

Open Game to PG Conversion

Many of you may have long-running games that have used the Open Game rules or one of its variants. Here are some tips on how to convert characters from your existing game to Pangenre. Individual GMs may opt for different ways to convert characters, including assigning BPs. The system below does not use BPs because Open Game Content character classes are too complex to accurately convert simply by assigning a pool of build points.

Basic OG Mechanics

The following simple guidelines should help you convert some common Open Game mechanical elements to Pangenre.

Damage to Wound Lethality

Because Pangenre does not use hit points, you need to convert effects that do damage to effects that inflict wounds. The following numbers are guidelines.

Table: Converting HP Damage to Lethality

Dice Damage	Suggested Lethality
1d4 or less	0
1d6	1
1d8, 2d4	2
1d10, 1d12, 2d6	3
3d6	4
+1 additional d6	+1 extra

Converting Saving Throws to Defense Checks

Pangenre still incorporates the concept of a saving throw, but instead of being based on Reflex, Will, or Fortitude, these are simple ability checks.

Example: If you take a serious wound, you must pass a DC 10 Willpower check to avoid becoming disabled.

Adjusting 1d20 DCs to 2d10

Pangenre uses a 2d10 bell curve instead of the standard 1d20 linear probability. You therefore need to adjust high and low DCs to fit the curve. For values in between the listed examples, just interpolate or extrapolate as needed.

Table: Adjusting 1d20 DCs to 2d10

Open Game (1d20) DC	Pangenre (2d10) DC
5	7
10	Unchanged
15	13
20	17
25	20
30	25
35	28
40	30

The Fate of Feats

Open Game feats have been removed entirely or converted to skill competencies or specializations.

Designer's Note: We are discussing adding supplemental material to reintroduce some feats that cannot be grouped under skills as "talents" that would be purchasable during character creation. If we do this, it will be available for free in a future patch.

Table: Feat Fates

Feat	Fate
Metamagic Feats	Specializations of Spellcraft skill.
Item Creation Feats	Will be replaced in the <i>Pangenre RPG Magic Workshop™</i> supplement. Scribe Scroll feat is no longer required.
Epic Feats	Not Converted.
Weapon Proficiencies	Integrated with combat skills.
Acrobatic	Integrated with Agility Training skill.
Agile	Integrated with Agility Training skill.
Alertness	Integrated with Perception Training skill.
Animal Affinity	Charisma Training specialization.
Armor Proficiency	Replaced with Armor skill.
Athletic	Replaced with Climbing and Swimming skills.
Augment Summoning	Removed
Blind Fight	Perception Training specialization.
(Great) Cleave	Removed.

Table: Feat Fates

Feat	Fate
Combat Casting	Integrated with spell casting skills.
Combat Expertise	Integrated with melee and martial arts combat skills.
Combat Reflexes	Agility Training specialization.
Deceitful	Removed.
Deflect Arrows	Integrated with Ki Magic skill.
Deft Hands	Integrated with Dexterity Training skill.
Die Hard	Constitution Training specialization.
Diligent	Removed
Dodge	Agility Training specialization.
Endurance	Removed.
Eschew Materials	Removed.
Extra Turning	Removed.
Far Shot	Removed.
Great Fortitude	Integrated with Constitution Training skill.
(Greater) Spell Focus	Integrated with spellcasting skills.
(Greater) Spell Penetration	Spellcraft specialization.
(Greater/Improved) Two-Weapon Fighting	Integrated with combat skills.
(Greater) Weapon Focus	Integrated with combat skills.
(Greater) Weapon Specialization	Integrated with combat skills.
Improved Bull Rush	Integrated with combat skills.
Improved Counter-spell	Removed.
Improved Critical	Integrated with combat skills.
Improved Disarm	Integrated with combat skills.
Improved Familiar	Removed.
Improved Feint	Removed.
Improved Grapple	Integrated with combat skills.
Improved Initiative	Integrated with Agility Training skill.
Improved Overrun	Integrated with combat skills.
(Improved) Precise Shot	Removed.
(Improved) Shield Bash	Removed.
Improved Sunder	Removed.
Improved Trip	Integrated with combat skills.
Improved Turning	Removed.
Improved Unarmed Strike	Integrated with combat skills.
Investigator	Replaced with Investigation skill.
Iron Will	Replaced with Willpower Training skill.
Leadership	Charisma Training specialization.
Lightning Reflexes	Replaced with Agility Training and Dexterity Training skills.
Magical Aptitude	Removed.
Manyslot	Archery specialization.
Mobility	Removed.

