

# METRIC CONVERSION GUIDE

for the Pathfinder Roleplaying Game

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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# CONVERTING TO METRIC

The following document seeks to assist in the conversion from the imperial to the metric systems when dealing with the most relevant measures and rules of the *Pathfinder Roleplaying Game*.

## Considerations

First, let us take a look at the formal equivalences and conversions between the most widely used units in both the metric and imperial systems.

**Table 1: Metric Equivalences**

Unit	Lower	Upper
<b>Length</b>		
Millimetre (mm)	—	0.1 cm
Centimetre (cm)	100 mm	0.01 m
Metre (m)	100 cm	0.001 km
Kilometre (km)	1,000 m	—
<b>Area</b>		
Square mm (mm <sup>2</sup> )	—	0.1 cm <sup>2</sup>
Square cm (cm <sup>2</sup> )	10 mm <sup>2</sup>	0.0001 m <sup>2</sup>
Square m (m <sup>2</sup> )	10,000 cm <sup>2</sup>	0.0001 ha
Hectare (ha)	10,000 m <sup>2</sup>	0.01 km <sup>2</sup>
Square km (km <sup>2</sup> )	100 km <sup>2</sup>	—
<b>Volume</b>		
Millilitre (ml)	—	0.001 lt
Litre (lt)	1,000 ml	—
<b>Mass</b>		
Milligram (mg)	—	0.01 g
Gram (g)	100 mg	0.001 kg
Kilogram (kg)	1,000 g	0.001 mt
Tonne (mt*)	1,000 kg	—

\* The standard for tonne is abbreviated as t, but in order to avoid confusing it with the imperial ton, it will be abbreviated as mt for metric tonne.

## Approximations

In the purpose of practicality, conversions are rounded to the closest first decimal (or to the closest integer for very small units). Table 2 lists the formal conversions along with the approximations used for this guide. Also, conversions are given in the closest metric equivalent. Refer to Table 1 for equivalences between different metric units.

This allows some length values to be standardized in order to avoid confusion during combat: 5-foot ranges are rounded to 1.5 m; 10-foot to 3; 20-foot to 6 m, and so on. While some effects are indeed shortened by this, the differences should be negligible for most cases, and the avoidance of imprecise decimals should more than compensate for this. In any case, should you prefer to use the exact values, you can refer to Table 2 for the proper conversions.

With these approximations, the two most common conversions you will need when playing will be simpler: For weights, just divide pounds by two and you get the kilogram conversion, while for length just divide feet by three and you get the meter conversion.

**Table 2: Imperial-Metric Conversions**

Imperial Unit	Metric Unit	Metric Approx.
<b>Length</b>		
Inch (in)	2.54 cm	2.5 cm
Foot (ft)	0.3048 m	0.3 m

**Table 2: Imperial-Metric Conversions**

Imperial Unit	Metric Unit	Metric Approx.
<b>Length, continued</b>		
Yard (yd)	0.9144 m	1 m
Fathom (ftm)	1.8288 m	2 m
Mile	1.6093 km	1.5 km
<b>Area</b>		
Acre	0.4047 ha	0.5 ha
<b>Volume</b>		
Fluid Ounce (fl oz)	29.5735 ml	30 ml
Pint (pt)	0.4732 lt	0.5 lt
Quart (qt)	0.9464 lt	1 lt
Gallon (US gal)	3.7854 lt	4 lt
<b>Mass</b>		
Ounce (oz)	28.3495 g	30 g
Pound (lb)	0.4535 kg	0.5 kg
Stone (st)	6.3503 kg	6.5 kg
Ton (t)	0.9072 mt	1 mt

## Square-to-Meters

The main reason for the approximations listed above is to help avoid problems when dealing with combat. Since almost everything in combat is measured in 5-foot increments, using a 0.3 feet-to-meters ratio allows for less problematic numbers. Still, Table 3 gives a rundown of how distances in squares convert to metres, both using the approximated value and the exact one.

