

P.E.R.K. to d20 Conversion

Converting Characters

There is usually no perfect way to convert characters between different roleplaying systems. Normally, the best way to convert a character is to calculate their overall equivalent power between the systems and recreate the character using the new system's character creation steps for that power level. Converting between PERK and d20 can be done easily by first calculating the character's equivalent Experience Level. The player then creates a new character with the appropriate Ability Scores or Role Perks that match their character and using the closest equivalents (race, class, skill sets, equipment, abilities, etc.) within that system's structure. For example, a 7th level armored, sword wielding Brute with no magical abilities can be converted to d20 by creating a new level 9 Fighter in a d20 system, putting their highest Ability Score into Strength and choosing feats and skills appropriate for a 9th level character and match as closely as possible to what their PERK character had. The same can be done in reverse with a level 9 d20 character being converted to a level 7 PERK character.

Experience Level

PERK uses 15 levels of experience as its primary base of character advancement. The d20 standard is a 20 level base (not including 'epic' levels). Use the following charts to compare levels between PERK and d20 systems. Each conversion lists the basic formula for roughly converting levels but each need to be modified for the power bump at PERK levels 5, 10 and 15.

PERK Level	Calculation	d20 Level
1	1.3	1
2	2.6	2
3	4	4
4	5.3	5
5	6.6	7
6	8	8
7	9.3	9
8	10.6	10
9	12	12
10	13.3	14
11	14.6	15
12	16	16
13	17.3	17
14	18.6	18
15	20	20

Calculation: PERK level x 20 / 15, adjust levels up to reflect power bump at PERK levels 5, 10 and 15.

d20 Level	Calculation	PERK Level
1	0.75	1
2	1.5	2
3	2.25	3
4	3	3
5	3.75	4
6	4.5	4
7	5.25	5
8	6	6
9	6.75	7
10	7.5	8
11	8.25	8
12	9	9
13	9.75	9
14	10.5	10
15	11.25	11
16	12	12
17	12.75	13
18	13.5	14
19	14.25	14
20	15	15

Calculation: d20 level x 15 / 20, rounding off based on the power bump at PERK levels 5, 10 and 15.

Ability Scores and Role Perks

PERK characters don't have real attribute levels that correspond to d20's Ability Scores, but there are close equivalents.

When converting between PERK and d20, the player should assign their highest Ability Score to the Ability that matches their primary Role Perk using the chart to the right. Typically, these scores should be 16* or higher in order to represent the level that a Role Perk grants a character. If the PERK character has multiple Roles, the player can decide which scores go to which Abilities, but the highest scores should match one of the Roles their character had.

PERK Role	d20 Ability
Brainiac	Wisdom/ Intelligence
Brute	Strength
Smooth Talker	Charisma
Specialist	Dexterity
Tank	Constitution

To convert a d20 character to a PERK character, their highest Ability Score should be matched to a Role Perk using the above chart and that Perk becomes their Primary Role. If the character would have multiple Roles (e.g. if the player plans on buying Dual Purpose or will have some other way of selecting multiple Roles) the second highest Ability Score becomes their next Role and so on. Most characters will only ever have 2 Roles max.

**for human characters, this is variable by race, a dainty race might have Brutes with Strength 10, whereas a monstrous race might have Brutes with scores into the 20's*

Strength

One Ability Score that d20 has, does have a direct equivalent in PERK and that is Strength. A character's Strength can be directly converted over using the chart to the right. Values for how much a character can lift are given in both imperial and metric units. Consequently, using the Lift columns, the equivalent strength value in most games can use converted to both PERK and d20 using this chart.

PERK Strength	Lift		d20 Strength
1	35 lbs.	15.8 kg	4
2	75 lbs.	34 kg	8
3	150 lbs.	68 kg	13
4	300 lbs.	136 kg	18
5	600 lbs.	272 kg	23
6	1200 lbs.	.5 tons	28
7	2500 lbs.	1.13 tons	33
8	5000 lbs.	2.26 tons	38
9	5 tons	4.5 tons	43
10	10 tons	9 tons	48
11	20 tons	18 tons	53
12	40 tons	36 tons	58
13	80 tons	72 tons	63
14	160 tons	145 tons	68
15	320 tons	290 tons	73
16	640 tons	580 tons	78
17	1,250 tons	1,133 tons	83
18	2,500 tons	2,267 tons	88
19	5,000 tons	4,535 tons	93
20	10,000 tons	9,071 tons	98

5 levels of d20 Strength is roughly equivalent to 1 Strength Die in PERK

Size

A creature's size can be converted between PERK and d20 using the chart to the right. We've listed the relative weight of the creature in both imperial and metric units. Using weight, nearly any creature from any system can be converted to both PERK and d20 using this chart.

