Translating The Xro Dinn Chronicles to The Basic System

Introduction

The **Xro Dinn Chronicles™ Second Edition** (XDC) RPG provides a rich hard sci-fi setting with enormous attention to detail. This document is designed to make that setting accessible to **The Basic System (TBS)** players and GMs. It covers stat and raw numbers conversion only. **The Xro Dinn Chronicles Second Edition Book One: Awakenings** and TBS Core are required to make full use of this document. This document is presented with the mutual permission of Ionian Games Studio and Dilly Green Bean Games.

Converting XDC Attributes to TBS Main Stats

The table below shows the relationship between XDC Primary Attributes and TBS Main Statistics.

Basic Statistics Modifications	
XDC Primary Attribute	TBS Main Stat
Intelligence +3	Intelligence
Willpower +3	Willpower
Charisma +3	Charisma
[(Agility + Dexterity)/2] +3	Agility
Strength +3	Strength
Constitution +3	Endurance
Movement +3 (Secondary Attribute)	Speed
Empathy	See Below
Perception	See Below
Appearance	See Below

Translating Empathy

XDC to TBS — In TBS terms, Empathy and Psyche are functions of Willpower so for every three points of XDC Empathy above seven, add one point to the corresponding TBS Willpower. Inversely, for every three points of XDC Empathy below seven, subtract one point from TBS Willpower.

TBS to XDC — Take the average of the Willpower and Charisma Main Stat Bonuses and add the result to seven to determine XDC Empathy

Translating Perception

XDC to TBS — In TBS, Perception is a Common Skill relative to Intelligence so for every two points of XDC Perception above seven, add one TBS Perception skill level.

TBS to XDC — Take the average of the Intelligence and Willpower Main Stat Bonuses and add the result to seven to determine XDC Perception

Translating Appearance

XDC to TBS — Although TBS has no specific measure of physical attractiveness, XDC Appearance should directly affect TBS Charisma (relative to the character's own species). For every three points of XDC Appearance above seven, add one point to TBS Charisma. The inverse also applies.

TBS to XDC — As stated above, TBS has no attribute for physical attractiveness, but for the sake of quick conversion, add .5 of the TBS Charisma Main Stat Bonus to seven to arrive at an approximate XDC Appearance.

Converting Skill Ranks

To convert an XDC skill rank to a TBS skill level, add two. TBS is designed for flexibility so if you don't find a TBS skill that corresponds to the XDC one, make it up.

Skill Checks in both systems are performed in virtually the same way, but competency in a skill in TBS is indicated by level 2, rather than level 4. TBS is designed for simplicity, so it has far fewer skills than XDC, but the system also allows Players and GMs to create new skills as needed.

Converting Psionics

TBS uses a level based psionics system (see the TBS Psionics download). Both XDC and TBS do, but XDC has an additional categorization of Minor, Major, and Master Psionics.

XDC to TBS Conversions

Generally speaking, an XDC minor psionic ability translates into a TBS psionic level of between one or two; a major psionic ability, a TBS level of three or four, and a master psionic ability, a TBS level of five or above.

In Psi in XDC is the same as Psionic Points in TBS. The systems are somewhat different because XDC has 3 categorizations of psionics and different levels of training that the individual undergoes. The points can be traded one for one and things come out about the same.

Converting Ki

Ki and Chi are developed in different ways in XDC and TBS. The end result for those that develop and use it are virtually the same. While averages may differ, results from one system can be used in the other.

Converting Armor

To convert XDC Armor Rating (AR) to TBS Armor Class (AC), assign the AR number as AC and assign an equal number of Hit Points to the armor. Unlike XDC, TBS doesn't necessarily differentiate between energy and physical attacks as far as game effects are concerned. That is left up to the GMs. TBS AC makes a character harder to hit and adds additional Hit Points, but functions quite differently than OGL armor (see TBS Core).

Converting Weapon Damage

TBS does not use Multiplication Factors so to approximate damage conversion, multiply the XDC Base Damage by 1.5. Multiply that result by the number of Factor Shifts a weapon automatically provides (if applicable). Damage in TBS is a constant for each weapon.

Converting Cybernetics

TBS GU Kamikaze contains cybernetics rules for the Guardian Universe setting, but there are no standardized TBS cybernetics rules. The standard XDC cybernetics rules could be used with TBS, keeping in mind that Psyche applies to Willpower in TBS, not Empathy.

Converting Starships

(Based on prerelease material from XDC New Horizons)

The given XDC propulsion and movement stats may be used. Make sure weapon damage is scaled appropriately when converting to TBS (see TBS Sci-fi).

XDC to TBS — Find the corresponding TBS scale of the XDC starship (see TBS Building Better Starships); Multiply the XDC Hull Modifier by three; then divide the result by ten to determine the TBS AC. Multiply the resulting AC by the scale to determine Hit Points.

TBS to XDC — To determine the Hull modifier in XDC, eliminate the scale modifiers of TBS (see TBS Building Better Starships); then multiply the result by 10 then divide by 3.