

# Conversions 3

▼ **CONVERSION NOTES** - While it's not going to be common, there will be people who want to convert old **GURPS**® characters into **EABA**™ adventurers. The guidelines below are pretty simple and cover all the important points. **GURPS**® is a registered trademark of Steve Jackson Games. Thanks for vetting this conversion and providing useful comments go to Aaron Kavli, William Hostman.

**Attributes** - The following scale can be used to convert **GURPS** Attributes to **EABA** Attributes. The linear lifting curve in **GURPS** doesn't translate well into the exponential curve of **EABA**, so conversion is based on two-thirds the **GURPS** Attribute level (round nearest) for **GURPS** levels from 7 to 18. For each point below 7 in **GURPS**, you subtract 2 from the **EABA** level. For **GURPS** levels above 18, you add +1 to the **EABA** Attribute level for each 5 points of **GURPS** Attribute level. This gives good results up to the horse level of Strength for comparison purposes.

GURPS	EABA Attribute
Strength (ST)	Strength
Dexterity (DX)	Agility
Intelligence (IQ)	Awareness
Health (HT)	Health
(IQ+HT)/2(u)	Will
(ST+DX)/2(u)	Fate

**Special cases** - The depth of material and **GURPS** advantages and disadvantages allow for some exceptions and special cases:

**Will** - The "Character Compendia" series has Will as an optional fifth Attribute for **GURPS**. If converting from there, just translate **GURPS** Will into **EABA** Will. If an adventurer has the advantage in **GURPS** of "Strong will", two levels can either become an **EABA** Forte on Will, or each two levels can become a +1 on the converted level. Conceivably, an adventurer with enough levels in "Strong will" could do both.

**Fate** - For purposes of Fate, you do count extra levels of magical fatigue on **GURPS** ST.

Will and Fate don't translate directly from **GURPS**, but we are saying that Will can be a measure of mental fortitude and physical endurance, and since Fate is most often used in combat or magic, and **GURPS** uses ST for magical fatigue, and DX is used for targeting many spells and regular combat tasks, the attribute combinations should give reasonable results. If the gamemaster prefers, **GURPS** IQ plus Strong/Weak Will can be used instead of (IQ + HT)/2, but this means that **EABA** Will is almost always going to be the same or higher than **EABA** Awareness.

**General** - If an adventurer has a total of +4 or more on a **GURPS** Attribute from two or more advantages, they can choose to trade in each +4 for an overall +1 in the **EABA** Attribute after the level conversion is done.

**EXAMPLE:** An adventurer with **GURPS** IQ of 12, +2 Acute Hearing and +2 Musical Talent could trade in the total +4 for a +1 Awareness in **EABA**, giving them an Awareness of 9 instead of 8.

GURPS	EABA	Strength equivalent
1	-7	
2	-5	
3	-3	Cat
4	-1	Dog
5	1	10th percentile human
6	3	
7	5	
8	5	
9	6	Average woman
10	7	Average man
11	7	
12	8	
13	9	
14	9	90th percentile human
15	10	Pro football player
16	11	
17	11	
18	12	Extr. strong man
23	13	
28	14	
33	15	Average horse
38	16	
43	17	
48	18	Heavy warhorse
53	19	
58	20	Draft horse
63	21	

Amounts that are between levels round down to the next lowest table entry.

**EXAMPLE:** A creature from **GURPS** with ST of 35 would have an **EABA** Strength of 15.

**Skills** - To convert skills, take the **GURPS** total skill roll (Attribute plus skill level) and find the equivalent **EABA** skill + Attribute roll. From this, you can see what skill *bonus* is needed on an **EABA** Attribute to reach the *total* roll required.

