

2D20 to N3 Conversion Guidelines

To the Battlefield

There's a lot you can do in the *Infinity* role-playing game, but sometimes, you might want to see how they fare upon the battlefields of the Human Sphere, battling alongside your favourite *Infinity N3* faction. These guidelines are designed to allow a character to be converted from the role-playing game to the wargame.

We'll use the following character, generated randomly, to illustrate these guidelines:

Example Character:

Agility	Awareness	Brawn	Coordination	Intelligence	Personality	Willpower
8	10	8	9	11	12	9

Firewall	12	Security	0
Resolve	12	Courage	0
Vigour	9	Armour	All 2

Skills: Acrobatics (1/-), Analysis (1/-), Animal Handling (1/-), Athletics (1/-), Ballistics (1/-), Close Combat (1/-), Discipline (Signature, 3/1), Education (1/-), Hacking (1/-), Lifestyle (3/2), Observation (2-1), Persuade (Signature, 2/1), Resistance (1/1), Stealth (2/1), Tech (Signature, 4/2)

Talents: Stubborn, Charismatic, Natural Engineer, Snap Diagnosis

Equipment (Earnings 5, 12 Assets): Basic Urban Survival Kit, Armoured Paramilitary Uniform, CombiRifle (N) with 2 Reloads, Knife

Starting Point

The first step in the process is to calculate your character's basic N3 statistics, which is done in the following manner:

- **Movement (MOV)** is 4"-4" (10cm-10cm) for all characters unless modified by equipment or some other factor.
- **Close Combat (CC)** is equal to the sum of the character's Agility, Close Combat Expertise, Close Combat Focus and the number of Close Combat talents. (the formula in V2.1 will not work in N3, PCs will never get above about 16-17 CC even if they are CC focused which is well below where they should be in N3, CC focused models in N3 have CC of 20 plus. I have changed it back to what I originally had unless someone has another solution)
- **Ballistic Skill (BS)** is equal to the sum of the character's Coordination plus half (rounding up) Ballistics Expertise. (have adjusted this so that new PCs will have on average around 10-11 BS, with Shooting focused PCs having around 13 but needing significant XP investment to go higher)
- **Physical Skill (PH)** is equal to the higher of two values: Agility plus half (rounding up) Acrobatics Expertise, or Brawn plus half (rounding up) Athletics Expertise. (I have reduced the numbers that

people will get now by halving the expertise added to the core stat, this should prevent very high PH numbers without the PC being at a high level without adversely effecting low level PCs and those with poor physical stats.

- **Willpower (WILL)** is equal to the lowest of the character's Awareness, Willpower or Intelligence attributes, plus half (rounding down) of the highest of the three.
- **Armour (ARM)** is equal to the character's Armour Soak on their torso.
- **Bio-Technological Shield (BTS)** is equal to the character's BTS (normally gained from armour and some other equipment)
- **Wounds (W)** is equal to the character's Vigour divided by seven, rounding down.
- **Silhouette (S)** is 2 for all characters unless modified by equipment or some other factor.

Using our example character, the end result will look something like this:

MOV	CC	BS	PH	WILL	ARM	BTS	W	S
4"-4"	11	10	9	14	1	0	1	2

Skills

While there is no direct equivalence between the range of skills in the *Infinity* role-playing game and the array of special skills in the wargame, there are enough similarities that we can convert from one to the other easily enough. The following sections note combinations of skills and talents present in the role-playing game, and what abilities they should confer for a character in N3.

In some cases, the effects of equipment are part of a skill granted in N3; these will be marked in *italics* to clearly denote when a piece of equipment is required to gain a particular N3 skill.

Acrobatics

Infinity RPG Skill/Talent	Infinity N3 Skill
Graceful	Hyper-Dynamics Lvl 1 & Kinematica Lvl 1
Graceful plus Uncanny Dodge	Hyper-Dynamics Lvl 2
Graceful plus Uncanny Dodge plus Roll with It	Hyper-Dynamics Lvl 3
Free Runner	Kinematica Lvl 2
Long Jumper	Super-Jump
Total Reaction	Total Reaction

Athletics

Infinity RPG Skill/Talent	Infinity N3 Skill
Wall Crawler	Climbing Plus
Rigorous Training	Forward Deployment
Irresistible Force	Assault

Ballistics

Infinity RPG Skill/Talent	Infinity N3 Skill
Sniper	Marksmanship Lvl 1
Sniper plus Clear Shot	Marksmanship Lvl 2
Precise Shot	Marksmanship Lvl X

Close Combat

Infinity RPG Skill/Talent	Infinity N3 Skill
Deflection	Martial Arts Lvl 1

Above plus Combat Specialist	Martial Arts Lvl 2
All of the above plus Riposte	Martial Arts Lvl 3
All of the above plus Weapon Master	Martial Arts Lvl 4
All of the above plus Master Deflection	Martial Arts Lvl 5
Eight or more talents in Close Combat	Natural Born Warrior

Command

Infinity RPG Skill/Talent	Infinity N3 Skill
Commanding Presence	Advanced Command
Four or more Command Talents	Chain of Command
All seven Command Talents	Executive Order
Coordinator	Fireteam (dependant on faction)
Minions	Inspiring Leadership
Command Focus, plus one or more Command Talents	Strategos Lvl 1-3 – the level is equal to the Focus rank plus the number of Talents, divided by five.