Table: Feat Fates

Feat	Fate
Mounted Archery	Integrated with combat skills.
Mounted Combat	Integrated with combat skills.
Natural Spell	Wild Shape skill specialization.
Negotiator	Replaced with Diplomacy skill.
Nimble Fingers	Replaced with Dexterity Training skill.
Persuasive	Integrated with Charisma Training skill.
Point Blank Shot	Removed.
Power Attack	Replaced with Mighty Blow combat option.
Quick Draw	Dexterity Training specialization.
Rapid Shot	Removed.
Ride-By Attack	Replaced with Ride-By Attack rules.
Run	Removed.
Self-Sufficient	Removed.
Shield Proficiency	Replaced with Armor skill.
Shot on the Run	Removed
Skill Focus	Removed.
Snatch Arrows	Integrated with Ki Magic skill.
Spell Focus	Replaced with School Focus specialization.
Spell Mastery	Removed.
Spirited Charge	Removed.
Spring Attack	Removed.
Stealthy	Replaced with Stealth skill.
Stunning Fist	Integrated with Ki Magic skill.
Toughness	Removed (Pangenre does not use hit points)
Track	Replaced with Tracking skill.
Trample	Removed.
Two-Weapon Defense	Integrated with combat skills.
Weapon Finesse	Removed.
Whirl Wind Attack	Removed. Combat options allow targeting of multiple opponents in melee.

Changes to the Open Game Magic System

The following changes have been made to the Open Game Magic system. Other changes have been adopted, such as converting some previous class abilities such as Wild Shape to skills.

Adapting OG Spells

You may wish to convert spells that are not in the Open Game System Reference Document to Pangenre. Below are some simple guidelines.

Spell Level to Spell Rank

To convert Open Game Content spell levels to Pangenre spell ranks, add 1 to the Open Game level.

Example: A level 0 Open Game spell is a rank 1 Pangenre spell.

Cosmology

References to cosmology, such as various planes of existence, have been left intact. It is up to the individual GM to decide what material to use and what to eschew.

Magical Feats are Now Skills

Metamagic feats are specializations under Spellcraft skill. Item creation feats will become the Craft Skill [Artificing] specialization as defined in the upcoming *Pangenre RPG Magic Workshop*™ supplement.

No Character Classes

Spell casting is governed by skills, not by classes. Each non-hybrid (rangers, paladins, etc.) spell casting character class in the Open Game System Reference Document is represented by a spell casting skill.

See the Additional Skills section for more details. Druids are not directly represented because they are now divine spell casters with domains reflective of nature-worship.

Turn Undead is Now a Spell

Instead of being a cleric and paladin class ability, *Turn Undead* is now a spell. We have also added additional “*Turn*” spells for other creature types such as elementals, fey, and outsiders. Many other class powers have also been converted to spells or skill specializations.

Mana Governs Spell Casting Limits

Instead of having a set number of “spells-per-level,” in Pangenre Magic, spell casters have a limited number of mana points that they can spend to cast spells. The precise mechanics are described under Casting Spells.

If you want to retain the Open Game spells-per-level model, simply treat Willpower as Wisdom for

divine magic and use the same lists as are printed in the Open Game rules. You will not need the mana characteristic in the classic system.

Touch Spells in Pangenre

Open Game spell mechanics often rely on “touch attacks.” Pangenre does not have an “armor class” statistic, so this is obsolete. Instead, use the following guidelines for resolving any spell targeting that requires you to hit an opponent.

