

Converting characters from the d20 System to *Iron Gauntlets* can be done easily. The basics are covered first, and options for more detailed conversion after. The conversion from d20 to *Iron Gauntlets* is presented first. The second half of this will cover *Iron Gauntlets* to d20.

Abilities: (page 6, *Iron Gauntlets*)

The abilities are different in each system; three, Creativity/Wisdom, Reasoning/Intelligence, and Influence/Charisma parallel. The rest of the abilities need special rules to convert.

The first ability in *Iron Gauntlets* is Fitness. This score covers the character's overall Strength, Dexterity, and Constitution scores. Add those scores together, and divide them by 9, rounding up. For a character with Strength 15, Dexterity 13, and Constitution 15, the total sum of these scores is 43. Dividing 43 by 9 results in 4.778; rounded up, the character's Fitness score in *Iron Gauntlets* is 5.

Next is Awareness, the character's sensitivity to his environment. Since this is covered by Wisdom-based skills in d20, and Wisdom is analogous to Creativity in *Iron Gauntlets*, it is best to use the character's ranks (only the ranks, not the modified total) to determine this ability. Add the character's Listen and Spot ranks together, then divide the sum by 4, rounding up. If the character has no ranks in either Listen or Spot, the Awareness ability is 0.

For the last three abilities, Creativity, Reasoning, and Influence, divide the character's ability scores in Wisdom, Intelligence, and Charisma by 3, rounding up. The result from Wisdom is the character's *Iron Gauntlets* Creativity score, Intelligence is the Reasoning score, and Charisma is the Influence score.

Luck is not part of the d20 System. To determine a character's initial Luck score, roll 1d10, and divide the result by 2, rounding up.

The spellcasting classes in d20 (Cleric, Druid, Sorcerer, and Wizard) need to have magical abilities in the *Iron Gauntlets* game. To determine the character's magical abilities, divide the spellcaster's level by 4, rounding up. For example, a 7th level Wizard will have 2 points in the Crafting ability. If the character is multiclassed with a class with no spellcasting ability, only use the spellcaster levels.

There are three types of spellcasting in *Iron Gauntlets*: Crafting (Wizards and Sorcerers), Divinity (Clerics and Druids), and Totem (Druids and Sorcerers). Druids and Sorcerers may choose which type of spellcasting they wish to use in *Iron Gauntlets*. Druids are closer to Totem magic, and Sorcerers closer to Crafting magic, though.

Spellcasting classes with no initial spellcasting ability, or weaker spellcasting ability, (Bards, Paladins, and Rangers) lose any spellcasting that the character has. As an option, the Director may allow the character to keep the spellcasting ability. The magical ability score is equal to the maximum spell level that the character is able to cast at the time of conversion divided by 2, rounded up. For example, a 6th level Bard is able to cast 2nd level spells. The character would gain one point in Crafting. Bards may gain points in Crafting, Paladins may gain points in Divinity, and Rangers may gain points in Totem.

When the skills have been converted, the player adds up the total scores of the *Iron Gauntlets* abilities (Fitness, Awareness, Creativity, Reasoning, and Influence). The player may then adjust the points so that they equal 15 plus 1 point for every 4 class levels. (Characters level 1-4 adjust the total to 16 points, levels 5-8 adjust to 17 points, levels 9-12 adjust to 18 points, levels 13-16 adjust to 19 points, levels 17-20 adjust to 20 points, and so on). The abilities that a character has must be rated between a minimum of 1 and a maximum of 6. Higher-level characters may, at the Director's discretion, have ability scores higher than 6. For character levels 11-15, the maximum is raised to 7; character levels 16-20, this maximum is 8.

Races: (page 7, Iron Gauntlets)

Most of the races convert from d20 to *Iron Gauntlets* directly. The exceptions are Gnome, Half-Elf, and Half-Orc. Gnomes may use the Dwarf race notes. Half-Orc characters may use the Goblin race, with the following changes: the character gains the Oversized and Musclebound gimmicks instead of Frail, and the character's Reasoning and Influence abilities may not go above 3. Half-Elf characters use the Elf race notes, but may choose any background except Lord; the character may choose to begin with one level in the Crafting ability instead of Totem.

Follow the notes at the end of each race description for the applicable race.

