



Conversion

Introduction

The LowDie System is a comprehensive and flexible set of rules that can be used to create characters and regulate play in a roleplaying game.

The LowDie Light rules are a condensed version of the full LowDie System, and are intended to appeal to gamers who prefer uncomplicated rules and to act as an introduction to the full system.

This document provides a set of rules that can be applied to characters created using the LowDie Light rules in order to convert them for use with the full LowDie System.

To learn more about LowDie visit the website:

www.geocities.com/lowdiesystem

Overview

Both LowDie Light and the full LowDie System use the same "currency" for development of characters – an Experience Point in LowDie Light is equivalent to an Experience Point in the LowDie System.

The same is also true of character creation, though it is not as transparent in LowDie Light as the concept of 'Generation Points' has been masked by the use of pre-defined packages of Attributes and Skills (e.g. the 'Genius' Attribute package and the 'Expert' Skill package).

Character Creation Breakdown

The character creation system in LowDie Light has been designed using a 450 Generation Point build, described as a Moderate Power Level in the LowDie System.

The Attribute packages cost 244 Generation Points (except for 'The Natural' which cost only 234).

The Skill packages cost 176 Generation Points.

Finally the Trait Points are the direct equivalent of Generation Points and bring the totals up to the

full 450 Generation Points. Characters receive 30 Trait Points except those with 'The Natural' Attribute package, who get 40 to balance out the lower cost of their Attributes.

Attributes

Characters in LowDie Light have only four Attributes – Brains, Brawn, Confidence and Co-ordination. Characters in the LowDie System have eight Attributes, allowing for greater differentiation of ability.

Each LowDie Light Attribute is the amalgamation of two LowDie System Attributes as shown in the table below.

A character being converted to the LowDie System gains both LowDie System Attributes at the same rating as the LowDie Light Attribute.

Table – Attribute Conversion

LowDie Light	LowDie System
Brains	Intellect and Perception
Brawn	Muscle and Endurance
Confidence	Charisma and Willpower
Co-ordination	Agility and Dexterity

David is converting his LowDie Light character of Trevor Maples to the full LowDie System. Trevor's LowDie Light Attribute ratings are:

Brains: 7, Brawn: 4, Confidence: 6 and Co-ordination: 4

In the LowDie System, Trevor has the following Attribute ratings:

Intellect: 7, Perception: 7, Muscle: 4, Endurance: 4, Charisma: 6, Willpower: 6, Agility: 4 and Dexterity: 4

Skills

LowDie Light uses 21 Skills, less than half the number detailed in the LowDie System. Like Attributes, the majority of the LowDie Light Skills are an amalgamation of two LowDie System Skills.

A character being converted to the LowDie System gains both LowDie System Skills at the same rating as the LowDie Light Skill.

Some particular LowDie Light Skills – namely Learning, Medical, Perform, Science and Vehicle – equate to more than one LowDie System Skill.

For these Skills, two of the possible LowDie System Skills should be chosen and assigned a rating equal to the LowDie Light Skill rating.

Table – Skill Conversion

LowDie Light	LowDie System
Brains	
High Tech	Computer & Electronics
Learning	Choose 2 Knowledge Skills
Low Tech	Mechanic & Engineering
Medical	First Aid, Medicine & Surgery
Ordnance	Demolitions & Gunnery
Outdoorsmanship	Survival & Tracking
Science	Choose 2 Science Skills
Confidence	
Charm	Negotiation & Seduction
Control Animal	Animal Handling & Ride
Dominate	Command & Intimidation
Impersonation	Disguise & Mimicry
Inquiry	Interrogation & Research
Magic	Sorcery & Summoning
Co-ordination	
Perform	Choose 2 Performance Skills
Athletics	Acrobatics & Climb
Concealment	Camouflage & Stealth
Fire Arms	Side Arms & Long Arms
Hurled Weapons	Projectile Weapons & Throwing
Melee Combat	Armed & Unarmed Combat
Thievery	Lock Cracking & Palming
Vehicle	Boat, Drive & Pilot

David now looks to convert Trevor's Skills. Trevor has the following Skills in LowDie Light:

Concealment: 4, Dominate: 5, Fire Arms: 1, Inquiry: 6, Science: 3, Vehicle: 1

David chooses the following LowDie System Skills:

Camouflage: 4, Stealth: 4, Command: 5, Intimidate: 5, Side Arms: 1, Long Arms: 1, Interrogation: 6, Research: 6, Forensics: 3, Psychology: 3, Drive: 1, Boat: 1.

The Medical Skill

The Medical Skill equates to three LowDie System Skills, First Aid, Medicine and Surgery. However, the Surgery Skill requires a character to have at least a rating of 4 in the three Skills of Biology (a Science Skill), First Aid and Medicine.

Therefore if a player wishes for his character to have the Surgery Skill in the LowDie System he must have both the Medical and Science Skills at a minimum rating of 4.

The player must then select First Aid and Surgery as the two Skills to gain at a rating equal to the character's Medical Skill. The player's choice of Science Skills must then be Biology and Medicine (Medicine is a Science Skill in the LowDie System).

If a character does not have both the Biology and Medical Skills at a rating of 4 or more, the player must choose First Aid and Medicine as the character's two Skills to take the place of Medical.

Redistributing Skill Points

Greater flexibility in the conversion can be gained by redistributing the Skill points between more Skills, within those specified.

