

GURPS to RuneQuest 6 Conversion Guidelines v1.0

Jonathan Donald (Design Mechanism Forums handle 'jeddak')

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1 Introduction

- This is an outline of an approach to converting GURPS character stats to RuneQuest 6 equivalent
- These have not been fully tested; this is more a set of initial guidelines that I've come up with.

2 Preamble

- Converting between systems is always somewhat subjective, because each system has its own world-view, emphasis, and approach to modelling. Different systems don't model the same things to the same degree or in the same way as others. Some rules systems don't model certain aspects at all, leaving you with an entirely subjective set of decisions to make.
- Where there is obviously direct commonality between rules systems, it's fine to take a strict algorithmic approach, but overall, it's best to adopt a holistic and impressionistic view, and pay attention to how the converted PC 'feels' in gameplay.
- RuneQuest 6 is much more detailed in terms of PC/creature stats than is GURPS, although GURPS is in some ways the 'heavier' system in terms of number of rules.
- Game balance is always a concern after conversion between systems. You can faithfully map a GURPS PC to a RuneQuest 6 PC, but end up with an overpowered or underpowered character in relation to other 'native' denizens of the game world.
- Expect to feel the need to tweak occasionally during the first few play sessions (but don't do this indefinitely, for obvious reasons).
- This document is a basic outline of where I see commonality between the two systems, and attempts to offer reasonable methods to convert from one to the other.
- Your mileage may vary

3 Assumptions

- These conversion guidelines are useful for converting GURPS stats for roughly human-sized humanoids to their RuneQuest 6 equivalent.
- **POW** is going to be determined subjectively
- For non-humanoid forms, you have two choices:
 - analyze the overall stats, qualities, capabilities of the GURPS creature and come up with an equivalent in RuneQuest terms according to your best judgement and what 'feels' correct
 - RuneQuest **INS** has no direct analogue in GURPS, so determining this stat is largely a subjective judgement
 - if there is a RuneQuest-defined creature with the same name that isn't *completely* different than the GURPS creature, simply substitute it

- if not, start with a 'template' based on a RuneQuest creature of comparable size and form, and tweak accordingly

4 Attributes

4.1 Mapping GURPS Attributes to RuneQuest Characteristics

RQ6 Characteristic	RQ Description	Derive From	GURPS Attribute Description
STR	physical strength	GURPS ST	brawn, physical muscle
DEX	agility, balance, reflexes	GURPS DX	agility, coordination
INT (sapient beings only)	cognitive ability	GURPS IQ	brainpower, alertness, adaptability
INS (non-sapient)	instinct, cunning	GURPS IQ/descriptive text	
CON	health, hardiness	GURPS HT	energy, vitality, grit, capacity for physical damage
POW	soul, spirit, will	combination of GURPS IQ and description	
SIZ	mass	go with description and weight	
CHA	personality, charm, wit	start w/ a base of 10, add GURPS Reaction x2	

4.2 Scaling Values of GURPS Attributes to RuneQuest Characteristics

- The formula for attributes greater than 10 would be:
- Doug (DM Forums handle "trystero") recommends that each point above/below 10 in GURPS be converted to two points in RuneQuest.

$$((10-Ga)*2)+10$$
- and the formula for attributes less than 11 would be:

$$Ga-((10-Ga)/2)$$

- So a GURPS **ST** of 13 converts to RuneQuest **STR** of 16, etc.

GURPS	RQ6	GURPS	RQ6	GURPS	RQ6
1	0	13	16	25	40
2	0	14	18	26	42
3	0	15	20	27	44
4	0	16	22	28	46
5	1	17	24	29	48
6	2	18	26	30	50
7	4	19	28	31	52
8	6	20	30	32	54
9	8	21	32	33	56
10	10	22	34	34	58
11	12	23	36	35	60
12	14	24	38	36	62

5 Deriving RuneQuest Attributes

5.1 Action Points

- follow standard RuneQuest 6 rules (Chapter 1) to determine this

5.2 Damage Modifier

- First calculate Size (see below), then follow standard RuneQuest 6 rules (Chapter 1) to determine this

5.3 Experience Modifier

- follow standard RuneQuest 6 rules (Chapter 1) to determine this

5.4 Healing Rate

- follow standard RuneQuest 6 rules (Chapter 1) to determine this

5.5 Height and Weight

- use GURPS stats
- Height and Weight may be used to calculate **SIZ**

5.6 Hit Points

- follow standard RuneQuest 6 rules (Chapter 1) to determine this

5.7 Luck Points

- follow standard RuneQuest 6 rules (Chapter 1) to determine this
- But also see the section on GURPS Advantages/Disadvantages, below, for recommendations around the GURPS *Luck* and *Extraordinary Luck* Advantages