Backgrounds: (page 11, Iron Gauntlets), **Gimmicks:** (page 12, Iron Gauntlets), **Vocations:** (page 15, Iron Gauntlets)

Since Backgrounds, and Gimmicks aren't part of the d20 rules, and some Vocations are dependent on the character's Background, the conversion process will work backward from here. Vocations, Gimmicks, and Backgrounds will be covered after skills.

Skills: (page 17, Iron Gauntlets)

Converting skills to *Iron Gauntlets* combines two separate sections of the d20 System, Skills and Feats. Because every character in *Iron Gauntlets* begins with the same number of skill points to allocate, the conversion will take three steps: determining beginning skills, allocating skill points, and adding skill points from feats.

The following list covers the d20 skills, and their *Iron Gauntlets* counterparts. Once the skills have been converted from this list, the player must adjust the points to a total of 25 skill points, plus 1 point per 2 character levels (rounded down), before adding the points from feats. A 1st level character will adjust the skill points to a total of 25 points (25 base, plus ½ (rounded down to 0) points for level). A 17th level character will adjust skill points to a total of 33 points (25 base, plus 8 ½ (rounded down to 8) points for level).

Skills marked with an asterisk (*) are converted at the rate of 1 *Iron Gauntlets* skill point per 4 ranks (without other adjustments, such as ability modifiers and feats). All other skills are converted to 1 *Iron Gauntlets* skill point per any number of ranks in the skill. Skills such as Craft, Perform, and

Knowledge that have several possible sub-skills are converted at the rate of 1 point per 4 ranks (if they apply to different *Iron Gauntlets* skills, or for the first converted skill), with all additional ranks reduced to 1 skill point if they apply to the same skill.

Optionally, the character may use the Veteran Character rules (*Iron Gauntlets*, page 24) or the Prolific Character rules for converting multiclass characters. These rules will give the character additional experience points or skill points to allocate during conversion. The points given are added to the points that the character has after the skills are converted.

SKILL LIST with IRON GAUNTLETS skill conversion

APPRAISE (INT) Commerce*

BALANCE (DEX; ARMOR CHECK PENALTY) Athletics

BLUFF (CHA) Subterfuge

CLIMB (STR; ARMOR CHECK PENALTY) Athletics

CONCENTRATION (CON) Composure*

CRAFT (INT) one Creativity-Based skill per Craft*

DECIPHER SCRIPT (INT; TRAINED ONLY) Literacy

DIPLOMACY (CHA) Leadership*

DISABLE DEVICE (INT; TRAINED ONLY) Legerdemain

DISGUISE (CHA) Subterfuge*

ESCAPE ARTIST (DEX; ARMOR CHECK PENALTY) Legerdemain

FORGERY (INT) Legerdemain

GATHER INFORMATION (CHA) Observation

HANDLE ANIMAL (CHA; TRAINED ONLY) Riding

HEAL (WIS) Medicines*

HIDE (DEX; ARMOR CHECK PENALTY) Stealth

INTIMIDATE (CHA) Performance

JUMP (STR; ARMOR CHECK PENALTY) Athletics

KNOWLEDGE (INT; TRAINED ONLY) Legends* (or a skill related to the Knowledge)

LISTEN (WIS) Observation

MOVE SILENTLY (DEX; ARMOR CHECK PENALTY) Stealth*

OPEN LOCK (DEX; TRAINED ONLY) Legerdemain

PERFORM (CHA) Performance*

PROFESSION (WIS; TRAINED ONLY) one Creativity-Based skill (or a skill related to the Profession)

RIDE (DEX) Riding*

SEARCH (INT) Observation*

SENSE MOTIVE (WIS) Streetwise*

SLEIGHT OF HAND (DEX; TRAINED ONLY; ARMOR CHECK PENALTY) Legerdemain*

SPEAK LANGUAGE (NONE; TRAINED ONLY) Literacy*

SPELLCRAFT (INT; TRAINED ONLY) one Crafting-Based*, Divinity-Based, or Totem-Based skill
SPOT (WIS) Observation
SURVIVAL (WIS) Survival*
SWIM (STR; ARMOR CHECK PENALTY) Athletics
TUMBLE (DEX; TRAINED ONLY; ARMOR CHECK PENALTY) Athletics*
USE MAGIC DEVICE (CHA; TRAINED ONLY) one Crafting-Based, Divinity-Based, or Totem-Based skill
USE ROPE (DEX) Legerdemain

FEAT LIST with IRON GAUNTLETS skill conversion

Most feats will not convert to the *Iron Gauntlets* system directly. Instead, a character's feats will affect the skills that a character has, and the points that go toward those skills. The following are the names of the feats from the *PHB* followed by the skills that they affect. Characters who have class abilities that act as feats (such as the Ranger's Track) gain the skill points for those feats.