**Table 3: Squares-to-Metres**

5-foot Squares	Feet	Distance	
		Approx.	Exact
1	5 ft	1.5 m	1,524 m
2	10 ft	3 m	3,048 m
3	15 ft	4.5 m	4,572 m
4	20 ft	6 m	6,096 m
5	25 ft	7.5 m	7,620 m
6	30 ft	9 m	9,144 m
7	35 ft	10.5 m	10,668 m
8	40 ft	12 m	12,192 m
9	45 ft	13.5 m	13,716 m
10	50 ft	15 m	15,240 m
11	55 ft	16.5 m	16,764 m
12	60 ft	18 m	18,288 m
13	65 ft	19.5 m	19,812 m
14	70 ft	21 m	21,336 m
15	75 ft	22.5 m	22,860 m
16	80 ft	24 m	24,384 m
17	85 ft	25.5 m	25,908 m
18	90 ft	27 m	27,432 m
19	95 ft	28.5 m	28,956 m
20	100 ft	30 m	30,480 m
+1	+5 ft	+1.5 m	+ 1,524 m

## Temperature

Unlike most other measurements, conversions between Fahrenheit and Celsius systems are nonlinear, requiring a separate table. For reference, the lowest possible temperature in the real world is -459.4 F°, or -273 C°. Temperatures listed in Table 4 are rounded to



the closest integer.

**Table 4: F° to C° Conversion**

F°	C°	F°	C°
-450 F°	-267 C°	125 F°	51 C°
-400 F°	-240 C°	150 F°	65 C°
-350 F°	-212 C°	200 F°	93 C°
-300 F°	-184 C°	250 F°	121 C°
-250 F°	-156 C°	300 F°	149 C°
-200 F°	-128 C°	350 F°	176 C°
-150 F°	-101 C°	400 F°	204 C°
-100 F°	-73 C°	450 F°	232 C°
-50 F°	-45 C°	500 F°	260 C°
-25 F°	-31 C°	1,000 F°	537 C°
0 F°	-17 C°	1,500 F°	815 C°
25 F°	-4 C°	2,000 F°	1,093 C°
50 F°	10 C°	2,500 F°	1,371 C°
75 F°	24 C°	3,000 F°	1,649 C°
100 F°	38 C°	3,500 F°	1,927 C°

## Movement

The following section covers the metric conversions of the most relevant movement-related rules.

### Base Speed

Table 5 shows the metric conversions for base movement speed. The first column indicates the base speed in feet, while the metric values for walking, double movement (full-action movement), and running (x4) are listed to the left. For speeds above 120, simply add 1.5 meters per round for each 5 ft of difference (so a creature with a base speed of 130 would have a walking speed of 39 meters).

**Table 5: Movement Speed**

Base Speed	Walking	Double	Running
5 ft	1.5 m	3 m	6 m
10 ft	3 m	6 m	12 m
15 ft	4.5 m	9 m	18 m
20 ft	6 m	12 m	24 m
25 ft	7.5 m	15 m	30 m
30 ft	9 m	18 m	36 m
35 ft	10.5 m	21 m	42 m
40 ft	12 m	24 m	48 m
45 ft	13.5 m	27 m	54 m
50 ft	15 m	30 m	60 m
55 ft	16.5 m	33 m	66 m
60 ft	18 m	36 m	72 m
65 ft	19.5 m	39 m	78 m
70 ft	21 m	42 m	84 m
75 ft	22.5 m	45 m	90 m
80 ft	24 m	48 m	96 m
85 ft	25.5 m	51 m	102 m
90 ft	27 m	54 m	108 m
95 ft	28.5 m	57 m	114 m
100 ft	30 m	60 m	120 m
105 ft	31.5 m	63 m	126 m
110 ft	33 m	66 m	132 m
115 ft	34.5 m	69 m	138 m
120 ft	36 m	72 m	144 m
+5 ft	+1.5 m	+3 m	+6 m

### Overland Movement

Table 6 details the distance a character can move when traveling over periods of time longer than rounds. Base speeds are given in meters, and are equivalent to base speeds of 15 ft, 20 ft, 30 ft, and 40 ft, respectively.

**Table 6: Overland Movement**

Type	Speed			
	4-5 m	6 m	9 m	12 m
<b>1 Minute (Local)</b>				
Walk	45 m	60 m	90 m	120 m
Hustle	90 m	120 m	180 m	240 m
Run (x3)	135 m	180 m	270 m	360 m
Run (x4)	180 m	240 m	360 m	480 m
<b>1 Hour (Overland)</b>				
Walk	3 km	4 km	5.5 km	7.5 km
Hustle	6 km	8 km	11 km	15 km
Run	—	—	—	—
<b>1 Day (Overland)</b>				
Walk	24 km	32 km	44 km	60 km
Hustle	—	—	—	—
Run	—	—	—	—

### Mounts & Vehicles

Table 7 shows the converted overland movement rates for mounts and vehicles. The value between parenthesis next to a mount/vehicle's name is the total load its carrying.