GURPS roll	EABA Skill + Attribute roll
≤7	0d+
8-9	1d+
10-11	2d+
12-13	3d+
14-15	4d+
16-17	5d+
18-19	6d+
20-21	7d+
≥22	8d+

The *total* skill roll in **EABA** needs to be the die range showing in the **EABA** column; to find the number of skill dice this represents, subtract the whole dice of the controlling attribute from the figure shown. Remember that each **EABA** skill level is a full die addition above the base attribute. If this amount would be less than +0d, then an adventurer is treated as unskilled in that area. The exception is languages. If the adventurer's skill roll is no more than 1d less than their Awareness roll, their skill in that language is treated as +0d.

**EXAMPLE:** An adventurer has an **EABA** Agility of 8 and a **GURPS** Longsword skill roll of 12. The skill roll of 12 gives them an **EABA** total skill roll of 3d+. Their Agility roll is 2d+2, so you need to add 1d to get a skill roll with 3d in it (in this case, 3d+2). This means the adventurer has a Blade skill of +1d. This adventurer also has a Powerboat skill roll of 9, which becomes a total skill roll of 1d+. Since this is less than their default, they are counted as unskilled and use their unskilled Agility roll for any powerboat use (default roll -1d).

**EABA** skills are *much* broader than **GURPS** skills. If an adventurer has multiple **GURPS** skills that would translate into the same **EABA** skill, average their final skill rolls (rounding up) and use that as the basis. Or, if there are multiple skills (bought, not just defaults) and one is justifiably a specialization or sub-skill of an **EABA** skill, the sub-skill can become an **EABA** specialization for +1d on the normal amount. Don't count that skill towards the average used for the basic skill roll.

**EXAMPLE:** An adventurer with a **GURPS** Longsword skill roll of 16 and a Knife skill roll of 14 could say they have **EABA** Blade skill, but with a +1d specialization in longswords.

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To convert skills from **EABA** to **GURPS**, reverse the process. Take the **GURPS** skill roll represented and subtract the level of the **GURPS** Attribute for that skill. The result is the skill level the **GURPS** adventurer has.

**EXAMPLE:** Using the first example in the other column, the **EABA** adventurer has a **GURPS** DX of 12, and an **EABA** skill roll of 3d+2. An **EABA** 3d+ skill roll translates into a **GURPS** roll of 12, so the **GURPS** adventurer has a Longsword skill of +0.

**Traits** - Most **GURPS** advantages, disadvantages and quirks convert to their **EABA** equivalents. Personality and other level-based advantages and disadvantages usually convert on a 2:1 basis, or two levels of the advantage or disadvantage become a Forte or Weakness.

**EXAMPLE:** Two levels in **GURPS** Magical Aptitude would be a +1d Forte on Fate for magic use in **EABA**. Or a severe phobia (double the base points in **GURPS**) would be a -1d Weakness on Will when confronted by the fear-inducing condition.

Note that some **GURPS** advantages have different levels of power within the same category. These should translate over using their **GURPS** nature, even if it makes some more powerful than others if bought in **EABA**.

**EXAMPLE:** Two levels in **GURPS** Acute Hearing would be a +1d Forte on **EABA** Awareness (keen hearing). Two levels in **GURPS** Alertness would be a +1d Forte on **EABA** Awareness (keen senses). The **GURPS** player paid more for the Alertness, so their **EABA** Forte is of a broader nature than normally allowed.

There are an *awful lot* of **GURPS** advantages, and some of them are actually fairly formidable powers. If possible, these should become some version of the Gifted Trait in **EABA**.

