

Original Far Away Land/Far Away Land OSR Conversion Charts

I wanted to keep this document simple and straightforward (hopefully) to allow quick conversion of monster stat blocks from FAL/FAL OSR. These charts serve as a foundation for conversions between the two systems. Conversions for HP, AC, Stats, and Damage have been provided to create a baseline for your conversions. A range/radius effect chart has also been provided.

HP Converter

HD in FAL OSR uses a d6. Averages have been rounded up to make monsters a bit tougher. To convert from FAL to FAL OSR, determine the creatures LVL in FAL on the chart below and record the HD or average HP.

FAL LVL	FAL OSR HD	Avg HP (FAL OSR)
1-2	1	4
3-5	2	7
6-7	3	11
8-10	4	14
11-13	5	17
14-16	6	21
17-19	7	24
19-20	8	27
21-22	9	31
23-25	10	35
26+	11+	40+

AC Converter

The following chart can be used to convert armor from FAL to FAL OSR. Simply find the AC score in FAL and match the FAL OSR score. AC is provided in both ascending and descending.

AC in FAL	AC in FAL OSR
0	9[10]
1	8[11] to 7[12]
2	6[13] to 5[14]
3	4[15] to 3[16]
4	2[17] to 1[18]
5	0[19] to -1[20]
6+	-2[21] to -3 [23]

Stat Conversions

Unlike FAL OSR, FAL uses only 3 stats. While the following table isn't perfect, it does provide a gauge by which to convert FAL stats to FAL OSR stats.

FAL Score	FAL OSR
0	10 or less
1	11-12
2	13-14
3	15
4	16
5	17
6+	18+

Attack Damage

While conversions are not set in stone, a general chart based on abstracted damage levels is provided below.

Damage Level	Damage
Weak	d3
Light	1d6
Moderate	2d6
Heavy	3d6
Very Heavy	4d6+

Range/Radius Effects

Ranges and radius effects in FAL are abstracted. The charts below can be found in the Tome of Awesome (p. 13) but have been provided here as well.

Distance	In Feet
Touch/Melee	Touch to 10'
Close	Up to 25'
Short	Up to 50'
Long	Up to 100'
Far	Up to 300'

Radius	Radius In Feet
Tiny	Up to 10'
Small	Up to 25'
Medium	Up to 50'
Large	Up to 100'
Huge	Up to 300'