Speed

PERK Speed is equal to MPH (miles per hour) and each level of PERK Speed is equal to 5 feet of d20 Speed. Using the chart below, speed between PERK and d20 can be converted, as well as speed from any other system as long as you can convert to either MPH or KPH (kilometers per hour).

PERK Size	Weight		d20 Size
Nano	< 1/8 lb.	57 grams	Fine
	1/8-1 lb.	57-450 grams	Diminutive
Micro	1-3 lbs.	.45-1.3 kg	Tiny
Tiny	3-8 lbs.	1.3-3.6 kg	
	Small	8-10 lbs.	3.6-4.5 kg
10-60 lbs.		4.5-27 kg	Medium
Medium	60-120 lbs.	27-54 kg	
	Large	120-400 lbs.	54-181 kg
400-500 lbs.		181-226 kg	
Huge	500-2,000 lbs.	226-907 kg	Huge
	1-2 tons	.9-1.8 tons	
Colossal	2-5 tons	1.8-4.5 tons	Gargantuan
	5-16 tons	4.5-14.5 tons	
Behemoth	16-20 tons	14.5-18 tons	Colossal
	20-125 tons	18-113 tons	
	125+ tons	113+ tons	

PERK Speed (MPH)	KPH	d20 Speed (feet)
1	1.6	5
2	3.2	10
3	4.8	15
4	6.4	20
5	8	25
6	9.6	30
7	11.2	35
8	12.8	40
9	14.5	45
10	16	50
11	17.7	55
12	19.3	60
13	20.9	65
14	22.5	70
15	24.1	75
16	25.7	80
17	27.3	85
18	28.9	90
19	30.5	95
20	32.1	100

1 level of PERK Speed is equivalent to 5' of d20 Speed.

Rolling Actions

During a game players and Narrators will often make rolls to resolve actions. The relative difficulty of these actions can be converted between PERK and d20 as well as the bonuses/penalties to these rolls. Using the below two charts, the Challenge Rating of a PERK action can be converted to a d20 Difficulty Class, as well as a PERK Dice Pool to a d20 modifier.

PERK CR	d20 DC
Trivial	0-5
Easy	6-10
Moderate	11-15
Hard	16-20
Severe	21-25
Extreme	26-30
Extreme+1	31-35
Extreme+2	36-40

1 PERK Challenge Rating is equivalent to 5 Difficulty Classes

PERK Dice	d20 Modifier
1	-10
2	-5
3	0
4	+3
5	+5
6	+7
7	+10
8	+20

Chance of Success

The chance of success given specific modifiers is often a source of confusion for roleplayers. The following two charts can be used to quickly determine the approximate probability of succeeding in a roll given certain scenarios.

In a d20 system the player rolls a twenty sided die, then adds/subtracts any modifiers they have for that roll and then compares it to a Difficulty Class. The following chart can be used to determine the chance of success for rolls in the d20 system.

d20 Bonus/Penalty to Roll													
DC	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+10	+20
5	55%	60%	65%	70%	75%	80%	85%	90%	95%	**	**	**	**
10	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	**	**
15	*	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	80%	**
20	*	*	*	*	*	*	10%	15%	20%	25%	30%	55%	**
25	*	*	*	*	*	*	*	*	*	*	*	30%	80%
30	*	*	*	*	*	*	*	*	*	*	*	*	55%
35	*	*	*	*	*	*	*	*	*	*	*	*	30%
40	*	*	*	*	*	*	*	*	*	*	*	*	*

*- success on a natural roll of 20 only, 5% chance of success
 **- failure on a natural roll of 1 only, 95% chance of success

In the PERK system a player rolls a number of dice depending on their Dice Pool, each die is compared to a Target Number (usually 4), every die that reaches its Target counts towards the success of the roll. The number of dice needed for success is determined by the Challenge Rating of the action. The following chart can be used to determine the chance of success for rolls using the PERK system.

CR	PERK Dice Pool							
	1	2	3	4	5	6	7	8
Trivial	100%	100%	100%	100%	100%	100%	100%	100%
Easy	50%	75%	88%	94%	97%	98%	99%	100%
Moderate	0%	25%	50%	69%	81%	89%	94%	96%
Hard	0%	0%	13%	31%	50%	66%	77%	86%
Severe	0%	0%	0%	6%	19%	34%	50%	64%
Extreme	0%	0%	0%	0%	3%	11%	23%	36%
Extreme+1	0%	0%	0%	0%	0%	2%	6%	14%
Extreme+2	0%	0%	0%	0%	0%	0%	1%	4%

Other Conversions

If you have the need for other conversions or have ideas that you'd like to see in this document, contact us through our website, Facebook or Twitter:

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