- A “touch spell” requires a successful Martial Arts attack.
- A “ranged touch spell” requires a successful Throwing attack. Some former ranged touch spells require either a Dexterity or a Perception check instead of a Throwing skill check (see the particular spell for details).

Material Components

Pangenre does not enforce the use of material components, or foci in general, however, divine spell casters still require a “holy symbol” to cast spells. While Macbeth-like magical spell “component” rules (eye of bat, ear of newt, wart of toad, etc.) can sometimes add flavor to a game, in practice, they add needless complexity that subtract from the fun of the game in equal measure to what they add.

Spell Experience Point Components

Pangenre does not use experience points, so there are no longer any experience point costs to cast spells.

Open Game PC Races

The Pangenre basic rules do not cover alternate races in detail. We leave that up to the GM, or include more detailed materials in campaign supplements in which those races play a significant role.

Below we describe the standard Open Game Content races in very simple terms, without imposing characteristics that can be highly variable and are best left to the individual GM to decide.

Humans

Humans are the “baseline” against which other races are measured in game terms. Most of you who are reading this will probably be human, so you can look to your own knowledge of your race to apply common-sense solutions to in-game situations where your race is important.

The basic rules for character creation, including the guidelines for randomly generating their height and weight, are presented in the Characters chapter early in the *Pangenre RPG Core Rules*.

Dwarves

Dwarves are a common fantasy race. Traditionally, they are underground dwellers, being short and stout, possessed of great strength, stamina, and courage. The dwarves from J.R.R. Tolkien's *Lord of the Rings* are iconic fantasy-game dwarves.

Dwarves have a base land speed of 20 feet (4 squares). They do not take encumbrance penalties to their base land speed.

Table: Dwarf Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Dwarf, male	3' 9"	+2d4	130 lb.	× (2d6) lb.
Dwarf, female	3' 7"	+2d4	100 lb.	× (2d6) lb.

Elves

Elves are a common race in many fantasy and some science-fiction stories. They appear frequently in Celtic myths, sometimes as evil spirits from nether worlds. They have been associated with contemporary mythology in the guise of such things as toy makers in the workshop of Santa Claus and bakers of cookies. In fantasy literature, they tend to be a little more moderate in their outlook. They are frequently presented as being particularly attuned to magic or to nature.

Table: Elf Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Elf, male	4' 5"	+2d6	85 lb.	× (1d6) lb.
Elf, female	4' 5"	+2d6	80 lb.	× (1d6) lb.

Gnomes

Gnomes are common in fantasy literature, frequently being associated with tinkering and technology, horticulture, or with the theft of underpants. They are shorter and less stout than dwarves, with whom they may or may not share common ancestors.

Table: Gnome Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Gnome, male	3' 0"	+2d4	40 lb.	× 1 lb.
Gnome, female	2' 10"	+2d4	35 lb.	× 1 lb.

Half-Elves

Half-elves are a cross between humans and elves. Their elven traits tend to be more dominant than their human traits.

Table: Half-Elf Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Half-elf, male	4' 7"	+2d8	100 lb.	× (2d4) lb.
Half-elf, female	4' 5"	+2d8	80 lb.	× (2d4) lb.

Half-Orcs

Orcs are a demi-human race that is common in Open Game scenarios. They are usually presented as antagonists. Half-orcs are creatures who are cross-bred between orcs and other races (usually human).

Table: Half-Orc Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Half-orc, male	4' 10"	+2d12	150 lb.	× (2d6) lb.
Half-orc, female	4' 5"	+2d12	110 lb.	× (2d6) lb.

Halflings

Halflings are a race that are very close to humans except for their size and an overall happier outlook on life.

Table: Halfling Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Halfling, male	2' 8"	+2d4	30 lb.	× 1 lb.
Halfling, female	2' 6"	+2d4	25 lb.	× 1 lb.

Converting Ability Scores

Pangenre has an expanded set of ability scores that does not include the standard “Wisdom” (that is accounted for in the Education and Cultural Knowledge skills and the Perception ability score).

