations will modify this rule (see below). Likewise, **AD&D** characters are not allowed any radiation resistance. Poison saves should use the **GW** matrix in a **GAMMA WORLD** area, otherwise the **AD&D** system is used. All other saving throws are as per **AD&D**, with **GW** characters being considered as fighters (those with mental mutations approximating spell abilities should gain the benefit of saving as a 1st-5th level magic-user if the saving throw category therefore is superior to that of fighters). Level of ability is based on the number of experience points the **GW** character has earned, each step equaling 1 level, i.e. 0 - 2,999 = 1st level, 3,000 - 5,999 = 2nd level, 6,000 - 11,999 = 3<sup>rd</sup> level, 12,000 - 24,999 = 4th level, etc.

**Fighting Ability:** **GW** characters in an **AD&D** world fight at the level indicated by their accumulated experience points. **AD&D** characters in a **GW** campaign use the latter system of resolution to hit, regardless of level.

**Movement:** Use the **AD&D** movement rates for characters, as the scales are roughly equal.

**Turn Sequence:** Use **AD&D**, considering a search move as a round, and a combat melee round as a segment.

**Weapon Range:** Outdoors convert **GAMMA WORLD** meters to **AD&D** inches ("), the latter being yards. In an underground setting do NOT lower "artifact" weapons from **GW** to **AD&D** inches ("), triple their ranges to make up for the ground scale being reduced to one-third outdoor.

**Rate of Fire:** Use **AD&D**, converting **GW** combat melee turns to **AD&D** round segments when applicable.

**Initiative:** Use the **AD&D** system.

**"To Hit" Bonuses:** Allow all bonuses normal to characters in each game, except that strength of **GW** will give bonuses rather than dexterity (which will improve armor class of **GW** characters not wearing "artifact" protection).

**Damage:** As shown in **AD&D** for all weapons except those found only in **GW**. In the latter case, damage is as shown in **GAMMA WORLD**.

**Fatigue:** Ignore fatigue, or you may opt to use it only for **GW** characters.

**Mental Combat:** Unless **AD&D** psionic abilities are present use the **GW** system (otherwise the **AD&D** psionic combat system). Wisdom indicates mental strength. See also below.

**Spells:** Magic-users without their books will not be able to regain spells. Clerics in a **GW** world setting will be totally out of touch with their deity or deities, and **so** they will be unable to regain spells above second level. Certain mental mutation powers resemble spells, and vice versa. Mental defenselessness, for instance, will allow any illusion/phantasm or enchantment/charm spell to function automatically against him, her, or it. A mental defense shield will give a bonus of +4 on saving throw dice rolls against the very same form of attacks, and detect both mental powers and magic. Furthermore, characters with this ability would certainly have all five forms of psionic defense modes to use. Mental control over physical state would enable override of hold spells and paralysis effects also. Mental control used against any **AD&D** creature would be regarded as a magic jar attempt. Likewise, certain **AD&D** spells would be very helpful against **GW** characters, creatures, and weapons: minor globe of invulnerability, for example, would prevent mental attack forms which approximate spells of up to 3rd level (inclusive). Invulnerability to normal missiles would be effective against slug throwers, needlers, and fragmentation devices as well as medieval technology missiles. A wall of force would stop many beams and rays as well, but blasters and torc grenades, basically disintegration weapons, would bring it down instantly. Whenever any case arises, use the examples and principles above to help you adjudicate the result.

**Artifacts:** The **GW** "artifacts" (except those with chemical bases which could be reproduced) will operate in the **AD&D** world, just as most magic items will function in a **GW** setting. **AD&D** characters are limited in ability with regard to **GW** "artifacts" to those operable under **Chart A**. Furthermore, they receive a +1 on their die rolls. Clerics and magic-users with an intelligence of 15 or better may negate this restriction, and the penalty to dice rolls as well, through practice or research. Each successful operation of an "artifact" allows a 10% cumulative chance of negating the penalty. Research on the object will allow a **1%** cumulative chance of operating. **Charts B** and **C** items as follows: Each day of research on type **B** objects, with a 100 g.p. per day expenditure, each week of research on **C** objects with a 1,000 gold piece per week cost. (Naturally, such study and research must be uninterrupted and undisturbed.) Any "artifact" or magic items which are demonstrated for characters with usage instructions given will allow operation without the charts. **AD&D** characters will, however, use "artifact" weapons which differ greatly from weapons or magic items to which they are accustomed at 4 levels of experience lower than they normally would. Each successful use allows a 25% chance for such characters to increase in expertise, (Le., lose a penalty level) until they eventually reach normal ability. (Such characters might also receive special

consideration when handling firearms in a **BOOT HILL** situation, being familiar with hand and shoulder arms, and gaining a base 25 accuracy, for example, with a 50 maximum after practice.)