

# THE 20SIDED CONVERSION RULESET

**Important:** A copy of the Stormbringer 5th edition (or Elric!) rulebook is required to use this conversion documents. Copies of Stormbringer are available via the Chaosium Inc website or can be found on auction sites such as Ebay.com

THIS DOCUMENT provides instructions for transferring Stormbringer 5<sup>th</sup> edition and Elric! adventurers to a simplified 20sided system. These proposed mechanics are aimed at speeding up game play and improving the flexibility of the system and setting.

## THE 20SIDED CONCEPT

The idea of introducing the 20sided concept was to improve the speed of play amongst my own Stormbringer games. While Chaosium's existing Basic Roleplaying (BRP) system works well, the task of calculating changes to percentiles can often slow a game down, especially with younger players. As a result the 20sided system presented here pares numbers back in range and simplifies all additions to +/- 5 on a die roll.

For the most part, making the changes from the BRP is a simple matter of dividing the existing skills and abilities by 5 (to turn percentage into a 1 to 20 range). A single D20 is required to use this system (in addition to the D6, D8 and D10 dice used in determining damage in combat, etc.).

## RULE CHANGES

When converting existing Stormbringer or Elric! characters to the 20sided system, the following changes will need to be made:

- Characteristics
- Skills
- Combat

### 1. CHARACTERISTICS

- Rolling characteristics remains 2D6+6 for all seven main statistics, resulting in a range from 8 to 18, with the average being 13. Existing rules about redistributing or trading characteristics also stand.
- The derived characteristics - *Idea*, *Luck*, *Dexterity* and *Charisma* – are removed. These are now redundant, as a player can roll directly against the relevant characteristic to determine success or failure.
- The existing mechanics are used to determine all other secondary statistics (i.e. Hit Points, Magic Points and Damage Bonus).

### 2. SKILLS

- The skill list remains the same.
- All totals in existing skills are divided by 5 to turn their current percentage into a 1 to 20 range. All rounding should be to the nearest 5, at the gamemaster's discretion. In character creation, players receive points to allocate to their skills at 1/5<sup>th</sup> the noted amount (i.e. 20 skill points are now 4, 50 are now 10, etc.)

- As per the BRP system, an attempt at a task is deemed a success when the player roll less (or equal to) their skill on a D20.
- To modify a skill for a difficult (or easy) task, game master should use a modifier determined by multiples of +/- 5 (i.e. -5, +5, -10, +10, -15, +15, etc.).
- A roll of 1 on a D20 is always a success (critical/impale) and a 20 is always a failure (fumble). See Combat below for additional information.

### 3. COMBAT

- In addition to the skill rules above, character will achieve a critical hit/parry when rolling 1/5<sup>th</sup> of their current skill, and impale when rolling a 1 on their role. Fumbles will occur on the roll of a 20.
- Additional parries/dodges are undertaken at cumulative -5 to the parry/dodge roll (i.e. 0 for the first parry/dodge, -5 for the second, -10 for the third, etc.). Note that a roll of a 1 will always succeed in a parry/dodge regardless of modifiers.
- All damage and armour rolls are made as currently documented.
- The fumble and major wound tables are not optimised for the 20sided system. See below for new tables.

## NEW TABLES – MAJOR WOUND & FUMBLE TABLES

### MAJOR WOUND TABLE

When a major wound is taken, roll on the following table. Note that the normal damage and recovery criteria apply to these wounds.