Converted characters begin with a minimum 25 skill points to allocate to any skills (between 2 and 8 points). After those points are allocated, the character's feats will increase the skill points a character has, up to 8 points.

ACROBATIC [GENERAL] +1 to the Athletics skill
AGILE [GENERAL] +1 to the Legerdemain skill
ALERTNESS [GENERAL] +1 to the Observation skill
ANIMAL AFFINITY [GENERAL] +1 to the Riding skill
ARMOR PROFICIENCY (HEAVY) [GENERAL] no effect
ARMOR PROFICIENCY (LIGHT) [GENERAL] no effect
ARMOR PROFICIENCY (MEDIUM) [GENERAL] no effect
ATHLETIC [GENERAL] +1 to the Athletics skill
AUGMENT SUMMONING [GENERAL] +1 to the Fabrica Animus skill
BLIND-FIGHT [GENERAL] the penalty for being in darkness is reduced by 1 Difficulty
BREW POTION [ITEM CREATION] +1 to one Earthencraft skill or -1 Difficulty to War Brew tasks
CLEAVE [GENERAL] no effect
COMBAT CASTING [GENERAL] +1 to one Warcraft skill, or +1 to any Divinity-Based or Totem-Based skill
COMBAT EXPERTISE [GENERAL] +1 to the Melee skill
COMBAT REFLEXES [GENERAL] +1 to one Defensive Training skill
CRAFT MAGIC ARMS AND ARMOR [ITEM CREATION] +1 to one Earthencraft skill
CRAFT ROD [ITEM CREATION] +1 to the Earthencraft skill
CRAFT STAFF [ITEM CREATION] +1 to the Earthencraft skill
CRAFT WAND [ITEM CREATION] +1 to the Earthencraft skill

CRAFT WONDROUS ITEM [ITEM CREATION] +1 to the Earthencraft skill

DECEITFUL [GENERAL] +1 to the Subterfuge skill

DEFLECT ARROWS [GENERAL] +1 to the Athletics skill

DEFT HANDS [GENERAL] +1 to the Legerdemain skill

DIEHARD [GENERAL] no effect

DILIGENT [GENERAL] +1 to the Literacy skill

DODGE [GENERAL] +1 to one Defensive Training skill

EMPOWER SPELL [METAMAGIC] +1 to the Fabrica Ge skill, or +1 to any Divinity-Based or Totem-Based skill

ENDURANCE [GENERAL] +1 to the Athletics skill

ENLARGE SPELL [METAMAGIC] +1 to the Fabrica Ge skill, or +1 to any Divinity-Based or Totem-Based skill

ESCHEW MATERIALS [GENERAL] no effect

EXOTIC WEAPON PROFICIENCY [GENERAL] +1 to the Melee skill

EXTEND SPELL [METAMAGIC] +1 to the Fabrica Sphaera skill, or +1 to any Divinity-Based or Totem-Based skill

EXTRA TURNING [GENERAL] +1 to one Crusade skill

FAR SHOT [GENERAL] +1 to the Archery or the Athletics skill

FORGE RING [ITEM CREATION] +1 to one Earthencraft skill

GREAT CLEAVE [GENERAL] no effect

GREAT FORTITUDE [GENERAL] no effect

GREATER SPELL FOCUS [GENERAL] +1 to one Crafting-Based skill, or +1 to any Divinity-Based or Totem-Based skill

GREATER SPELL PENETRATION [GENERAL] +1 to one Crafting-Based skill, or +1 to any Divinity-Based or Totem-Based skill

GREATER TWO-WEAPON FIGHTING [GENERAL] +1 to one High Dueling skill

GREATER WEAPON FOCUS [GENERAL] +1 to one Fitness-Based skill (except the Legerdemain skill)

