

Converting to SEG

Call of Cthulu

Attributes

Divide all attribute scores by 2 and round fractions down.

The following is a correlation between CoC Characteristics and SEG Attributes:

CoC Characteristic	SEG Attribute
Strength	Strength
Constitution	Health
Intelligence	Intellect
Power	Willpower
Dexterity	Agility
Appearance	Spirit

Skills

Skill levels are important. Use the following scores:

Specific Skills each 10% = 1 AP. Round 5% or higher up. Thus, a skill with 55% would be treated as 6 AP.

CoC characters do not use Moxie. Divide the creature's Size by 2 and round down. If the value is higher than the creature's Health score then add the difference as a bonus to Moxie. Thus, a creature with a 10 Con and 18 Size would have a 5 Health and 4 Moxie ($18 \div 2 = 9 - 5 \text{ Health} = 4 \text{ Moxie}$).

Damage

Use the damage dice listed for the creature, but add the creature's Strength -5. Thus, a creature that causes $1d6 + 4d6 + 3$ damage with a 20 Strength will cause $5d5 + 18$ Glance (20 strength -5 +3 bonus). If the creature has a -1d6 "bonus" then ignore the penalty.

Armor

Creatures with Armor use the CoC value x2 for AR in SEG.

d20 System

Attributes

D20 Attributes	SEG Attribute
Strength	Strength
Dexterity	Agility
Constitution	Health
Intelligence	Intellect
Wisdom	Willpower
Charisma	Spirit

Skills

Each Rank spent on a skill is equal to 1 AP. Bonuses to skills due to Feats are treated as extra AP. Thus, a character with 4 Ranks and a +2 bonus due to a Feat has 6 AP in that skill.

The character's Melee Combat and Ranged Combat AP are equal to their Base Attack Bonus.

Saving Throws

Saving Throws are converted to skill AP. Use the Base Saving Throw bonus as the skill AP listed in the table.

Saving Throws	SEG Skill
Fortitude	Resist Poison, Resist Disease
Reflex	Dodge
Willpower	Resist Magic

Stun

A character's Stun AP is based on the number of hit points the character has. Divide the character's Hit Points by 10 to get the Stun AP.

Movement

Many creatures have movement rates different than SEG. Divide the D20 movement by 5 to get the Movement SA.

Damage

Take the maximum damage that a die roll can cause and divide by 5. Round decimals of .5 or higher up. Thus if a creature's bite causes 2d8 damage it will cause 3d5 Glance ($2d8 = 16 \text{ Max} \div 5 = 3.2$ rounded to 3d5). 3d6 will cause 4d5 Glance ($3d6 = 18 \text{ Max} \div 5 = 3.6$ rounded to 4d5).

The Glance bonus is equal to the creature's SEG Strength -5 plus any bonuses due to enhancements such as feats, magic, etc.

SEG Glance	D20 Damage
1d5	1d4, 1d6
2d5	1d8, 1d10, 1d12, 2d4, 2d6, 3d4
3d5	2d8, 4d4
4d5	1d20, 2d10, 3d6, 5d4
5d5	2d12, 4d6, 6d4

Armor

The AR of a creature is equal to the AC Armor Bonus, Deflection Bonus, or other bonus unrelated to attributes. Thus, if a creature's AC is 26 (10 + 4 Dex + 12 Armor) then it will have a 12 AR.

Feats

Feats ultimately break down into skill bonuses or effects. Skill bonuses are applied to the AP of the skill that is affected. The Narrator will need to decide if a Feat that causes an effect relevant to the game. If so then continue using the Feat as described in the D&D rules. If not, then discard the Feat.

Classes

Since SEG does not have classes, the following are some recommendations for reproducing the feel of the d20 classes. Any attribute or skill listed with an asterisk is "highly recommended".

Class	Attributes	Combat Skills	Non-Combat Skills
Barbarian	Health* Strength* Willpower	Melee Combat* Resist Disease Resist Poison Stealth Stun*	Acrobatics Animal Riding Animal Training Intimidation Movement, Ground* Movement, Swim Perception Stamina Survivalist
Bard	Agility* Intellect Spirit* Willpower*	Dodge Stealth Stun	Acrobatics Appraising Any Knowledge Skills Any Magic Philosophy* (Vocalization, Gestures) Artistic Ability BS Meter Deception Disguise Dungeoneering (new knowledge skill) Escape Artistry Grapevine Inspire* Linguistics Luck Negotiation Sleight of Hand Spellcraft (new knowledge skill)

Class	Attributes	Combat Skills	Non-Combat Skills
Cleric	Spirit* Willpower*	Resist Disease Resist Magic Resist Poison Stun	BS Meter Detect Aura Divine Magic* (Aura, Vocalization) History Linguistics Medical Aid* Negotiation Occult Lore Religion Spellcraft (new knowledge skill)
Druid	Spirit* Willpower*	Resist Disease Resist Magic Resist Poison Stun	Acrobatics Animal Riding Animal Training Divine Magic* (Aura, Gestures) History Medical Aid Movement, Swim Occult Lore Perception Survivalist Spellcraft* (new knowledge skill) Zoology
Fighter	Strength* Health Willpower	Melee Combat* Ranged Combat Resist Disease Resist Poison Stun*	Acrobatics Animal Riding Animal Training Intimidate* Smithing Survivalist
Monk	Agility Strength Spirit Willpower*	Dodge Melee Combat Resist Disease Resist Magic Resist Poison Stealth Stun	Acrobatics Animal Riding BS Meter Escape Artistry History Inspire Intimidation Movement, Ground Music Ability Perception Religion
Paladin	Strength* Spirit Willpower	Melee Combat* Resist Disease Resist Magic Resist Poison Stun*	Animal Riding Animal Training BS Meter Divine Magic (Aura, Vocalization) Medical Aid Negotiation Occult Lore Religion Spellcraft* (new knowledge skill)

Class	Attributes	Combat Skills	Non-Combat Skills
Ranger	Agility* Intellect Willpower	Dodge* Melee Combat* Ranged Combat* Resist Disease Resist Poison Stealth* Stun	Acrobatics Animal Riding Animal Training Any Magic Philosophy* (Vocalization, Gestures) Dungeoneering (new knowledge skill) Intimidation Medical Aid Perception Survivalist Tracking Zoology
Rogue	Agility* Intellect	Dodge* Melee Combat Ranged Combat* Stealth* Stun	Acrobatics Appraising Any Knowledge Skills Artistic Ability BS Meter Deception Disguise Dungeoneering (new knowledge skill) Escape Artistry Grapevine Inspire* Linguistics Locksmithing* Luck Mechanical Repair* Negotiation Sleight of Hand
Sorcerer	Spirit Willpower	Resist Magic* Stun	Acrobatics Any Knowledge Skill Appraising Deception* Intimidation Occult Lore* Sovereign Magic* (Gestures, Vocalizations) Spellcraft* (new knowledge skill)
Wizard	Intellect Focus	Resist Magic* Stun	Acrobatics Any Knowledge Skill Appraising Arcane Magic* (Objects, Vocalizations) Deception Intimidation Occult Lore* Spellcraft* (new knowledge skill)