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# JOHN CARTER OF MARS



JOHN CARTER CONVERSION GUIDE

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## CREDITS

### LINE DEVELOPMENT

Jack Norris, Benn Graybeaton,  
Sam Webb, Virginia Page

### RULES DEVELOPMENT

Benn Graybeaton, Jack Norris,  
Virginia Page

Developed from the original 2d20  
system design by Jay Little for  
*Mutant Chronicles*

### WRITING

Jack Norris, Benn Graybeaton

### EDITING AND PROOFING

Nathan Dowdell, Virginia Page

### LITERARY CONSULTANT

Scott Tracy Griffin

### ART DIRECTION

Sam Webb, Katya Thomas

### COVER ART

Chaim Garcia

### INTERNAL ART

Chaim Garcia

### LOGO DESIGN

Michal E Cross

### GRAPHIC DESIGN

Chris Webb

### WITH THANKS TO

James Sullos, Cathy Wilbanks,  
Tyler Wilbanks

### PUBLISHING DIRECTOR

Chris Birch

### OPERATIONS DIRECTOR

Rita Birch

### MANAGING DIRECTOR

Cameron Dicks

### HEAD OF DEVELOPMENT

Rob Harris

### HEAD OF RPG DEVELOPMENT

Sam Webb

### PRODUCTION MANAGEMENT

Peter Grochulski

### SCHEDULING

Steve Daldry

### MARKETING EXECUTIVE

Panayiotis Lines

### ASSISTANT ART DIRECTOR

Katya Thomas

### SALES MANAGER

Rhys Knight

### ASSISTANT SALES MANAGER

Cole Leadon

### COMMUNITY SUPPORT

Lloyd Gyan, Shaun Hockings

Modiphius Entertainment Ltd,  
2nd Floor, 39 Harwood Road,  
London, SW6 4QP, England

**INFO@MODIPHIOUS.COM**  
**WWW.MODIPHIOUS.COM**

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# JOHN CARTER CONVERSION GUIDE

Some narrators prefer the rough and tumble 2d20 rules of *Conan* to the streamlined rules of *John Carter of Mars*. To make the world of Barsoom come to life for more of the Modiphius fan base these conversion rules have been made to convert characters made using *John Carter of Mars* to work with the rules of *Conan: Adventures in a Age Undreamed Of*.

## CONVERTING ATTRIBUTES

Once a character has been built using the *John Carter* rules use the following to determine the character's *Conan* attributes. If the character has a talent that allows them to use a specific set of attributes for a test the narrator may allow the player to use this combination to calculate the *Conan* attribute score for that test.

In general *John Carter* characters have low attributes when translated to the *Conan* ruleset but very high skills. Once all the *Conan* attributes are calculated if the sum of the attributes is less than 61, increase either the highest or the lowest attribute by 1. Repeat this until the total is 61.

JOHN CARTER ATTRIBUTE COMBINATION SCORE	EQUIVALENT CONAN ATTRIBUTE SCORE
8	7
9	7
10	8
11	8
12	9
13	9
14	9
15	10
16	10
17	11
18	11
19	12
20+	12

JOHN CARTER ATTRIBUTE COMBINATION	CONAN ATTRIBUTE EQUIVALENT
Cunning + Daring	Agility
Cunning + Reason	Awareness
Might + Passion	Brawn
Cunning + Reason	Coordination
Empathy + Reason	Intelligence
Empathy + Passion	Personality
Passion + Reason	Willpower

## CONVERTING SKILLS

Through training and genetic memory, denizens of Barsoom have a wide range of skills. It is very rare for a Martian to have no ranks in a skill. The two notable exceptions are Alchemy and Sorcery. Unless the character has a talent that would indicate some sort of scientific knowledge these are set to 0.

Calculating a *John Carter* character's *Conan* skill bonus is simple. Work out the *John Carter* combination for that test using the skills table and determine the highest of the two *John Carter* attributes being used. Then compare the higher of the two attributes to the *Conan* skill bonus on the skill bonus table.