<u>Roll</u>	<u>Effect</u>	<u>Description</u>
1-3	Mobility wound	Severed leg tendons causing limping, or fused ankle bones causing limping, or back muscles or spinal nerve damage bending the torso to the left or right, or a shattered knee that cannot bend, or make up your own. Lose 1D3 DEX. The maximum MOV is now that 1D3 less. Still able to fight.
4-7	Appearance Wound	Much of your nose has been sliced away, or multiple scars deface both hands, or an ear has been cut off, or a livid three-inch scar lends an evil cast to your face, or make up your own. Lose 1D3 APP. Your visible and unappealing deformity cannot be disguised. Still able to fight.
8-10	Strength Wound	Wrist or hand damage, or a slab of arm or shoulder muscle has been cut away, or a chunk was hewn from thigh or calf muscles, or you have spinal nerve damage, or several fingers or toes were severed, or make up your own. Lose 1D3 STR; this loss may change what weapons you can swing. Still able to fight with a weapon, but not a shield.
11-14	Constitution Wound	A punctured lung leads to a weakened respiratory system, or deep stomach wounds chronically re-infect, or belly wounds weaken your digestion and general health, or you damaged kidneys and liver, or make up your own. Lose 1D3 CON; maximum MOV is now that 1D3 less, and hit points may be lower. Still able to fight.

## MAJOR WOUND TABLE, CONTINUED

<u>Roll</u>	<u>Effect</u>	<u>Description</u>
15	Serious Mobility wound	(see above which now expands to the loss of one or both arms or legs). Lose 1D6 DEX and reduce maximum MOV by that same amount. Unable to fight.
16	Serious Appearance Wound	(see above which now includes worse mutilations). Lose 1D6 APP; it creates one or more visible deformities that cannot be disguised. Still able to fight.
17	Serious Strength Wound	(see above for examples of mutilating cuts and losses). Lose 1D6 STR; change hit points and damage bonus. Still able to fight.
18	Serious Constitution Wound	(see above for various wounds to the vitals). Lose 1D6 CON; may affect damage bonus and reduces MOV by that number of units equal to the 1D6 result rolled. Unable to fight.
19	Intellect Wound	Concussion damages hearing and limits Listen and Insight to maximums of 65 percent; or cuts to the head thereafter requiring Luck rolls each time to use the skills Million Spheres, Potions. Unknown Kingdoms, and Young Kingdoms; or blows or cuts which affect depth perception and leave missile- weapon skills at maximums of 65 percent; or multiple cuts to the face and neck limit the skills of Bargain, Fast Talk, Oratory. and spoken languages to 65 percent maximum, or make up your own. Lose 1D3 INT; this loss affects the adventurer's ability to cast magic. Still able to fight.
20	Massive Damage	Roll again on the following table. <ul style="list-style-type: none"> <li>▪ 1-4 - bad facial and vocal-cord injuries. Lose 1D6 APP; lower the Charisma roll respectively. Lose ability to speak. Still able to fight.</li> <li>▪ 5-9 - broken bones and severed ganglia. Lose 1D6 DEX; from now on the adventurer can only use shields and 1H hand-to-hand weapons. Still able to fight.</li> <li>▪ 10-14 - nerve damage to left or right arm, Lose 1D6 DEX; hereafter only the other arm can wield weapons or shields. Still able to fight.</li> <li>▪ 15-17 - nerve damage to both arms. Lose 1D6 DEX; though the legs are fine, neither arm nor hand can wield anything. Unable to fight</li> <li>▪ 18-19 - adventurer is mutilated by vicious wounds. Lose 1D3 points each from APP, DEX, and CON, and describe the results. Unable to fight.</li> <li>▪ 20 - adventurer was deliberately mutilated after collapsing. Remove 1D3+1 points each from any of four characteristics and describe the results. Unable to fight.</li> </ul>

## FUMBLE TABLE

When a fumble is rolled (i.e. a 20 on an attack), players must determine if the result is a minor or major fumble. Once the type of fumble is identified, the actual results are resolved on the appropriate table.

### DETERMINING A FUMBLE

<u>Roll a D20. If the roll is...</u>	<u>then...</u>
equal to or less than the character'sDEX	a Minor Fumble is the result. Roll a D20 and consult the Minor Fumble table below.
greater than the character'sDEX	a Major Fumble is the result Roll a D20 and consult the Major Fumble table below.

