

# AD&D to Fuzion

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Dungeons & Dragons and Advanced Dungeons & Dragons are TSR's Fantasy Role-playing systems  
Fuzion(tm) is the FUZION Labs Group(tm) trademark for its multigenre game system.

*In the beginning, there was darkness, and three little books. And just look what happened from there.*

## Introduction

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Dungeons & Dragons is the oldest popular role playing game system around. While many would deride it or call it primitive, it is fairly straightforward, easy to learn, and is played or has been played by a huge segment of the role-playing population. A certain amount of respect should be given to the game system that started it all.

## Crossing Over

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Note that most of the rules presented in this section do not carry over to FD&D (below) or Total Fuzion directly: they are only for playing D&D characters of any flavor in your Fuzion game "on the fly".

To calculate a Fuzion character's Armor Class, subtract the total DV from 13. As the "average" character's Dexterity is three, this will give an AC of 10, as it should, and higher for people proficient in dodging.

To calculate the D&D character's DV, subtract their Armor Class from 13. As you might expect, a negative AC will add its negative value to 13. D&D armor generally does NOT give a defense score: it makes it more difficult to hit the character, but any hit is assumed to bypass armor. I have chosen to leave this for Crossing Over and FD&D (below), and convert it into Defense in the conversion to Total Fuzion.

D&D weapon damage should be counted as Armor Piercing, due to its lower scale. Brawling damage should be doubled before being applied to Stun Defense: its scale is even lower, maximum strength humans typically doing about 8 points of damage. Magical attacks do damage normally, and are generally Killing damage.

Fuzion damage from weapons and brawling should be halved before applying it to D&D hit points. Fuzion damage from powers is normal, but the D&D character gets an appropriate saving throw against it to halve the damage.

Fuzion characters in need of a saving throw use (Will + Concentration), (Dexterity + Ranged Evade), or (Constitution + Concentration) against a difficulty of 20. Saving throws should not apply to damage causing magics: apply your defenses as usual.

Calculate a D&D character's Resistance by dividing Wisdom by 3 to figure Will, then multiplying that by 5.

Several D&D effects, magical and otherwise, are absolute. Charms do not roll an effect level: either you save against them or you are controlled. This is not generally a terrible problem, so I just leave it for the most part, but there are a number of effects where you need to save or die, or are even simply killed. It's up to the individual GM what to allow for these, but the most I would allow any of these effects to do is 1 Kill, quite a bit less if the attack would logically ignore armor (ex injected poison). So, for example, Power Word Kill does a Kill of damage, defenses subtracting normally.

Divide the D&D character's Dexterity by three to figure their initiative. The number of segments or the speed delay for spells should be subtracted from this to figure a spellcasters initiative: casting a spell must be declared at the top of the Turn. Spells that take a round to cast in D&D take a Fuzion round to cast, and those that take a turn in D&D take a full ten minutes, and so on.

AD&D Second Edition non-weapon proficiencies should be assumed to beat the target number by one for each one the roll is made by when making a contested skill check.

## Fuzion D&D

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FD&D for short. The primary reference to the original system (AD&D 2nd Edition) is to spells: most of the rest of this article uses purely Fuzion systems to model D&D constructs, such as levels and characteristics. Because of how characters are so restricted in the abilities they are allowed to buy, FD&D waves the increased cost of buying skills with experience. However, characters should not be given experience outside of games (no experience for training) and should generally gain no more than two per session, three if they overcome very formidable opponents or solve significant problems. In any event, abilities can only be bought outside of those included in levels at the GM's option, and then they should be bought at the normal increased cost if bought after the game starts.

Complications: On

Campaign Style: Competent

Characteristic Points: Special, See below

Option Points: 50, generally spent as outlined below for character classes, races, and statistics.

Perks: x1

Powers: 0

Martial Arts: x2, can only be bought by certain classes or with GM's permission.

Rule of X: None, or use the appropriate level for the type of game you want.

Strength: -2 Modifier

Autofire: Ratio of 1

Knockback: Just Knocked Down

Everyman Skills: None

Special: Characters do not start knowing how to swim, this must be bought as the Swimming power

### Primary Statistics

FD&D characters can be created in two basic ways: rolled up or by point allocation. They have six statistics that are allocated in one of these ways (Rolled Statistics), and four more with fixed starting values, some of which increase with Character Levels.