CONAN SKILL	JOHN CARTER ATTRIBUTES	CONAN ATTRIBUTE
Acrobatics	Daring Might	Agility
Alchemy	Passion Reason	Intelligence
Animal Handling	Empathy Might	Personality
Athletics	Daring Might	Brawn
Command	Empathy Passion	Personality
Counsel	Empathy Reason	Personality
Craft	Passion Reason	Intelligence
Discipline	Cunning Passion	Willpower
Healing	Empathy Reason	Intelligence
Insight	Empathy Reason	Awareness
Linguistics	Empathy Reason	Intelligence
Lore	Passion Reason	Intelligence
Melee	Cunning Daring	Agility
Observation	Daring Reason	Awareness
Parry	Daring Empathy	Coordination
Persuade	Empathy Passion	Personality
Ranged Weapons	Cunning Reason	Coordination
Resistance	Might Reason	Brawn
Sailing	Daring Might	Coordination
Society	Cunning Passion	Personality
Sorcery	Cunning Passion	Willpower
Stealth	Cunning Reason	Agility
Survival	Daring Might	Awareness
Thievery	Cunning Reason	Awareness
Warfare	Cunning Reason	Intelligence

SKILL BONUS TABLE	
HIGHEST JOHN CARTER ATTRIBUTE	CONAN SKILL BONUS
4 or less	1
5	2
6	3
7	4
8+	5

Once the skill bonus has been determined check how many skills the character has over 3. The character is only allowed 2 skills with a bonus of 3 or more. Reassign any excess points from other skills to the two skills at 3 or higher though these skills cannot exceed having a bonus of 5. If the character has any additional points left over after this, the narrator should assign these to the skills relating to the character's weakest *Conan* attribute.

SAILING AND FLIERS
Sailing is considered to include the piloting of fliers. It has not been renamed in this document but should be considered a general Piloting skill.

## CONVERTING EQUIPMENT

Though Martian equipment is lightyears ahead of anything found in the Hyborian age many items have direct analogues.

MARTIAN TECHNOLOGY	HYBORIAN AGE ANALOGUE
<b>Incendiaries</b>	Blasting Powder: Small Explosive ( <i>see the Conan core rulebook, page 164</i> ).
<b>Pistol</b>	No analogue ( <i>see below</i> ).
<b>Rifle</b>	No analogue ( <i>see below</i> ).
<b>Martian Harness</b>	This is Armour 2 for the torso and other areas as described by the character. While it doesn't cover much of the bodies area it is composed of Martian leathers and metals and is remarkably sturdy.
<b>Martian Sabre</b>	No analogue ( <i>see below</i> ).
<b>Long Bows, Daggers, Other Melee Weapons</b>	<i>See the weapons tables in the Conan Core Rulebook, pages 145-151.</i>
<b>Martian Healing Gel (Small)</b>	This counts as 1 dose of the Golden Wine of Xuthal ( <i>Book of Skelos page, 93</i> ) or a Healing kit with 3 resources.
<b>Martian Healing Gel (Large)</b>	This counts as 3 doses of the Golden Wine of Xuthal, or a Healing Facility with 10 resources.



## MARTIAN WEAPONS – CONAN EQUIPMENT STATS

WEAPON	RANGE	DAMAGE	SIZE	QUALITY
Martian Pistol	Medium	5 	1H	Radium
Martian Rifle	Long	5 	2H	Radium, Unforgiving 1
Martian Sabre	Reach 2	4 	1H	Cavalry 1, Parrying, Vicious 1

### NEW QUALITY: RADIUM

Weapons with the Radium quality fire projectiles made of the light sensitive material Radium. When subjected to natural light the projectile will explode. This makes treating a wound from a Radium weapon much more difficult as the extraction of the bullet must be done in darkness. As normal this increases the difficulty of the test by 1. Gamemasters can allow a character with no knowledge of Radium (such as earthborn characters) to make a D5 Insight, Lore or Sorcery test to determine if they are aware of its properties. Damage from a Radium explosion is equal to a Loud Firework (see the *Conan Core Rulebook*, page 164) and automatically hits the patient anyone treating them without the need of a dice roll.

In addition, Radium weapons can be used in one of the two ways noted below:

- \* **Direct Fire:** When targeting a single foe, add the Intense and Vicious 1 qualities to the weapon.
- \* **Burst:** When using a Radium weapon, you may target an area near the enemy, in hope of catching multiple targets in the explosion; this adds the Area and Fearsome 1 qualities to the weapon.

### FINISHING UP

Once a character has had their skills and attributes worked out, they gain 3 Fortune points and calculate Vigour and Resolve as normal.

Talents do not need to be converted except where the talent references a combination of attributes or the counterstrike ability.

- \* Where a talent references a combination of attributes this can either be ignored in exchange for gaining 50xp per grade, or the narrator may allow the use of combination to calculate the *Conan* attribute score for that test.
- \* Where the talent references the counterstrike ability the character gains the Deflection and Riposte talents. If the talent grants bonus Momentum this is ignored for any value less than 3 momentum. Values of 3 Momentum or higher are reduced to 1 and become bonus Momentum when the Riposte talent is used. Alternatively, the player may select a different *John Carter* talent to convert over.