5.8 Magic Points

- follow standard RuneQuest 6 rules (Chapter 1) to determine this

5.9 Movement Rate

- In some cases, especially for non-humanoid creatures, you may deem it appropriate to adopt the GURPS Speed figure as-is.
- Otherwise, follow standard RuneQuest 6 rules (Chapter 1) to determine this

5.10 Strike Rank

- In GURPS, the equivalent stat is Speed; this is based on Movement Allowance
- Unless the GURPS Speed is unusually high (a non-humanoid creature, or one with special abilities) or low, simply use the standard RuneQuest rules (Chapter 1) to calculate

5.11 Size (**SIZ**)

- There is no direct means of converting GURPS size to RuneQuest **SIZ** - there is no single stat that equates to mass
- GURPS deals with size measurements in different ways
 - how many hexes a creature occupies (how large a target does it present)
 - mass/weight - for various calculations such as poison dosage
- RuneQuest **SIZ**
 - a separate Characteristic that equates to mass

- used to help figure Hit Points and Damage Modifier
- GURPS Height and Weight may be used to 'back into' RQ **SIZ**

				Lithe	Lithe	Medium	Medium	Heavy	Heavy
SIZ	Height (cm)	Height (in)	Height (feet)	(Kg)	(lb)	(Kg)	(lb)	(Kg)	(lb)
1	1-45	1-17	0' 1'6"	1-5	1-12	1-7	1-17	1-9	1-21
2	46-80	18-31	1'7" - 2' 6"	6-10	13-23	8-14	18-32	10-18	22-41
3	81-105	32-41	2' 5" - 3' 9"	11-15	24-34	15-21	33-48	19-27	42-61
4	106-120	42-47	3' 8" - 4'	16-20	35-45	22-28	49-63	28-36	62-81
5	121-130	48-51	4' 2" - 4' 3"	21-25	46-56	29-35	64-78	37-45	82-100
6	131-140	52-55	4' 4" - 4' 6"	26-30	57-67	36-42	79-94	46-54	101-120
7	141-150	56-59	4' 7" - 4' 9"	31-35	68-78	43-49	95-109	55-63	121-140
8	151-155	59-61	4' 10" - 5'	36-40	79-89	50-56	110-125	64-72	141-160
9	156-160	61-62	5' 1" - 5' 2"	41-45	90- 100	57-63	126-140	73-81	161-180
10	161-165	63-64	5' 3" - 5' 4"	46-50	101- 110	64-70	141-156	82-90	181-200
11	166-170	65-66	5' 5" - 5' 6"	51-55	112- 122	71-77	157-171	91-99	201-219
12	171-175	67-68	5' 7" - 5' 8"	56-60	123- 132	78-84	172-186	100- 108	220-239
13	176-180	69-70	5' 9" - 5' 10"	61-65	134- 145	85-91	187-202	109-117	240- 259
14	181-185	71-72	5' 11" -	66-70	146-	92-98	203-217	118-126	260-

SIZE	Height (cm)	Height (in)	Height (feet)	Lithe	Lithe	Medium	Medium	Heavy	Heavy
				(Kg)	(lb)	(Kg)	(lb)	(Kg)	(lb)
			6'		155				279
15	186-190	73-74	6' 1" - 6' 2"	71-75	157- 167	99-105	218-233	127-135	280- 299
16	191-195	75-76	6' 3" - 6' 4"	76-80	168- 178	106-112	234-248	136-144	300-319
17	196- 200	77-78	6' 5" - 6' 6"	81-85	179- 187	113-119	249-264	145-153	320-339
18	201-205	79-80	6' 7" - 6' 8"	86-90	190- 198	120-126	265-279	154-162	340-358
19	206-210	81-82	6' 9" - 6' 10"	91-95	201- 209	127-133	280-294	163-171	359-378
20	211-215	83-84	6' 11" - 7'	96- 100	212- 221	134-140	295-310	172-180	379-398
21	216-220	85-86	7' 1" - 7' 2"	101- 105	223- 231	141-147	311-325	181-189	399-418
22	221-225			106- 110		148-154		190- 198	
23	226-230			111- 115		155-161		199- 207	
24	231-235			116- 120		162-178		208- 216	
25	236-240			121- 125		179-185		217-225	
26	241-245			126- 130		186-192		226- 234	
27	246-250			131- 135		193-199		235-243	

				Lithe	Lithe	Medium	Medium	Heavy	Heavy
SIZ	Height (cm)	Height (in)	Height (feet)	(Kg)	(lb)	(Kg)	(lb)	(Kg)	(lb)
28	251-255			136- 140		200-206		244- 252	
29	256- 260			141- 145		207-213		253-261	
30	261-265			146- 150		214-220		262- 270	
Each Point	+5 cm	+2 in	+2 in	+5 Kg	+9lb	+7 Kg	+14lb	+9 Kg	+19lb