GREATER WEAPON SPECIALIZATION [GENERAL] +1 to one Fitness-Based skill (except the Legerdemain skill)

HEIGHTEN SPELL [METAMAGIC] +1 to the Fabrica Sphaera skill, or +1 to any Divinity-Based or Totem-Based skill

IMPROVED BULL RUSH [GENERAL] +1 to one Wrestling skill

IMPROVED COUNTERSPELL [GENERAL] +1 to the Fabrica Sphaera skill, or +1 to any Divinity-Based or Totem-Based skill

IMPROVED CRITICAL [GENERAL] +1 to one Fitness-Based skill (except the Legerdemain skill)

IMPROVED DISARM [GENERAL] +1 to one Defensive Training skill

IMPROVED FAMILIAR [GENERAL] +1 to one Totem-Based skill

IMPROVED FEINT [GENERAL] +1 to one Defensive Training skill

IMPROVED GRAPPLE [GENERAL] +1 to one Wrestling skill

IMPROVED INITIATIVE [GENERAL] no effect

IMPROVED OVERRUN [GENERAL] +1 to one Wrestling skill

IMPROVED PRECISE SHOT [GENERAL] +1 to the Archery or the Athletics skill

IMPROVED SHIELD BASH [GENERAL] +1 to the Melee skill

IMPROVED SUNDER [GENERAL] +1 to one High Dueling skill

IMPROVED TRIP [GENERAL] +1 to the Brawling skill

IMPROVED TURNING [GENERAL] +1 to one Crusade skill

IMPROVED TWO-WEAPON FIGHTING [GENERAL] +1 to one High Dueling skill

IMPROVED UNARMED STRIKE [GENERAL] +1 to the Brawling skill

INVESTIGATOR [GENERAL] +1 to the Observation skill

IRON WILL [GENERAL] no effect

LEADERSHIP [GENERAL] +1 to the Leadership skill for every 5 points in the character's Leadership Score (as described in the Leadership Feat)

LIGHTNING REFLEXES [GENERAL] no effect

MAGICAL APTITUDE [GENERAL] +1 to one Crafting-Based skill, or +1 to any Divinity-Based or Totem-Based skill

MANYSHOT [GENERAL] +1 to the Archery or the Athletics skill

MARTIAL WEAPON PROFICIENCY [GENERAL] +1 to the Dueling skill

MAXIMIZE SPELL [METAMAGIC] +1 to the Fabrica Sphaera skill, or +1 to any Divinity-Based or Totem-Based skill

MOBILITY [GENERAL] +1 to one Defensive Training skill

MOUNTED ARCHERY [GENERAL] +1 to one Cavalry Training skill

MOUNTED COMBAT [GENERAL] +1 to one Cavalry Training or one Jousting skill

NATURAL SPELL [GENERAL] +1 to one Totem-Based skill

NEGOTIATOR [GENERAL] +1 to the Leadership skill

NIMBLE FINGERS [GENERAL] +1 to the Legerdemain skill

PERSUASIVE [GENERAL] +1 to the Subterfuge skill

POINT BLANK SHOT [GENERAL] +1 to the Archery or the Athletics skill

POWER ATTACK [GENERAL] +1 to one Fitness-Based skill (except the Legerdemain skill)

PRECISE SHOT [GENERAL] +1 to the Archery or the Athletics skill

QUICK DRAW [GENERAL] +1 to one Defensive Training skill

QUICKEN SPELL [METAMAGIC] +1 to one Crafting-Based skill

RAPID RELOAD [GENERAL] +1 to the Archery skill

RAPID SHOT [GENERAL] +1 to the Archery or the Athletics skill

RIDE-BY ATTACK [GENERAL] +1 to one Cavalry Training or one Jousting skill

RUN [GENERAL] +1 to one Fitness-Based skill

SCRIBE SCROLL [ITEM CREATION] +1 to the Literacy skill

SELF-SUFFICIENT [GENERAL] +1 to the Survival skill

SHIELD PROFICIENCY [GENERAL] +1 to one Defensive Training skill

SHOT ON THE RUN [GENERAL] +1 to the Archery or the Athletics skill

SILENT SPELL [METAMAGIC] +1 to one Crafting-based skill, or +1 to any Divinity-Based or Totem-Based skill

