Conversions 1

CONVERSION NOTES - While it's not going to be common, there will be people who want to convert old **TimeLords™** or **CORPS™** characters into **EABA™** adventurers. The guidelines below are pretty simple and cover all the important points.

Attributes - The following scale can be used to convert TimeLords or CORPS Attributes to EABA Attributes. This is based on half the maximum TimeLords lifting capacity, compared to the -3d penalty level for encumbrance in EABA.

| TimeLords | CORPS | EABA Attribute |
|-----------------|-----------|----------------|
| Strength | Strength | Strength |
| Dexterity | Agility | Agility |
| (Int+Per)/2(u) | Awareness | Awareness |
| (Con+Sta)/2(u) | Health | Health |
| (Will+Brv)/2(U) | Will | Will |
| Appearance | * | * |
| Power | Power | Fate |

| TimeLords | CORPS | EABA | Strength equivalent |
|-----------|-------|------|-----------------------|
| 1 | 1 | -10 | |
| 2 | 1 | -8 | |
| 3 | 1 | -5 | Cat |
| 4 | 2 | -2 | |
| 5 | 2 | 0 | Dog |
| 6 | 3 | 1 | 10th percentile human |
| 7 | 3 | 3 | |
| 8 | 4 | 4 | |
| 9 | 4 | 5 | |
| 10 | 5 | 6 | Average woman |
| 11 | 6 | 7 | Average man |
| 13 | 6 | 8 | |
| 14 | 7 | 9 | 90th percentile human |
| 16 | 8 | 10 | Pro football player |
| 18 | 9 | 11 | |
| 20 | 10 | 12 | Extr. strong man |
| 22 | 11 | 13 | |
| 23 | 12 | 14 | |
| 28 | 14 | 15 | Average horse |
| 32 | 16 | 16 | |
| 36 | 18 | 17 | Lucifer |
| 40 | 20 | 18 | |
| 45 | 22 | 19 | |
| 51 | 25 | 20 | |
| 57 | 28 | 21 | |
| 63 | 31 | 22 | The Destroyer |

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

EXAMPLE: An adventurer from **TimeLords** with an Intelligence of 14 and a Perception of 12 would have an average of 13, for an **EABA** Awareness of 8.

There are three special cases for converting Attributes. The first is that a **TimeLords** Appearance that becomes an **EABA** level of <6 or >9 becomes a Weakness or Forte on Will for influencing people in certain social situations. The second is that because of the way Fate is used in game play, all converted adventurers will have a Fate of at least 3. Last is that a level in a **CORPS** Attribute can be two different **EABA** amounts. If an adventurer has one Attribute at that level, they use the lower amount. If they have two at that level, they may use one at the higher amount and one at the lower amount. Three would be two lower and one higher, and so on.

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

| TimeLords | CORPS | Skill + Attribute roll |
|-----------|-------|------------------------|
| 1-3 | 1 | 1d+ |
| 4-6 | 2-3 | 2d+ |
| 7-9 | 4 | 3d+ |
| 10-12 | 5-6 | 4d+ |
| 13-15 | 7 | 5d+ |
| 16-18 | 8-9 | 6d+ |
| 19-21 | 10 | 7d+ |
| 22-24 | 11-12 | 8d+ |

Add a *full* dice amount to the appropriate Attribute to get the same number of dice in the skill + Attribute roll. If this amount would be less than +0d, then the 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 **TimeLords** Projectile Weapons skill of 12. The skill of 12 gives them an **EABA** total skill roll of 4d+. Their Agility roll is 2d+2, so you need to add 2d to get a skill roll with 4d in it (in this case, 4d+2). This means the adventurer has a Projectile Weapons skill of +2d. This adventurer also has a Powerboat skill of 3, 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).

Traits - Most TimeLords traits convert to their EABA equivalents. Personality and other level-based advantages and disadvantages usually convert on a 2:1 basis. For instance, two levels in a TimeLords personality modifier would be a 1d modifier in EABA.

Combat - All weapon and combat rules convert to **EABA** equivalents. To convert weapons/damages from **TimeLords** or **CORPS** see the **3G**³ to **EABA** conversion notes, downloadable from www.btrc.net.