The Rolled Statistics are Strength, Dexterity, Constitution, Intelligence, Wisdom (as Will), and Charisma (as Presence). These are standard for D&D characters.

Statistics in FD&D not in D&D (and which are not rolled) are:

- Body: As the Fuzion statistic, but has a starting value of 1. It goes up according to character level.
- Move: As the Fuzion statistic, but has a value of 1. It is not normally bought up in FD&D.
- Reflexes: As the Fuzion statistic, with a starting value of 1. It increases with character level.
- Technique: As the Fuzion statistic, with a value of 1, and not normally increased for FD&D.

Note: D&D characters can move 120' per one minute combat round. Due to the abstractness of the D&D combat system, I was going to ignore this. I decided to keep it when I realized that this was exactly a Fuzion Move of 1, both giving a running speed of two feet per second when a turn is every three seconds.

### Systems for Rolling Up Statistics

1. 1d6 per stat, or give 21 CP's to be distributed to the six statistics (about the equivalent of a 2x game)
2. 2d6, drop lowest, or give 27 CP's to be distributed to the six statistics (about the equivalent of a 3x game)
3. Use D&D characteristic rolling techniques and divide the results by 3.
4. Assign a multiple: remember, there are 10 Primary Stats, but some stats are restricted for FD&D.

### Derived Statistics

Speed: Use "An Alternative to Speed" for FD&D. It is Reflexes/2, but round down, with a minimum of 1.

Hits: 5x Body. Do not exchange with Stun.

Stun: 5x Body. Do not exchange with Hits.

Movement rates: Figured normally.

Note that FD&D characters do not have Defenses.

### Armor Class

Instead of Defenses, FD&D uses Armor Class. Unlike D&D, however, Armor Class is a positive number, the larger the better, and corresponds to Fuzion DV. Basic AC is figured by adding Dexterity to half the Killing Defense a type of armor normally provides. Thus, a Dexterity 5 character wearing Field Plate (KD 12) has an AC of 11 (5 for DEX, 6 for armor). Armor Class is used exactly like normal Fuzion Defense Value, the only difference being how Armor is added to it rather than providing defense.

### Character Classes

Really the heart of the AD&D character, these are the character classes for FD&D and their abilities.

Specials: Specials are simply option points that can be spent on various benefits legendary heroes might possess, typically perks. Bases, followers, and wealth are typical for high-level FD&D characters.

Other Abilities: Other abilities provided by religion, kits, or other sources should be bought with starting or experience points with the GM's permission. All characters may also purchase Magic Evade at up to half their level: this skill is used to make saving throws vs. magical effects, see Magic. Points of Hits or Stun can be bought individually, at the normal cost, independently of levels, which is especially appropriate for a character with a high Constitution.

The Starting Abilities for each class come with with a +1 to a single statistic or an extra 5 Option Points in skills. These points come from the -1 Limiter that each class has on its level bonus to Reflexes for the stat's limited utility. Therefore, these points are not drawn from the 50 starting points FD&D characters start with.

### Warrior

Starting Abilities:

+1 Strength at start OR 5 OP in skills

May use remaining starting points to purchase fighting and survival skills

Levels:

+1 Body per level up to 10th, +1 Body/2 levels and 5 Specials/2 levels thereafter

+1 REF per 2 levels, only affects combat AV and Speed

2 points in Combat skills per level, should not be used for Evade skills without GM permission.

1 point in other skills per 2 levels

Cost: 10 OP per level

### Priest

Starting Abilities:

+1 Wisdom OR 5 OP in skills

May use remaining starting points to purchase abilities appropriate to the priesthood and Kit.

Levels:

+1 Body per level up to 7th, +2 Body/5 levels and 3 Specials/level thereafter

+1 REF per 3 levels, only affects combat AV and Speed

Magic: See the source material for spells and number gained, and other magical abilities.

