Universal Converter for RPGs

Human Scales in Different Systems

Most game systems have numbers representing how good humans and human-like beings are at things. Those systems often (but don't always) specify the range and average human Attributes and Skill levels.

Dungeons & Dragons

The normal range of human Attributes is 3-18, suggesting a 15 level resolution. However these abilities affect conflict rolls through modifiers to rolls on the D20, and there are only 10 of them for this human range. https://roll20.net/compendium/dnd5e/Ability%20Scores#content

D6 System

Neither the D6 System (Strayton, 1996), nor the West End Games's Star Wars Roleplaying Game describe the range of normal human ability. Looking at sample character templates in Star Wars suggests that the range is 1D to 5D. Default human ability is 2D.

These games do not explicitly describe how many dice represent what skill levels, but 3D is considered an average roll, suggesting that 0D is the default skill level.

considering that a heroic difficulty is 26-30 (Strayton, 1996, 29)'

A wide range of D6 scale modifiers is here: https://opend6.fandom.com/wiki/Using_Scale

D6 also has a Fudge-like Scale system:

Scale:
+96 Small moon
+50 Aircraft carrier, Star freighter
+46 Jumbo jet, Space yacht
+24 Eight-story building
+20 Four-story building
+18 Very Large Mecha
+15 Large Mecha
+14 Two-story house
+12 Single Person Craft, Medium Mecha

+10 City bus, tank, One-story building
+8 Elephant
+6 Average car, Small Mecha
+3 Motorcycle, horse
0 Average Human
-3 Human child, guard dog, Rocket Launcher
-6 Bread box, house cat, Briefcase, Rifle, Laptop Computer
-9 Fashion doll, rat, Pistol
-12 Action figure, mouse, Palm computer
-18 Plastic army figure, coin, Cred-key
-21 Ant, Microchip

Mythic D6

Human attribute scales range from 1D to 5D for normal humans (Grayson, 2018, 28), and skills range from 1D to 10D (See the inside of the back cover). This means that a human range is 1D to 15D. Mythic D6 has a precision of 15.

Mythic D6 uses a different scale modifier than the D6 link above. See inside front cover. An aircraft carrier is scale 7 and a microscopic thing is -9.

FUDGE

FUDGE, the precursor to Fate, uses a qualitative "ladder" to describe how good a character is at something. The game does not distinguish between attributes and skills. FUDGE's ladder has 7 rungs: Terrible, Poor, Mediocre, Fair, Good, Great, and Superb (O'Sullivan, 1994, 5).

However, FUDGE also has a mechanic for Scale that allows for much higher or lower numbers.

Fate

[Fate basics](#)
Fate has a FUDGE-like ladder, but with more rungs: Legendary, Epic, Fantastic, Superb, Great, Good, Fair, Average, Mediocre, Poor, Terrible, Awful, Abysmal giving Fate a resolution of 13. However, a normal person ranges from Terrible to Superb, so the resolution of a normal human is 8. These qualitative rungs are also associated with numbers (+8 for Legendary, -4 for Abysmal) that can go as high or low as you like. Fate, like FUDGE, also has a mechanic for Scale.

Converting Fate into a game that separates Attributes and Skills means splitting the ability into these two things.

World of Darkness

The normal human range is 1-5 dots, which correspond to d10s rolled. Resolution is 5. If the average person is unskilled, they have zero dots, and very skilled is five dots.

References

O'Sullivan, S. (1994). *FUDGE. Freeform Universal Do-it-Yourself Gaming Engine*. Randolph, MA: Grey Ghost Games.

Strayton, G. (1996). *The D6 System*. West End Games.