1 Kg 2.20462262185 lbs

1 m 3.280839895016667 feet or 39.3700787402 inches

1 cm 0.0328083989501 feet or 0.393700787402 inch

1 lb 0.45359Kg or 453.59g

1 foot 0.3048m

1 inch 2.5400cm

6 Other Qualities

6.1 GURPS Dodge, Parry, and Block

- ignore these stats; RuneQuest combat mechanics cover these manouvers differently

6.2 GURPS Charisma

- is a non-numeric quality that boils down to seven grades: Hideous, Ugly, Normal, Attractive, Handsome/beautiful, Very handsome/beautiful, and Unearthly.
- if it is relevant, note on the character sheet
 - as *beauty is in the eye of the beholder*, it might be sensible to note *to whom is the character especially attractive or unattractive?*

7 Skills

- Doug (DM Forums handle "trystero") recommends one use the skill level/percentage chance of success from the Probability of Success table on p. B171 of GURPS (see below) to get an approximate skill level for RuneQuest. For example, a GURPS skill of **First Aid-12** might translate to RuneQuest **First Aid** skill at 74%.
- If more than one GURPS skill matches the RuneQuest description, just use the highest one: a character with **Broadsword**, **Shield**, and **Dagger** skills should probably get a single Combat Style skill at the highest converted rating.

7.1 GURPS Skill Levels and Probabilities

- In GURPS, to use a skill, you must make a success roll on 3D6 against your skill level.
- Skill levels can be over 18, and often are. But a roll of 17 or 18 always fails. And modifiers for difficult tasks or unfavorable situations will usually adjust your effective skill to a number under 18.
- The probability of success at each skill level is shown below. If you have a skill of 10 (defined as an average level of skill), you will fail exactly half the time.
- Obviously, 'average' is not really very good in many cases! Note that a roll of 17 or 18 is automatically a failure, so nobody succeeds 100% of the time.
- The following table should be used to judge overall competence at most skills.
 - Note that these figures give the probability of succeeding on the first try at a task of average difficulty.

GURPS Skill Level	Probability	Qualitative Description
3	0.5%	Abysmal
4	1.9%	
5	4.6%	
6	9.3%	Inept
7	16.2%	
8	25.9%	Mediocre
9	37.5%	
10	50.0%	Average
11	62.5%	
12	74.1%	Rather skilled

GURPS Skill Level	Probability	Qualitative Description
I3	83.8%	
I4	90.7%	Well-trained
I5	95.4%	
I6+	98.1%	Expert

7.2 RuneQuest Standard Skills

Derive these from GURPS equivalent; if nothing noted, then use the RQ 6 rules to derive their default level of expertise.

7.3 GURPS Weapons Skills

- RuneQuest 6 uses Combat Styles, as opposed to isolated weapons skills
 - first, understand the types of weapons the (N)PC uses and how they're used - what types of situations will the character be trained in which to operate, what sort of manouvers, and so forth.
 - then, derive a Combat Style based on the combination of weapons/circumstances/tactics
- To help convert GURPS weapon skills levels to RuneQuest Combat Style percentages, review the following table of GURPS weapon skill levels:

GURPS Weapon Skill Level	Probability	Descriptive text for degree of success
3	0.5%	Astoundingly bad. You will never hit a foe except by luck.
4	1.9%	
5	4.6%	
6	9.3%	Clumsy. An average man using an easy weapon for the first time.
7	16.2%	
8	25.9%	
9	37.5%	Unskilled. A rookie in his first month of basic training.
10	50.0%	
11	62.5%	

GURPS Weapon Skill Level	Probability	Descriptive text for degree of success
12	74.1%	Novice. An average man after a little study, or a talented beginner.
13	83.8%	
14	90.7%	
15	95.4%	Veteran. A good, experienced fighter. You rarely miss.
16	98.1%	
17	98.1%	
18	98.1%	Expert. You have a lot of experience.
19	98.1%	
20	98.1%	
21	98.1%	Master. You could train others, and train them well.
22	98.1%	
23	98.1%	
24	98.1%	
25	98.1%	
		Wizard. You could fight blindfolded.

7.4 GURPS Language Skills

GURPS Language Skill Level	Descriptive text for degree of success	Probability
3	Recognizes some important words.	0.5%
4	Recognizes some important words.	1.9%
5	Usually understands simple sentences, spoken slowly.	4.6%
6	Usually understands simple sentences, spoken slowly.	9.3%
7	Adequate reading and speaking vocabulary. Non-native speakers will have a thick accent	16.2%