1 point in Combat skills per level, should not be used for Evade skills without GM permission

1 point in other skills per level, at least half of these to Priesthood-specific skills

+1 Membership: Religion per 3 levels

+1 Faith (Use Priest Magic) per 2 levels

Cost: 16 OP per level

### Wizard

Starting Abilities:

+1 Intelligence OR 5 OP in skills

Complication: Cannot wear armor or use heavy weapons, Constant, Severe, Major

Has an extra 15 starting points

May use remaining starting points to buy scholarly skills and languages, Kit abilities, or Concentration.

Levels:

+1 Body per 2 levels up to 8th, +1 Body/5 levels and 3 Specials/2 levels thereafter

+1 REF per 5 levels, only affects combat AV and Speed

Spells: See the source material for spells and number gained.

1 point in Combat Skills per 5 levels

3 points in other skills per 5 levels

+1 in Spellcraft (Use Wizard Spells) per 2 levels

+1 in Scholarly skills per 2 levels

+2 Renown per 5 levels (whether from fear or respect or both)

Cost: 14 OP per level

### Rogue

Starting Abilities:

+1 Dexterity OR 5 OP in skills

Complication: May only wear light armor, some restrictions on weapons, Constant, Mild, Major

Has 10 extra Option Points to spend on Rogue skills

May use starting points to purchase Rogue appropriate skills, Languages, Technique, or the Assassination art.

Levels:

+1 Body per 2 levels up to 12th, +1 Body/5 levels and 3 Specials/2 levels thereafter

+1 REF per 4 levels, only for Combat AV and Speed

4 points in skills per level

1 point in Combat Skills per 4 levels (1 OP/4 levels)

Cost: 8 OP per level

At Rogue's option, may also purchase Damage Classes for Assassination: +1 DC/4 levels. This must be decided upon during character creation and cannot be changed. Obviously, the character needs the Assassination art for this to be useful.

Cost: +1 OP per level

Assassination: The Thief character class in D&D games has the ability to Backstab opponents, doing increased damage. This is due to a knowledge of anatomy and ability to accurately place the blow when taking the opponent by surprise. In FD&D, this is represented by the Assassination Martial Art, which has the following maneuvers:

*Killing Strike*: As normal

*Thief Weapons*: As Martial Arts weapons, but for weapons allowed to the Thief class

*Martial Grab*: As normal but only with Garrote or similar implements

*Nerve Strike*: As normal

*Backstab*: +2d6, +2 REF, must attack from complete surprise, requires a full Turn action

Cost: 20 (with x2 Multiple for Martial Arts)

The normal D&D Thief class would only have the Backstab maneuver and Thief Weapons, which would then cost only 8 points. However, the other maneuvers are implied in the description, and are included here as suggestions to enhance the Thief class for FD&D. These extra maneuvers are not intended as a standard martial art: while the effects are the same, the techniques might be considered "crude" by a martial artist of any stripe. To the Rogue, it doesn't matter: they get the job done.

### Starting Again

Humans in FD&D can only be of one class. However, they may change classes at any time if they have a five or higher in the class Statistics of both the class they are leaving and the class they are going to. They may never go back to the original class and cannot use the original class until the new class exceeds it. They are allowed to buy the special abilities of the new class, but not the old one.

There are two ways to handle the cost:

A. Charge full cost for the new class' levels. Body increases are not added until the new class exceeds the old.

Reflex is recalculated as though the character was new, though bonuses from high stats that were previously purchased remain. Reflex will change to the original when the new level exceeds the old only if the old Reflex is higher; keep track of it.

B. Adjust the new class cost to not re-purchase abilities.

1. Each level that the new character class would have been given a Body point, subtract 5 from the cost.

1. a. No new body is gained.

1. b. This continues until the new class level exceeds the old one.

2. Reflex is somewhat more complex.

2. a. Record the total Reflex the character has at his old class level. Then, reset Reflex to what the starting character had.

2. b. To get the total new REF score, simply add in what the new class gives you to the reset score.

2. c. Each time you get a point of REF, compare REF to your old score. If it is less or equal, subtract 5 from the level cost.

2. d. If your new level is less than your old level, use the REF calculated in (b).

2. e. If your new level is higher than your old level, use the higher of the old and the new scores.

### Multiple Classes

Non-humans can generally be of more than one class at once, these are presented here. If the character reaches a level limit in one or more of his classes, continue on with the single class or the multi-class that remains. Starting skills may be chosen from any of the classes involved.