# EABA

**Combat** - All weapon and combat rules convert to **EABA** equivalents. To convert weapons, armor and damages in detail from **GURPS** see the **3G<sup>3</sup>** product from **BTRC**, and the **3G<sup>3</sup> to EABA** conversion notes, downloadable from [www.btrc.net](http://www.btrc.net). A quick guide is below:

GURPS	EABA	Weapon equivalent
1d	1d+0	
1d+1	1d+1	
2d-1	1d+2	.22 pistol
2d	2d+0	
2d+1	2d+1	9mm pistol
3d-1	2d+2	
3d	3d+0	.44 Magnum
3d+2	3d+1	
4d+1	3d+2	.30 carbine
5d-1	4d+0	
6d-1	4d+1	5.56mm assault rifle
6d+2	4d+2	7.62mm assault rifle
7d+1	5d+0	
9d	5d+1	
10d+1	5d+2	.460 Magnum
12d-1	6d+0	
14d	6d+1	12.7mm machine gun

Round **GURPS** figures down. In general, armor would convert on the same scale, counting each point of (DR + PD) as one die pip on the **GURPS** column (6 pips equals 1d, 2 pips equals a +1). Any remainders of 1 can push a result ending "+2" to the next highest die type with a "-1".

**EXAMPLE:** Seventeen pips becomes 2d+2 on the **GURPS** column, with one point left over. This is enough to push the result up to the 3d-1 row.

This table is just for comparison to make sure the **GURPS** weapons and armor you intend to use have the same power or protection in **EABA**.

**EXAMPLE:** An FN-FAL from the **GURPS Basic Rules** has a damage of 7d, which converts to an **EABA** damage of 4d+2. The Second Chance Hardcorps System armor from the same rules has a DR of 35 and PD of 2. This is a total of 37 die pips, or a result of 6d+0 on the **GURPS** column, for an **EABA** armor of 4d+1. Since that armor (4d+1) is supposed to be able to stop that weapon (4d+2), it's a pretty good match.

**Magic & the Paranormal** - **GURPS** uses a very case-based magic and powers system, and it would be impossible to list each one on an individual basis. There are some guidelines for converting the overall consistent parts of things like magic:

**GURPS** spells have a Magery prerequisite, which would be a minimum level of **EABA** Fate. Spells that have a minimum **GURPS** Magery requirement would have the "minimum Fate" modifier in **EABA**. Magery 1 would be "minimum Fate of 5", Magery 2 a "minimum Fate of 8", and Magery 3 a "minimum Fate of 11". An adventurer with a "strong mage" Forte would add 3 to their actual Fate to see if they meet these minimums.

Most magic in **GURPS** is hierarchic, and would use the **EABA** modifier of the same name. You would have to learn all easier spell requirements in order to learn the more difficult spells.

All magic has the "does non-lethal hits" modifier to reflect fatigue. Zones with more or less mana than normal will add or subtract 1, 2 or even a full die to this amount. This modifier *must* be taken once for each full 2d in the final effect of the spell (more powerful spells fatigue you more), but any die that comes from a Forte on Fate does not count (those with magical aptitude can cast more powerful spells without being fatigued).

Any power without the **EABA** modifier "requires a mundane skill roll" will have *double* the difficulty to hit that its range would otherwise indicate. This reflects the **GURPS** -1 per yard range penalty on most spells, except for those that use some type of spell throwing, like fireballs. Few that have a non-damage effect would avoid this penalty. This is worth a -10 to spell design cost in **EABA**.

All non-damage spells are either resisted or thresholded if they are designed to hinder, harm or have negative effect. Most **GURPS** spells of this type are resisted by an Attribute of the target, who either takes no effect or lesser effect if they make their roll.

**Bidirectional conversion issues** - For converting **EABA** Fate back to **GURPS** terms, a Fate of 5 or less gives the **GURPS** "No Common Sense" disad. A Fate of 9 to 11 gives "Common Sense" or "Magery 1", a Fate of 12 to 14 gives "Luck" or "Magery 2", a Fate of 15 to 17 gives "Exceptional Luck" or "Magery 3", and a Fate of 19 or more gives "Super Luck". Note that this conversion of Fate to **GURPS** terms should only apply in campaigns with magic or some other phenomenon that can give a basis for the **EABA** use of Fate. For instance, a hard science SF **GURPS** campaign should not penalize a player for having an **EABA** Fate of 2.

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