### MINOR FUMBLE TABLE

<u>Roll</u>	<u>Effect</u>	<u>Description</u>
1-10	Weapon drops from your hand and lands at your feet	Lose five DEX-ranks on your next turn to pick it up. Can only dodge or parry with shield until weapon is recovered
11	Slip or trip over rocks, etc	Lose next parry; your foe may disengage.
12	Slip or trip on a corpse or other obstacle	Lose next attack; your foe may disengage.
13	Slip or trip in a pool of blood or water or other hazard	Lose next parry and attack; your foe may disengage.
14	Lose shoe or boot	You will want it if the day is very hot or very cold, or if the ground is rocky. Disengage plus successful Search to find it.
15	Sweat in eyes	Parry, dodge, or move only for the next combat round; your foe may disengage.
16	Shield strap breaks	Halve your shield parry percentage until repaired. Inapplicable to a parrying weapons and demon shields.
17	Distracted	Automatic miss on your next attack in whatever round it occurs. Your foe may disengage.
18	Weapon caught in either your equipment	Lose weapon. Need a successful STR or DEX to recover on next action. Your foe may disengage. Ignore this fumble if you parry with a shield.
19	Weapon knocked away	It is 1D4 yards distant in a 1D8 direction. Ignore this fumble if you parry with a shield.
20	Arm cut, dislocated shoulder	Lose the use of one arm for the rest of the fight. Ignore this fumble if you parry with a shield.

## MAJOR FUMBLE TABLE

<u>Roll</u>	<u>Effect</u>	<u>Description</u>
1	Smash to your face	Parry and dodge only for the next 1D3 combat rounds as you try to wipe blood from your eyes; enemy may disengage. Ignore result if wearing a helmet.
2	Unexpected blow from the side or rear	You're knocked down; your foe may disengage.
3	Heavy hit to head	You lose no hit points, but your senses reel from the buffet. Halve your attack and parry skills for two full rounds
4	Helmet knocked off or heavy hit to head	If the former, you'll need 5 DEX-ranks to pick it up, and a full combat round to strap it on after disengaging. If the latter just above. Inapplicable to demon armour.
5	Weapon breaks	To get another one, unsheathe one or pick one up; your opponent may disengage. Inapplicable to a demon weapon.
6	Your shield is cloven in two	Discard shield. If you were not using a shield, parrying weapon breaks. Inapplicable to a demon shield.
7	Broken or cut nose	Bleed for 1D6+4 combat rounds; resulting deformity is permanent: lose 1 APP (can only happen once).
8	Foot stepped on, ankle sprained	Halve MOV for rest of the battle.
9	Weapon stuck in opponent's shield or armour	Roll STR -5 or less to pull it out.
10	Leg cut	Halve Dodge skill until Physik, Healing, or Suture is successfully applied.
11	Blow to solar plexus	You can parry but not attack or dodge for two rounds; your foe may disengage. Ignore this fumble if you parry with a shield.
12	Knee smashed or chopped	No Dodges, Ride, or Swim, or MOVs above 4. Ignore this result if you're using a large shield.
13	Bloody cut across one eye half blinds you	Halves attacks and parries until Physik, Healing, or Suture is successfully applied
14	Armour straps cut	Subtract 1 from armour roll results until the armour is repaired. Inapplicable to demon armour.
15	Damage little finger from your left or right hand	Lower weapon skills or shield skill by 10 percent, player's choice. Use of finger will be recovered after D3 days.
16	Portion of armour lost	Uniformly reduce armour roll results by 2 for the rest of the fight. Inapplicable to demon armour.
17	Hit friend or self	Determine randomly. Does rolled damage with applicable damage bonus.

**MAJOR FUMBLE TABLE, CONTINUED**

<b><u>Roll</u></b>	<b><u>Effect</u></b>	<b><u>Description</u></b>
18	Impressive fumble	Roll twice more on this table and take the single worse result.
19	Really bad fumble	Roll two more results (once on the minor fumble and once on the major fumble table) and apply all.
20	Worst possible fumble	Roll three more times (once on the minor fumble and twice on the major fumble table) and apply all.