### Warrior/Rogue

Starting Abilities:

+1 Strength, +1 Dexterity, OR 5 OP in skills.

Levels:

+1 Body per level up to 7th, +2 Body/5 levels and 3 Specials/level thereafter

+1 REF per 2 levels, only affects combat AV and Speed

2 points in Combat skills per level, should not be used for Evade skills without GM permission.

7 points in other skills per 2 levels

Cost: 14 OP per level

At Rogue's option, may also purchase Damage Classes for Assassination: +1 DC/4 levels.

Cost: +1 OP per level

### Warrior/Wizard

Starting Abilities:

+1 Strength, +1 Intelligence, OR 5 OP's in skills.

Levels:

+1 Body per level up to 7th, +2 Body/5 levels and 3 Specials/level thereafter

+1 REF per 2 levels, only affects combat AV and Speed

2 points in Combat skills per level, should not be used for Evade skills without GM permission.

Spells: See the source material for spells and number gained.

2 points in skills per level

+1 in Spellcraft (Use Wizard Spells) per 2 levels  
+1 Renown/2 levels (fear, respect, owed "favors")  
Cost: 20 OP per level

#### Warrior/Wizard/Rogue

Starting Abilities:

+1 Strength, +1 Intelligence, +1 Dexterity, OR 5 OP's in skills.

Levels:

+1 Body per level up to 7th, +2 Body/5 levels and 3 Specials/level thereafter

+1 REF per 2 levels, only affects combat AV and Speed

2 points in Combat skills per level, should not be used for Evade skills without GM permission.

Spells: See the source material for spells and number gained.

+1d6 to Backstab per 5 levels

4 points in skills per level

+1 in Spellcraft (Use Wizard Spells) per 2 levels

+1 in scholarly skills per 2 levels

+1 Renown/2 levels (fear, respect, owed "favors")

Cost: 23 OP per level

At Rogue's option, may also purchase Damage Classes for Assassination: +1 DC/4 levels.

Cost: +1 OP per level

#### Priest/Warrior

Starting Abilities:

+1 STR, +1 WIS, OR 5 OP's in skills

Levels:

+1 Body per level up to 9th, +1 Body/3 levels and 10 Specials/3 levels thereafter

+1 REF per 2 levels, only affects combat AV and Speed

2 points in Combat skills per level, should not be used for Evade skills without GM permission.

Spells: See the source material for spells and number gained.

1 point in other skills per level, half of these must be put to Priesthood specific skills

+1 Membership: Religion per 3 levels

+1 Faith per 2 levels

Cost: 19 OP per level

#### Priest/Wizard

Starting Abilities:

+1 Wisdom, +1 Intelligence, OR 5 OP in skills

Levels:

+1 Body per 2 levels up to 12th, +1 Body per 4 levels and 5 Specials per 4 levels thereafter

+1 REF per 3 levels, only affects combat AV and Speed

Priest Spells: See the source material for spells and number gained.

Wizard Spells: See the source material for spells and number gained.

1 point in Combat skills per level, should not be used for Evade skills without GM permission

+1 in Spellcraft (Use Wizard Spells) per 2 levels

+1 in Faith per 2 levels

+1 Membership: Religion per 3 levels

+1 Renown/2 levels

1 point in other skills per level

Cost: 23 OP per level

#### Priest/Warrior/Wizard

Starting Abilities:

+1 Strength, +1 Intelligence, +1 Wisdom, OR 5 OP in skills

Levels:

+1 Body per level up to 7th (Max: 11), +1 Body/3 levels and 10 Specials/3 levels thereafter(5 OP/level)

+1 REF per 2 levels, only affects combat AV and Speed

2 points in Combat skills per level, should not be used for Evade skills without GM permission.

Priest Spells: See the source material for spells and number gained.

Wizard Spells: See the source material for spells and number gained.

+1 in Spellcraft (Use Wizard Spells) per 2 levels

+1 in Faith per 2 levels

+1 Membership: Religion per 3 levels (1 OP/3 levels)  
+1 Renown per 2 levels  
2 points in other skills per 3 levels  
Cost: 27 OP per level

### Races

Another important choice in creating a D&D character is choosing a Race. Races other than humans have limits to how high a level they can be. Humans have in 2nd edition AD&D a level limit of 20, and are retired at that point, but this can obviously be ignored, though the Rule of X has probably already been broken by that time.

