

Turning Undead

When someone with Clerical Investment attempts to Turn Undead it follows a simple process, you take their level of Clerical Investment and then make a will roll or fright check (whatever is less). If you make it by the number listed by the table below the creature is turned. A natural 3-4 turns ANY undead. (If you roll a 3-4 and make it by over 10 the undead is Destroyed.) Add +1 to will for every 10 points in Blessed or other "Holy Advantage."

CLERICS VS. UNDEAD TABLE

Clerical Investment	Undead Type							
	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	7	8	9	10+	—	—	—	—
2	6	7	8	9	10+	—	—	—
3	5	6	7	8	9	10+	—	—
4	4	5	6	7	8	9	10+	—
5	3	4	5	6	7	8	9	10+

Any points the roll succeeds by turns one more of the same type of undead.

Basic (Holmes Edition) Dungeons & Dragons Monster Conversion

Move: divide by 50 to get GURPS Move

Hit Dice: ½ HD = 5 Hit Points 10 HT, 1 HD = 10 HPs and a 10 HT. For every HD over 1 add +3HPs and increase HT by one for every 2 Hit Dice total. Add in any bonus HPs. (See table below)

Armor Class (Use table below)

Armor Class	Loose Equivalent	GURPS	Hit Dice	HT	Hit Points
9	No armor	PD 0, DR 0	1	10	10
8	Gambeson	PD 1, DR 1	2	11	13
7	Leather armor	PD 2, DR 2	3	11	16
6	Scale mail	PD 2, DR 4	4	12	19
5	Chain mail	PD 3, DR 4	5	12	22
4	Banded mail	PD 4, DR 4	6	13	25
3	Plate mail	PD 4, DR 5	7	13	28
2	Suit armor	PD 4, DR 6	8	14	31
1	Suit Armor	PD 4, DR 7	9	14	34
0		PD 4, DR 8	10	15	37

Treasure Type: Roll as D&D for numbers, use tables in C&C for specifics.

Alignment: Use as is.

Attacks: 1 attack roll as rule of 12, 2 attacks equal 14 skill, 3 attacks equal 16 skill, Those with multiple attacks are at -4 per attack cumulatively, if they use more than one

Damage: See below

D&D	GURPS	D&D	GURPS
1d4	1d6-2	2d8	2d6+2
1d6	1d6	3d6	3d6
1d8	1d6+1	2d10	3d6+1
1d10	1d6+2	2d12	4d6-1
1d12	2d6-1	4d6	4d6
2d6	2d6	Continue progression	

Example

D&D Troll

Move: 120 feet/turn

Hit Dice: 6 + 3 hit points (Ave HP24)

Armor Class: 6

Treasure Type: D

Alignment: chaotic evil

Attacks: 2 claws + 1 bite

Damage: 1-6 each

GURPS Advanced Caverns & Creatures.

Move/Dodge:6

HT: 13

Hit Points: 28

PD:3 DR4

Treasure Type: D

Alignment: chaotic evil

Attacks: 3 (2 claws + 1 bite) 16 skill, -4 per 2nd, -8 for 3rd

Damage: 1-6 each cutting

D&D coins	Caverns & Creatures	GURPS
--	tp = Tin Pieces 10 tp = 1 cp	\$.10
CP	cp = Copper Pieces 10 cp = 1 sp	\$ 1
SP	sp = Silver Pieces 10 sp = 1 gp	\$ 10
EP	"ep" = 5 sp	\$ 50
GP	gp = Gold Pieces 10 gp = 1 pp	\$100
PP	pb = Platinum bit = 5gp	\$500
2 PP	pp = Platinum Pieces	\$1000

Coins per Pound	Material Base	Overall Value
200 "Pennies"	1lb of Copper	2
20 "½ Silver Dollars"	1lb of Silver	20
20 "Quarters"	1lb of Gold	200

Armour Descriptions (updated with weights fixed)

Gambeson –	May be either light leather or quilted padding. PD 1, DR 1, Cost 10sp, Weight 10#.
Cord Armor –	PD 1, DR 2, Cost 10sp, Weight 15#. Cord Armor is PD 1, DR 1 against Impaling damage.
Soft Leather Armor	PD 1, DR 1, Cost 15sp, Weight 9#
Boiled Leather Armor	PD 2, DR 2, Cost 2gp, Weight 15#.
Ring Mail	PD 2, DR 3, Cost 4gp, Weight 20#. Ring Mail is PD 1, DR 2 against Impaling damage. -1 to Rogue Skills.
Studded Leather	PD 2, DR 3, Cost 4gp, Weight 25#. -2 to Rogue Skills.
Brigantine	PD 1, DR 4, Cost 6gp, Weight 20#. -1 to Rogue Skills and casting spells.
Chain-mail	PD 3, DR 4, Cost 5gp, Weight 40#. Includes a Gambeson. Mail is PD 1, DR 2 against Impaling damage. -3 to Rogue Skills; -1 to casting spells.
Scale Armor	PD 3, DR 4, Cost 8gp, Weight 50#. Includes a Gambeson. -4 to Rogue Skills; -2 to casting spells.
Banded Mail	PD 4, DR 4, Cost 14gp, Weight 60#, Includes a Gambeson. -5 to Rogue Skills; -2 to casting spells.
Plate-Mail	PD 4, DR 5, Cost 20gp, Weight 70#. Includes a Gambeson. -6 to Rogue Skills; -3 to casting spells.
Plate Armor	PD 4, DR 7, Cost 50gp, Weight 110#. Includes a Gambeson. -5 to Rogue Skills; -2 to casting spells. This armor is extremely rare; few armorers are up to the challenge of making an entire suit of articulated plate. The GM may require a Streetwise or Merchant roll to locate an armorer.