- Strength, Dexterity, Constitution, Intelligence, and Charisma are converted directly.
- Agility should equal the Dexterity score.
- Perception should equal the Wisdom score.
- Willpower should equal the Intelligence score.

Compressing the Curve

Pangenre uses a 2d10 bell curve, so slightly lower scores are just as meaningful as higher scores based on the Open Game Content 1d20 linear probability. IF the GM wishes to do so, use the following chart to contract the scores.

Table: Compressing the Ability Score Curve

Open Game Content Score	Pangenre Score
3	4
4	5
5	6
6-7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17-18	17
19-20	18
+1 to 2 extra	+1

Convert Levels to Skills

Converting level-based characters to skill-based characters is based on their critical and other skills. Each converted character gets two primary skills, two secondary skills, and four tertiary skills.

Table: Converting Character Levels to Skills

Character Level	(Number of skills) / starting rank		
	Primary Skills (2)	Secondary Skills (2)	Tertiary Skills (4)
1	2	1	1
3	3	1	1
5	4	2	1
8	5	2	1
12	6	3	1
14	7	3	1
16	8	4	2
18	9	4	2
etc...	+1	+1 per 2 character levels	+1 per 6 character levels

Convert Feats

Feats in Pangenre are treated as skill specializations. Many Open Game Content feats have been converted, but not all have, as they do not all translate well. When beginning, choose a number of competencies or specializations equal to the number of feats you would normally have under the Open Game rules at your character level, but do not count any bonus feats.

Open Game Character Classes

The following Open Game character classes list their Primary Skills and Secondary Skills. Tertiary skills and specializations are at the discretion of the player and GM and can be used to round-out your character with a personal touch.

Some skills listed will be detailed in the *Pangenre Open Game Magic* supplement.

Some character classes may not easily translate because all Pangenre spell casting is spontaneous.

Barbarian

- Primary Skills: Melee Combat, Constitution Training.
- Secondary Skills: Handle Animal, Survival.
- Tertiary Skills: 4 others.

Bard

- Primary Skills: Musicianship, Bardic Magic.
- Secondary Skills: Martial Arts, Persuasion.
- Tertiary Skills: Arcane Magic, 3 others.

Cleric

- Primary Skills: Divine Magic, Melee Combat.
- Secondary Skills: Armor, 1 other.
- Tertiary Skills: 4 others.

Druid

- Primary Skills: Divine Magic, Wild Shape.
- Secondary Skills: 2 others.
- Tertiary Skills: 4 others.

Fighter

- Primary Skills: Melee Combat, Armor.
- Secondary Skills: Martial Arts, Archery.
- Tertiary Skills: 4 others.

Monk

- Primary Skills: Martial Arts, Ki Magic.
- Secondary Skills: Agility Training, Willpower Training.
- Tertiary Skills: 4 others.

Paladin

- Primary Skills: Melee Combat, Armor.
- Secondary Skills: Diplomacy, Divine Magic.
- Tertiary Skills: 4 others.

Ranger

- Primary Skills: Survival, Archery
- Secondary Skills: Martial Arts, Melee Combat.
- Tertiary Skills: 4 others.

Rogue

- Primary Skills: Burglary, Stealth.
- Secondary Skills: Agility Training, Dexterity Training.
- Tertiary Skills: Martial Arts, Appraise, 2 others.

Sorcerer

- Primary Skills: Sorcery, 1 other.
- Secondary Skills: 2 others.
- Tertiary Skills: 4 others.

Wizard

- Primary Skills: Arcane Magic, Spellcraft.
- Secondary Skills: Willpower Training, Education.
- Tertiary Skills: 4 others.

Open Game Races Class-Based Starting Ages

The following table can be used to generate starting ages for Open Game player character races based on their original class (as defined in Open Game Content).

Table: Random Starting Ages

Race	Adulthood	Barbarian Rogue	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Human	15 years	+1d4	+1d6	+2d6
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	110 years	+4d6	+6d6	+10d6
Gnome	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	20 years	+2d4	+3d6	+4d6