### Elf

+1 Dexterity, -1 Constitution  
May be multi-classed.  
Possesses the ability to see in the dark.  
Mental Defense: 10 points  
No need to sleep  
Cost: 20 OP

### Half-elf

May be multi-classed.  
See in minimal illumination: there must be a bit of light.  
Mental Defense: 5 points  
Cost: 10 OP

### Dwarf

+1 Constitution, -1 Dexterity  
May be multiclassed, may not be Wizards  
See in the dark.  
Expert: Mining and tunnels +5  
Ranged Evade +2 (small size)  
Direction Sense  
Cost: 15

### Gnome

+1 Intelligence, -1 Strength  
May be multiclassed  
See in minimal illumination: there must be a bit of light.  
Expert: Mining and tunnels +3  
Ranged Evade +2 (small size)  
Talent: Talk to burrowing mammals  
Cost: 13

### Halfling

+1 Dexterity, -1 Strength  
May be multiclassed, may not be Wizards  
Expert: Cooking +3  
Stealth +3  
Ranged Evade +2 (small size)  
Common Sense  
Cost: 11

### Half-orc

+1 Constitution, -1 Charisma  
May be multiclassed, may not be Wizards  
Immune to disease  
Intimidation +3  
Cost: 8

## Magic

Magic works a bit differently from regular Fuzion powers in FD&D. First of all, use the D&D spell effects unless the effect is instant death. In that case, the spell does a Kill of damage, instead. Second, the burden of the roll is on the target for most spells, rather than the caster: this is called a Saving Throw. Saving throws use either Dexterity or Wisdom + Magic Evade for AV, and the caster's Intelligence or Wisdom + Spellcraft or Faith for DV. This can be reversed easily, if you like, but if you are using D&D spells rather than Fuzion powers, I recommend letting the defender get the roll: it is frequently more satisfying to be have your fate in your hands rather than in the attackers. Attacks other than magic that would require a saving throw in D&D should be changed to normal Fuzion abilities: hence, poison would work according to Fuzion rules.

To cast a spell, you must declare it at the beginning of a turn. The spell gives you a penalty to your initiative equal to the number of segments it takes to cast in D&D. If the spell takes a full round, it takes a Fuzion round. After that time period, it takes the normal D&D times: thus, if it takes a D&D Turn, it takes 10 minutes. Anything disturbing you, including damage, will spoil the spell, and you cannot move while casting, so you have a DV of 0.

## **D&D to FD&D**

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1. Divide all statistics by 3 to get FD&D statistics; round up
2. Characters with Exceptional Strength get a +1 Strength
3. Add the other four FD&D characteristics.
4. Take appropriate FD&D levels, purchasing skills and so on as outlined above.
5. Monster hit dice translate as points of Body.
6. Various Movement Rates should be divided by 12 to get Move or points of Movement Power.
7. Find Derived Statistics normally.

## **FD&D to Total Fuzion**

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1. Statistics and skills remain the same, except Wisdom becomes Will and Charisma becomes Presence.
2. Subtract one from Reflex, to a minimum of 1.
3. AC provided by armor translate to 2 points of KD per point of AC.
4. Calculate Figured Statistics.
5. Wizards and Priests have a 1 point Variable Pool per level, used for appropriate magics.
6. Apply the Rule of X to find if the characters are appropriate for the game.
7. Add two to the Move statistic.

## **Total Fuzion to FD&D to D&D**

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1. Statistics and skills remain the same, except Will becomes Wisdom and Presence becomes Charisma.
2. Each 2 KD the character possesses becomes +1 AC.
3. Calculate new Figured Statistics for FD&D.
4. If you prefer, transfer points from other abilities into an appropriate FD&D character class, level, and allowed abilities.
  4. a. Do this if you are going to translate into a regular D&D character.
  4. b. Especially make sure that the four statistics not bought directly in FD&D are at appropriate levels.  
then:
    1. Multiply your FD&D statistics by 3 to get D&D statistics, with a limit of 25.
    2. Roll up hit points based on level(s) and class.