**Table 7: Mounts & Vehicles**

Mount/Vehicle	Per Hour	Per Day
<b>Mount (Carrying Load)</b>		
Light horse	10 km	80 km
Light horse (87.5 – 262.5 kg)	6.5 km	52 km
Heavy horse	8 km	64 km
Heavy horse (114.5 – 345 kg)	6 km	48 km
Pony	6.5 km	52 km
Pony (75.5 – 225 kg)	5 km	40 km
Dog, riding	6.5 km	52 km
Dog, riding (50.5 – 150 kg)	5 km	40 km
Cart or wagon	3.5 km	25 km
<b>Ship</b>		
Raft or barge (poled or towed)	1 km	10 km
Keelboat (rowed)	2 km	20 km
Rowboat (rowed)	2.5 km	25 km
Sailing ship (sailed)	3.5 km	84 km
Warship (sailed and rowed)	4 km	96 km
Longship (sailed and rowed)	5 km	120 km
Galley (rowed and sailed)	6.5 km	156 km

### Size

The following section covers the metric conversions of size-related rules.

### Size Category

Table 8 lists the various size-related measures associated with the size category of a creature. The (t) and (l) next to some of the categories stand for tall and long, respectively.

Note that the Height/Length and Weight columns list only typical maximum values (the actual value can also range between the listed amount and the maximum listed for the category immediately before), and can vary for individual cases.

**Table 8: Size Categories**

Size	Space	Natural Reach	Height/Length	Weight
Fine	15 cm	0	15 cm	6 g
Diminutive	30 cm	0	30 cm	0.5 kg
Tiny	75 cm	0	67 cm	4 kg
Small	1.5 m	1.5 m	1.3 m	30 kg
Medium	1.5 m	1.5 m	2.7 m	250 kg
Large (t)	3 m	3 m	5.3 m	2 mt



## Converting to Metric

**Table 8: Size Categories**

Size	Space	Natural Reach	Height/Length	Weight
Large (l)	3 m	1.5 m	5.3 m	2 mt
Huge (t)	5 m	5 m	10.7 m	14 mt
Huge (l)	5 m	3 m	10.7 m	14 mt
Gargantuan (t)	6 m	6 m	21 m	112 mt
Gargantuan (l)	6 m	5 m	21 m	112 mt
Colossal (t)	10 m	10 m	21+ m	112+ mt
Colossal (l)	10 m	6 m	21+ m	112+ mt

### Random Height & Weight

Table 9 shows the metric conversions for randomly generated heights and weights for characters of all core races.

Note that due to the conversion differences, the dice modifier used to determine the random values is different than the one indicated in Chapter 7, Additional Rules, of the *Pathfinder Roleplaying Game Core Rulebook*. To determine a random height, roll the listed modifier and add the result, in centimetres, to the base height. To determine a random weight, multiply the dice result by the listed weight multiplier and add the result, in kilograms, to the base weight.

**Quoting Heights:** Under the imperial system, the height of individuals is generally listed as feet + inches (as in 6'2", meaning the person is 6 feet and 2 inches tall), while in the metric system the height is given in metres with decimals (as in 1.75 m). This can make conversion confusing, since unlike centimetres and meters, inches and feet are not decimal in their correspondence (1 foot being 12 inches). To convert it, first transform the feet to meters by dividing them by 3, and then transform the inches to centimetres by multiplying them by 2.5, finally adding them together to get the metric total. Thus, a 6'2" person would be 2.05 m tall (6 ft/3 = 2 m, 2 in x 2.5 = 5 cm).