Discipline

Infinity RPG Skill/Talent	Infinity N3 Skill
Courageous	Valour Lvl 1
Courageous plus Resistance/Resilient Rank 1	Valour Lvl 2
Courageous plus Resistance/Resilient Rank 3	Valour Lvl 3

Extraplanetary

Infinity RPG Skill/Talent	Infinity N3 Skill
Spacewalker	Multiterrain – Zero-G

Hacking

Infinity RPG Skill/Talent	Infinity N3 Skill
Hacking Expertise 3 or higher, and any form of <i>Hacking Device</i>	Hacking

Lifestyle

Infinity RPG Skill/Talent	Infinity N3 Skill
Backdoor Assets	Booty Lvl 1
Backdoor Assets plus Survival/Scrounger	Booty Lvl 2

Medicine

Infinity RPG Skill/Talent	Infinity N3 Skill
Physician	Doctor
Emergency Doctor	Doctor Plus
Miracle Worker	Akbar Doctor
Medicine Expertise 3 or higher, and a <i>MediKit</i>	Paramedic

Observation

Infinity RPG Skill/Talent	Infinity N3 Skill
Acute Senses, and a <i>Target Marker</i>	Forward Observer
Sharp Senses	Sixth Sense Lvl 1
Sharp Senses plus Danger Sense	Sixth Sense Lvl 2

Pilot

Infinity RPG Skill/Talent	Infinity N3 Skill
Pilot Expertise 3 or higher	Pilot

Resistance

Infinity RPG Skill/Talent	Infinity N3 Skill
Mithradatic 1 Rank	Immunity: Shock
Mithradatic 2 Ranks	Bioimmunity
Mithradatic 3 Ranks	Immunity: Total
Resilient 1 Rank plus Discipline/Courageous	Valour: Lvl 2
Resilient 3 Ranks plus Discipline/Courageous	Valour: Lvl 3

Stealth

Infinity RPG Skill/Talent	Infinity N3 Skill
Camouflage and/or <i>Photoreactive Clothing</i>	Camouflage: Lvl 1
Camouflage, and <i>Chameleonic Gear</i>	Camouflage: Lvl 2
Camouflage, and <i>Thermal Optic (TO) Camouflage</i>	Camouflage: Lvl 3
Impersonation	Impersonation: Lvl 1
Impersonation, and a <i>Holomask</i>	Impersonation: Lvl 2
Scout	Infiltrate: Lvl 0
Living Shadow	Infiltrate: Lvl 1
Infiltration	Infiltrate: Lvl 2

Survival

Infinity RPG Skill/Talent	Infinity N3 Skill
Scrounger	Booty: Lvl 1 plus Scavenger
Scrounger plus Lifestyle/Backdoor Assets	Booty: Lvl 2
Environmental Specialisation (Aquatic)	Multiterrain: Water
Environmental Specialisation (Desert)	Multiterrain: Desert
Environmental Specialisation (Mountain)	Multiterrain: Mountain
Environmental Specialisation (Jungle)	Multiterrain: Jungle

Tech

Infinity RPG Skill/Talent	Infinity N3 Skill
Tech Expertise 3 or higher	Engineer
Explosive Expert, plus <i>Mines</i>	Minelayer
Natural Engineer	Sapper

Equipment and Miscellaneous

The following special skills come more often from equipment the character uses, or other defining qualities of the character.

Infinity RPG	Infinity N3 Skill
<i>Airborne Deployment</i> , plus Pilot Expertise 1 or more	Airborne Deployment: Lvl 1. Level of skill is equal to Pilot Expertise.
<i>i-Khol Social</i>	i-Khol: Lvl 1
<i>i-Khol Business</i>	i-Khol: Lvl 2
<i>i-Khol Military</i>	i-Khol: Lvl 3
Career: Media or Journalist	Journalist

<i>Bio-Engineered Physiology</i>	Regeneration
Trait/Religious Fanatic	Religious Troop
<i>Satellite Uplink</i>	Sat-Lock
<i>Sensor</i>	Sensor
<i>Poison</i>	Poison

Using these guidelines, we can see that while many of our example character's skills don't translate to the battlefield, his technical acumen does – his Tech Expertise of 4 becomes the Engineer skill in N3, while his Natural Engineer talent gives him the Sapper skill in N3.

Equipment

Converting a character's equipment over is fairly straightforward: where possible, we've worked to ensure that an item in the role-playing game retains the same name as its N3 counterpart. A list of items in the ***Infinity Core Rulebook*** that have a direct counterpart in N3 is listed below.

- 360° Visor
- Antipode Control Device
- Assault Hacking Device
- AutoMediKit
- Deactivator
- Defensive Hacking Device
- Deflector (1 or 2)
- Deployable Repeater
- ECM
- FastPanda
- Hacking Device
- Hacking Device Plus
- MediKit
- Multispectral Visor (1, 2, or 3)
- Optical Disruption Device
- Repeater
- Sensor
- Sniffer
- TinBot

Our example character isn't carrying any of these items of equipment. However, in N3, having the Engineer special skill means the character is issued with a Deactivator – to put the character's skills to best use, so he gains a Deactivator during the conversion process.

Weapons

Finally, you'll need to equip your new N3 version of your character. Fortunately, just as with equipment, we've made an effort to ensure that many the weapons and ammunition types available in the wargame are available in the ***Infinity Core Rulebook*** (a few may appear in subsequent sourcebooks). Literally looking up the weapons and ammunition on your character sheet, and finding the equivalently-named weapons and ammunition types in the N3 rules will provide a character with all the weapons they need.

In the case of our example character, a CombiRifle with Normal ammunition and a Knife can both easily be found in the N3 rules.

Final Example

Having converted our character across to fight on the battlefields of the Human Sphere, they look like this:

MOV	CC	BS	PH	WILL	ARM	BTS	W	S
4"-4"	11	10	9	15	1	0	1	2

Equipment: Deactivator

Special Skills: Engineer, Sapper

BS Weapons: CombiRifle

CC Weapons: Knife