Races

The Racial Templates in Caverns and Creatures Pages 9-15 are replaced by the following Racial Templates below to bring them more into the feel and spirit of the OSR games of the 70s and 80s.

Dwarves 55 points

ST +2 (20) DR 1 (3); Extended Lifespan (5); Extra Encumbrance (5); Extra Fatigue +2 (6); Hard to Kill +1 (5); Infravision (15), Longevity (5) Greed (-15); Miserliness (-10); Reduced Move -1 (-5) Intolerance for Orcs (-1); Never Shave Beards (-1); Suspicious of Elves (-1) Axe/Mace @ DX+1 (4); Merchant @ IQ (2); +3 to Craft skills (18), Survival (Everdark) at IQ (1)

Dwarves speak gnome, goblin, kobold, and orcish @ IQ-2 (3); in addition, dwarven characters are able to speak the "common tongue" of all humankind at IQ (2). However, they are unable to learn more than two additional languages regardless of their intelligence ability. (Taboo Traits)

Gnomes 55 points

DR 1 (3); Extra Encumbrance (5); Extra Fatigue +1 (3); Hard to Kill +1 (5); Infravision (15), Longevity (5), Speak to Animals (can also communicate with any burrowing mammal (such as moles, bodgers, ground squirrels, etc. 10), Reduced Move .1 (-5); Not Religious (-1); Trim Beards Close (.1) +4 to craft skills not involving metalworking or engineering (12)

Gnome characters are able to speak the following languages following @ IQ-2 dwarvish, halfling, goblin, kobold (2) and they speak the common tongue of man @ IQ (2). Gnomes are unable to learn more than two languages in addition to those noted above, regardless of how high their intelligence score is. (Taboo Trait)

Elves 50 points

ST -1 (-10); DX +1 (10); IQ +1 (10) Accute Vision +1 (2). Attractive Appearance (5); Infravision (15), Magery 1(15)*; Unaging (15), Sense of Duty (To the Elven race and the forest -15) Racial Bonus Bow +2 (4) Naturalist at IQ (2) and Survival Woodlands: at IQ+1 (2).

They have the following languages @ IQ-2, gnome, halfling, goblin, hobgoblin, orcish, gnoll (3) and the "common tongue" of mankind at IQ (2) Magic Resistance +5 vs Sleep/Charm and Paralysis (5)

Half-Elves 40 points

IQ +1(10) Extended Lifespan (5); Magical Aptitude (15)* Infravision (15), Magic Resistance +5 vs (Sleep/Charm and Paraliysis 5) Half-Elf characters are able to speak the following languages gnome, halfling, goblin, hobgoblin, orcish, and gnoll @ IQ-2 (3). And Either Common or Elvish (you get the other free) at IQ (2)

*Optional for those in Advanced style games.

Dark Elves 40 points/90 points

ST -1 (-10); DX +1 (10); IQ +1 (10) Combat Reflexes (15); Infravision (15), Magery 1 (15) or Clerical Investment (15); Unaging (15) Any two of Bad Temper, bloodlust or bully, intolerance, or paranoia (-20) or Social Stigma (*Degenerate* -15); Sadism, Fanaticism or Lecherousness (-15) **Some have Full Coordination (50)**

Halflings 25 points

ST -3 (.20); DX +1 (10); HT +1 (10) Infravision (15), Silence x 1 (5) Code of Honor (-5); Gluttony (-5); Reduced Move -1 (-5); Magic resistance +5 (10) Stealth+2 (4); Bow +1 (2); Sling +2 (4); Cooking +1 (1/2). They have the following languages @ IQ-1 dwarven, elven, gnome (3) and goblin and orcish @ IQ-1 (1) and use common @ IQ (2)

Half-Orcs 25 points

St+1 (10), IQ -1 (-10); HT+1 (10) Acute Hearing +2 (4); Infravision (15), Extra Hit Points +1 (5) Reputation - 2 (-10). Unattractive (-5), Brawling @ DX+1 (2) And Survival at IQ (2) Half-orc characters are able to speak the "common tongue" of humanity and orcish as well @ IQ (2). These characters are able to learn a maximum of two additional languages.

These Templates are set to the Eva Noraa background. For standard games replace the Gnomes quirk "Not Religious" to "Dislikes living underground"