To determine the Generation Point cost of the LowDie Light Skill multiply the Skill's rating by itself (i.e. square the rating) and then double it.

$$\text{Generation Points} = \text{Skill rating} \times \text{Skill rating} \times 2$$

The cost of a LowDie System Skill is equal to the desired Skill rating multiplied by itself (i.e. the square of the desired rating).

Any excess Generation Points may be converted to Experience Points if the Games Master agrees.

Some example redistributions are shown below.

Table – Examples of Skill Point Redistribution

LowDie Light Rating	LowDie System Ratings
2	2, 1, 1, 1, 1
3	3, 2, 2, 1 or 2, 2, 2, 2, 1, 1
4	4, 3, 2, 1, 1, 1 or 3, 3, 3, 2, 1
5	5, 4, 3 or 4, 4, 3, 3
6	6, 5, 3, 1, 1 or 5, 5, 4, 2, 1, 1
7	7, 6, 3, 2 or 6, 6, 5, 1
8	8, 7, 3, 2, 1, 1 or 6, 6, 6, 4, 2
9	9, 8, 4, 1 or 8, 8, 5, 3
10	10, 9, 4, 1, 1, 1 or 9, 9, 6, 1, 1

David reviews his choice of Skills for Trevor and notices that Camouflage has a rating of 4 due to the conversion of the Concealment Skill of 4.

David thinks that while Stealth is appropriate, such a high rating in Camouflage is not appropriate.

David determines that the Concealment Skill equates to 32 Generation Points (4 x 4 x 2) and redistributes those points as follows.

Stealth: 5 (25 Generation Points, 5 x 5)

Camouflage: 2 (4 Generation Points, 2 x 2)

3 Points remain unspent, which David's Games Master allows him to convert into Experience Points.

Traits

The majority of Traits in LowDie Light are the direct equivalent of LowDie System Traits and so do not need conversion, though the LowDie System rules governing the Traits should be used as they will refer to LowDie System Attributes and Skills.

Variable Cost LowDie System Traits

Certain LowDie Light Traits are specific implementations of the more flexible LowDie System Traits, which have a variable cost.

For example the LowDie Light Phobia Learned Weakness is the equivalent of the LowDie System Phobia Trait with the choices of 'Serious' severity and an 'Unusual' subject.

Similarly the Regeneration Special Strength in LowDie Light is the 'Fast' variation of the Regeneration Trait in the LowDie System.

By reading the description of the LowDie Light Trait the variation of the LowDie System Trait should be able to be determined.

David looks at Trevor's LowDie Light Traits:

Authority (25 Points)

Contact Network (15 Points)

Lifestyle, Middle (10 Points)

Swim (10 Points)

Vehicle Familiarity, Ground Craft (Free with the Vehicle Skill)

Addiction (25 Points)

'Lifestyle, Middle' and 'Swim' both convert directly over without any change.

Authority is the Trait of the same name in the LowDie System but with the choices of 'Mid Level', 'Local' and 'Law Enforcement'.

Contact Network is the Contact Trait taken three times with the choices of 'Limited Power', 'Cordial Relationship' and 'Problematic Availability'.

Addiction is the Learned Weakness of the same name in the LowDie System with the choice of 'Serious Severity'.

The Vehicle Familiarity Trait is discussed below.

Vehicle Familiarity

The conversion of the Vehicle Familiarity Learned Strength is a little more complex than most Traits.

In LowDie Light there is only a single Vehicle Skill, and the Vehicle Familiarity Trait indicates experience with Air Craft, Ground Craft and Water Craft.

In the LowDie System there are three Skills that indicate experience with the different types of vehicles; Boat, Drive and Pilot.

In the LowDie System the Vehicle Familiarity Trait therefore reflects experience with a more specific type of vehicle, for example Cars, Motorbikes, Helicopters, Jet Fighters, Submarines, and Sailboats.

When converting to the LowDie System, a character automatically gains the Vehicle Familiarity Trait, for a specific vehicle type, for each LowDie System Vehicle Skill gained.

If a second or third Vehicle Familiarity Trait had been purchased for the LowDie Light character, an extra one or two specific Vehicle Familiarity Traits can be chosen for the LowDie System character, for any of the Vehicle Skills chosen.

David's character of Trevor had a Vehicle Skill of 1 in LowDie Light and had also automatically gained the Vehicle Familiarity (Ground Craft) Trait by the very fact that he had at least a rating of 1 in the Vehicle Skill.

When converting to the LowDie System, David chose to take the Drive and Boat Skills at a rating of 1 each. Trevor therefore also automatically receives two Vehicle Familiarity Traits, one for each Skill.

David chooses to take Vehicle Familiarity (Cars) for his Drive Skill and Vehicle Familiarity (Motorboats) for his Boat Skill.

If David had purchased a second Vehicle Familiarity Trait for Trevor in LowDie Light, e.g. for Water Craft, David could now choose another Vehicle Familiarity Trait for either of his two Skills. For Example, David could choose Vehicle Familiarity (Heavy Goods Vehicles) for his Drive Skill.

Experience

Any unspent Experience Points are directly converted to the LowDie System on a point for point basis.

Equipment & Spells

Characters once converted should use the rules for their equipment, weapons and spells as described in the LowDie System, for example weapons have an Attack and Defence Modifier.

Certain LowDie Light spells do not exist exactly as in the LowDie System, either choose the closest example in the LowDie System or re-create the spell using the rules given in the Magic and Psionics chapter.