**Table 9: Random Height and Weight**

Race	Base Height	Base Weight	Modifier	Weight Multi.
Human, male	1.58 m	60 kg	1d10	x5 kg
Human, female	1.46 m	42.5 kg	1d10	x5 kg
Dwarf, male	1.25 m	75 kg	1d4	x7 kg
Dwarf, female	1.18 m	60 kg	1d4	x7 kg
Elf, male	1.77 m	50 kg	1d8	x3 kg
Elf, female	1.77 m	45 kg	1d6	x3 kg
Gnome, male	1.00 m	17.5 kg	1d4	x1 kg
Gnome, female	0.92 m	15 kg	1d4	x1 kg
Half-elf, male	1.72 m	55 kg	1d8	x5 kg
Half-elf, female	1.67 m	45 kg	1d8	x5 kg
Half-orc, male	1.58 m	75 kg	1d12	x7 kg
Half-orc, female	1.46 m	55 kg	1d12	x7 kg
Halfling, male	0.87 m	15 kg	1d4	x1 kg
Halfling, female	0.82 m	12.5 kg	1d4	x1 kg

### Carrying Capacity

The following section covers the metric conversion of carrying capacity rules.

Table 10 gives the converted values of carrying capacity for the various Strength scores. These values assume a medium, bipedal creature. For creatures of different sizes and/or quadrupeds, use the multipliers detailed in Chapter 7, Additional Rules, of the *Pathfinder Roleplaying Game Core Rulebook*.

**Table 10: Carrying Capacity**

Strength Score	Light	Load Medium	Heavy
1	1.5 kg	3 kg	5 kg
2	3 kg	6.5 kg	10 kg

**Table 10: Carrying Capacity**

Strength Score	Light	Load Medium	Heavy
3	5 kg	10 kg	15 kg
4	6.5 kg	13 kg	20 kg
5	8 kg	13 kg	25 kg
6	10 kg	20 kg	30 kg
7	11.5 kg	23 kg	35 kg
8	13 kg	26.5 kg	40 kg
9	15 kg	30 kg	45 kg
10	16.5 kg	33 kg	50 kg
11	19 kg	38 kg	57.5 kg
12	21.5 kg	43 kg	65 kg
13	25 kg	50 kg	75 kg
14	29 kg	58 kg	87.5 kg
15	33 kg	66.5 kg	100 kg
16	38 kg	76.5 kg	115 kg
17	43 kg	86.5 kg	130 kg
18	50 kg	100 kg	150 kg
19	58 kg	116.5 kg	175 kg
20	66.5 kg	133 kg	200 kg
21	76.5 kg	153 kg	230 kg
22	86.5 kg	173 kg	260 kg
23	100 kg	200 kg	300 kg
24	116.5 kg	233 kg	350 kg
25	133 kg	266.5 kg	400 kg
26	153 kg	306.5 kg	460 kg
27	173 kg	346.5 kg	520 kg
28	200 kg	400 kg	600 kg
29	233 kg	466.5 kg	700 kg
+10	x4	x4	x4

### Armour & Encumbrance

Table 11 provides a converted values for speed reduction due to heavy armour and encumbrance.

**Table 11: Reduced Speed**

Imperial		Metric	
Base Speed	Reduced	Base Speed	Reduced
5 ft	5 ft	1.5 m	1.5 m
10 – 15 ft	10 ft	3 – 4.5 m	3 m
20 ft	15 ft	6 m	4.5 m
25 – 30 ft	20 ft	7.5 – 9 m	6 m
35 ft	25 ft	10.5 m	7.5 m
40 – 45 ft	30 ft	12 – 13.5 m	9 m
50 ft	35 ft	15 m	10.5 m
55 – 60 ft	40 ft	16.5 – 18 m	12 m
65 ft	45 ft	19.5 m	13.5 m
70 – 75 ft	50 ft	21 – 22.5 m	15 m
80 ft	55 ft	24 m	16.5 m
85 – 90 ft	60 ft	25.5 – 27 m	18 m
95 ft	65 ft	28.5 m	19.5 m
100 – 105 ft	70 ft	30 – 31.5 m	21 m
110 ft	75 ft	33 m	22.5 m
115 – 120 ft	80 ft	36 – 37.5 m	24 m

### Range

The following section covers the metric conversion of the ranges of both magical and nonmagical effects and weapons.

### Weapon Range

Table 12 gives the converted ranges for both projectile and thrown weapons. Note that the maximum number of range increments is unaffected by the conversion.