SIMPLE WEAPON PROFICIENCY [GENERAL] +1 to the Brawling skill

SKILL FOCUS [GENERAL] +1 to one skill

SNATCH ARROWS [GENERAL] +1 to the Athletics skill

SPELL FOCUS [GENERAL] +1 to one Crafting-Based skill, or +1 to any Divinity-Based or Totem-Based skill

SPELL MASTERY [SPECIAL] +1 to one Crafting-Based skill, or +1 to any Divinity-Based or Totem-Based skill

SPELL PENETRATION [GENERAL] +1 to one Crafting-Based skill, or +1 to any Divinity-Based or Totem-Based skill

SPIRITED CHARGE [GENERAL] +1 to one Cavalry Training or one Jousting skill

SPRING ATTACK [GENERAL] +1 to one Defensive Training skill

STEALTHY [GENERAL] +1 to the Stealth skill

STILL SPELL [METAMAGIC] +1 to one Crafting-Based skill, or +1 to any Divinity-Based or Totem-Based skill

STUNNING FIST [GENERAL] +1 to the Brawling skill

TOUGHNESS [GENERAL] +1 to one Defensive Training skill

TOWER SHIELD PROFICIENCY [GENERAL] +1 to one Defensive Training skill

TRACK [GENERAL] +1 to the Survival skill

TRAMPLE [GENERAL] +1 to the Ride skill

TWO-WEAPON DEFENSE [GENERAL] +1 to one Defensive Training skill

TWO-WEAPON FIGHTING [GENERAL] +1 to one High Dueling skill

WEAPON FINESSE [GENERAL] +1 to one Fitness-Based skill (except the Legerdemain skill)

WEAPON FOCUS [GENERAL] +1 to one Fitness-Based skill (except the Legerdemain skill)

WEAPON SPECIALIZATION [GENERAL] +1 to one Fitness-Based skill (except the Legerdemain skill)

WHIRLWIND ATTACK [GENERAL] +1 to one Fitness-Based skill (except the Legerdemain skill)

WIDEN SPELL [METAMAGIC] +1 to the Fabrica Ge skill, or +1 to any Divinity-Based or Totem-Based skill

Styles: (*page 19*, Iron Gauntlets)

After the skill points are converted, allocated, and points for feats are distributed, the character might qualify for one or more of the available styles. The player is free to choose these; however, some styles are restricted to certain vocations. It is recommended to choose Styles after choosing a Vocation, and making sure that the character's Vocation allows the character access to the required skills (or that the skills are in line with the character's new Vocation).

Vocations: (page 15, Iron Gauntlets)

Vocations are the equivalent of classes. They are the main direction that a character has taken. Many of the d20 classes have equivalents in *Iron Gauntlets*. The following list gives the Classes and their Vocation counterparts. Multiclass characters should choose one of the Vocations, based on whichever one best represents that character.

Barbarian	Huntsman (or Shaman)
Bard	Scribe
Cleric	High Priest
Druid	Shaman (or High Priest)
Fighter	Warrior (or Man-at-Arms)
Monk	Adept*
Paladin	Holy Knight
Ranger	Constable (or Huntsman)
Rogue	Bandit (or Emissary)
Sorcerer	Wizard (or Shaman)
Wizard	Wizard
Psion	Mindcrafter*

* *These are from the Politically Incorrect Games Collaborative. If these are not used, the player may choose one of the other Vocations for the conversion.*

Gimmicks (page 12, Iron Gauntlets) and **Backgrounds** (page 11, Iron Gauntlets): Gimmicks and Backgrounds should be decided by the player and the Director, using the *Iron Gauntlets* rules. Some of the class special abilities will confer Gimmicks on the character, and these count against the character's total of 3. The player, at the Director's discretion, may choose other Gimmicks for his character instead of, or in addition to, the Gimmicks gained during conversion. If the conversion process gives the character more than 3 Gimmicks, the player may choose three to keep, or he may choose "drawback" Gimmicks (such as Frail or Hideous Appearance) to balance the overage.

The player may choose one Background for the character. Some races and classes in *Iron Gauntlets* only allow certain backgrounds for the character.