GURPS Language Skill Level	Descriptive text for degree of success	Probability
8	Adequate reading and speaking vocabulary. Non-native speakers will have a thick accent	25.9%
9	Command of the language equivalent to that of an average native speaker. Non natives will retain a distinct foreign accent.	37.5%
10	Command of the language equivalent to that of an average native speaker. Non natives will retain a distinct foreign accent.	50.0%
11	Command of the language equivalent to that of an educated native. Non natives will retain a slight foreign accent.	62.5%
12	Command of the language equivalent to that of an educated native. Non natives will retain a slight foreign accent.	74.1%
13	Full mastery of the language, including idioms. No foreign accent. Can adopt regional accents if desired.	83.8%
14	Full mastery of the language, including idioms. No foreign accent. Can adopt regional accents if desired.	90.7%
15	Absolute fluency. If non native, can think in the language.	95.4%
16+	Absolute fluency. If non native, can think in the language.	98.1%

7.5 Mapping GURPS Skills to RuneQuest Skills

GURPS	RuneQuest
Accounting	
Acrobatics	Acrobatics
Acting	Acting
Alchemy	
Animal Handling	
Architecture	
Area Knowledge	Locale, Lore
Armoury	

GURPS	RuneQuest
Artist	
Astrology	
Astronomy	
Bard	Musicianship, Lore
Blacksmith	
Boating	Boating
Breath Control	Athletics, Endurance
Calligraphy	
Camouflage	
Carpentry	
Climbing	
Cooking	
Dancing	
Diplomacy	
Disguise	
	Engineering
Escape	
Falconry	
Fast Talk	Streetwise
First Aid	Healing
Fishing	
Forgery	
Free Fall	Athletics
Gambling	

GURPS	RuneQuest
Heraldry	
Herbalism	
Holdout/Concealment	Sleight
Hypnotism	
Jeweler	
Jumping	Athletics
Law	
Leadership	
Leatherworking	
Lip Reading	
Lockpicking	Lockpicking
Mechanic	Mechanisms
Medical Diagnosis	Healing
Musical Instrument	Musicianship
Naturalist	
Navigation	Navigate
Packing	
Performance	
Pickpocket	
Poetry	
Poisons	
Politics	
Pottery	
{Professional Skills}	

GURPS	RuneQuest
Psychology/Detect Lies	
Public Speaking/Savoir-Faire	Oratory
Riding	Ride
Running	
Sculpting	
Seamanship	Seamanship, Boating
Sex Appeal	Seduction (not an exact analogue)
Shadowing	
Shipbuilding	
Sign Language	
Singing	
Skiing	
Sleight-of-Hand	Sleight
Speed Load	
Sports	
Stealth	
Strategy	
Surgery	Healing
Survival	Survival
Swimming	Swimming
Tactics	
Teaching	
Teamster	
Throwing	

GURPS	RuneQuest
Tracking	Track
Traps	
Ventriloquism	
Veterinary	
{Weapon Skills}	
Woodworking	
Writing	

8 GURPS *Advantages, Disadvantages, and Quirks*

8.1 General

- RuneQuest doesn't try to model advantages and disadvantages with the same rigour as GURPS
- therefore, these aspects will mostly translate into more descriptive text
- certain ones might translate into RuneQuest *Passions*

8.1.1 GURPS *Odious Personal Habits* could negatively impact RuneQuest CHA

8.1.2 GURPS *Weak Will*

- translates to a RuneQuest **POW** ≤ 5 ; don't allow anything higher
- which makes the base Willpower skill max out at 10%

8.1.3 GURPS Luck

1. The *Luck* Advantage
 - +2 to base RuneQuest *Luck Points*
2. The *Extraordinary Luck* Advantage
 - +3 to base RuneQuest *Luck Points*

9 GURPS Magic Systems

- Magic systems are the most challenging rules category to convert; I won't attempt to begin to provide guidelines as to how to do this.
- You can either
 - develop a new magic system within RuneQuest 6 that works the same way as the GURPS magic system
- or use an existing RuneQuest/BRP/Legend/Droo magic system

10 GURPS *Psionics, Telepathy, Telekinesis, ESP*

- these would translate most directly to RuneQuest 6 *Mysticism*, though clearly there are distinct differences
- alternatively, adopt BRP *Psychic Abilities*
- one might need to develop a discrete RuneQuest *Psionics* package

11 GURPS Equipment

11.1 General

- No special conversion is needed - simply go by the description of each piece of equipment to find the characteristics of that equipment in the RuneQuest rules.
- items with unique properties will require discretion and careful judgement to translate into RuneQuest terms
- Costs should be the same (presuming you're not also converting the monetary system which one would assume to be germane to the setting)

11.2 Armour, Weapons

- Use the standard RuneQuest specification for the item. A GURPS rapier is a RuneQuest rapier - there's no need to convert anything.
- If the item has special properties, use your best judgement in converting to RuneQuest equivalent. Examples would be a massive hammer that weighs 300 lbs (you need to figure out how to deal with Combat Style, size, reach, damage (Hit Points) and encumbrance), or a pair of gauntlets enchanted to provide extra protection (how many Armour Points do they provide?).