



## Converting to "D20"

Use these guidelines to convert other *GODLIKE* characters to "D20" stats for use under the *GODLIKE* OGL rules (see the *GODLIKE* core book) or D20 games.

### Stats and Skills

*GODLIKE* stats and skills translate to a range of "D20" equivalents. The GM should decide exactly what number to assign.

<i>GODLIKE</i> Stat	D20 Stat
1d	3-7
2d	8-13
3d	14-15
4d	16-17
5d	18-21

<i>GODLIKE</i> Skill	D20 Rank
0d	0
1d	1-2
2d	3-6
3d	7-10
4d	11-14
5d	15-20

### Weapon Ranges

The ranges for weapons listed in this book assume the usual attack penalty of -2 per range increment. For the base "D20" range, use half the "Close" range rating in the *GODLIKE* core book.

*Example:* Sgt. Booth has a Lee-Enfield No. 1 rifle with a close range rating of 350 yards in *GODLIKE*. In "D20" games, its range increment is 175 yards or 525 feet.

### Difficulty and DC

For purposes of conversion, actions that require an ordinary match in *GODLIKE* can be considered DC 15 in "D20" games. Actions that are easier than normal get -5 DC for each +1d *GODLIKE* bonus. Actions that are more difficult than normal get +5 DC for each -1d penalty, or +1 DC for each point of Difficulty.

*Example:* The GM says spotting a hidden squad of commandos from an airplane has a Difficulty of 8 in *GODLIKE*; in "D20" games it has a DC of 23.

## "D20" Combat Modifiers

These optional rules increase Armor Class to make combat slightly more survivable.

Base AC for melee attacks is 10 plus the defender's melee skill rank (rank only, not total bonus!). If the defender is fighting with a knife, use the knife skill rank; if fighting with a bayonet, use the bayonet rank. The Dex AC bonus applies as usual. The skill bonus is lost if the Dex AC bonus is lost (i.e., the defender is flat-footed or stunned).

Base AC for ranged attacks is 10, but see below for attacks at range beyond 5 feet. The Dex AC bonus applies as usual.

The following common circumstances modify AC against ranged attacks (generally not melee attacks) and Reflex saves against explosives and other area attacks. The modifiers are cumulative where appropriate. They generally apply whether or not the Dex AC bonus applies; you don't lose cover for being stunned.

Note that concealment offers no protection against explosions. This includes foliage—whatever cover trees and brush might grant are countered by the fact that they tend to splinter in explosions and increase the risk of fragmentation injury. Net result: No modifier to the Ref save.

Situation	AC Mod	Ref Mod
Range greater than 5 feet	+5	+0
Wearing a helmet	+2	+1
Sitting or kneeling	+2	+1
Prone	+4	+2
Running	+2	+0
1/4 cover	+2	+1
1/2 cover	+4	+2
3/4 cover	+7	+3
9/10 cover	+10	+4
Light concealment	+2	+0
Moderate concealment	+4	+0
Heavy concealment	+6	+0
Near total concealment	+8	+0
Total concealment	+10	+0

### Examples of Cover

**1/4 cover:** Legs or one side covered.

**1/2 cover:** Firing a rifle around a corner.

**3/4 cover:** Firing a pistol around a corner.

**9/10 cover:** Peeking around a corner.

### Examples of Concealment

**Light concealment:** Light smoke or fog.

**Moderate concealment:** Dense smoke or darkness.

**Heavy concealment:** Thick foliage.

**Near total concealment:** Thick foliage in smoke.

**Total concealment:** Total darkness; target not visible.