Table 12: Weapon Ranges

Weapon	App. Range
<b>Simple Weapons</b>	
Dagger	3 m
Club	3 m
Shortspear	6 m
Spear	6 m
Blowgun	6 m
Crossbow, heavy	36 m
Crossbow, light	24 m
Dart	6 m
Javelin	9 m
Sling	15 m
<b>Martial Weapons</b>	
Axe, throwing	3 m
Hammer, light	6 m
Starknife	6 m
Trident	3 m
Longbow	30 m
Longbow, composite	33 m
Shortbow	18 m
Shortbow, composite	21 m
<b>Exotic Weapons</b>	
Bolas	3 m
Crossbow, hand	9 m
Crossbow, repeating heavy	36 m
Crossbow, repeating light	24 m
Net	3 m
Shuriken	3 m
Sling staff, halfling	24 m

## Spell Range

The formulas for determining the maximum range of spells, in metric, is as follows:

**Close:**  $7.5 \text{ m} + 1.5 \text{ m}$  for every 2 caster levels.

**Medium:**  $30 \text{ m} + 3 \text{ m}$  per caster level.

**Long:**  $120 \text{ m} + 12 \text{ m}$  per caster level.

Table 13 gives the calculated maximum ranges for spells across all 20 levels.

Table 13: Spell Range  
Maximum Range

Caster Level	Close	Medium	Long
1	9 m	33 m	132 m
2	9 m	36 m	144 m
3	10.5 m	39 m	156 m
4	10.5 m	42 m	168 m
5	12 m	45 m	180 m
6	12 m	48 m	192 m
7	13.5 m	51 m	204 m
8	13.5 m	54 m	216 m
9	15 m	57 m	228 m
10	15 m	60 m	240 m
11	16.5 m	63 m	252 m
12	16.5 m	66 m	264 m
13	18 m	69 m	276 m
14	18 m	72 m	288 m
15	19.5 m	75 m	300 m
16	19.5 m	78 m	312 m
17	21 m	81 m	324 m
18	21 m	84 m	336 m
19	22.5 m	87 m	348 m
20	22.5 m	90 m	360 m

## Exploration

This following section covers the metric conversion of more specific rules, such as illumination, substance hit points and temperature perils.

## Light & Illumination

Table 14 gives the converted values for the illuminated distance of light sources.

Table 14: Light &amp; Illumination

Object	Normal	Increased
Candle	n/a	1.5 m
Everburning torch	6 m	12 m
Lamp, common	4.5 m	9 m
Lantern, bullseye	18 m cone	36 m cone
Lantern, hooded	9 m	18 m
Sunrod	9 m	18 m
Torch	6 m	12 m
<b>Spell</b>		
Continual flame	6 m	12 m
Dancing lights (torch)	6 m (each)	12 m (each)
Daylight	18 m	36 m
Light	6 m	12 m

## Substance Hit Points

Table 15 gives the converted values for the amount of hit points of a substance based on its thickness. After calculating the total amount of hit points of a substance, round the value up to the closest integer.

Table 15: Substance Hit Points

Substance	Hit Points
Glass	2.5/cm of thickness
Paper or cloth	5/cm of thickness
Rope	5/cm of thickness
Ice	7.5/cm of thickness
Leather or hide	12.5/cm of thickness
Wood	25/cm of thickness
Stone	37.5/cm of thickness
Iron or steel	75/cm of thickness
Mithral	75/cm of thickness
Adamantine	100/cm of thickness

## Cold & Heat Dangers

Table 16 gives the converted values for the ranges of hot/cold temperature that may lead to dangerous conditions. For reference, fresh water freezes at  $0^{\circ}\text{C}$  and boils at  $100^{\circ}\text{C}$ , while room temperature is generally accepted to be  $21^{\circ}\text{C}$ . The human body temperature is  $37^{\circ}\text{C}$ .

Table 16: Cold &amp; Heat Dangers

Condition	Temperature Range
<b>Cold Dangers</b>	
Cold Weather	Below $5^{\circ}\text{C}$
Severe Cold	Below $-15^{\circ}\text{C}$
Extreme Cold	Below $-30^{\circ}\text{C}$
<b>Heat Dangers</b>	
Very Hot	Above $30^{\circ}\text{C}$
Severe Heat	Above $40^{\circ}\text{C}$
Extreme Heat	Above $60^{\circ}\text{C}$



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