

Conversion of Crimson Empire Characters from 1st to 2nd Edition

The centre of the conversion process is Conversion Points (CP) which are used for a number of purposes:

- Re-rolling Perception characteristic
- Choice of Class and Sub-Class
- Increasing Aptitudes

The number of CP available is dependant on a character's Cast Level using the following formula : $35 + (5 * \text{current Cast Level})$.

Perception

As Perception is a new characteristic introduced in 2nd Edition all converting characters need to roll for their Perception using $2d8 + 1d4$. If they are unhappy with the result they may spend 10 CP to re-roll. If they choose to re-roll they must take the second result or spend a further 10 CP to re-roll again. This process continues until either no more CP are available or the character is satisfied with their Perception.

Racial Modifiers

The following adjustments should be made to Characteristics depending on the character's race.

Noble Elves : -1 Beauty, -1 Agility, +1 Endurance, +1 Strength, +2 Perception
Wood/Valley Elves: Perception +3
Dergs: Perception +2
Uldanians: Agility +1
Mandorians: Reflex +1
Dwarves: Perception +1, Strength +1
Condorians: Charisma +1

Class and Sub-Class

For purposes of choosing Class and Sub-Class 1 CP is equivalent to 1 BP. A converted character must be of the same Class in 2nd Edition as they were in 1st Edition. A character does not have to choose a Sub-Class.

Aptitudes

First work out the character's base values for all the new aptitudes and make any adjustments needed due to changes in Characteristics.

Note the Metallurgy Aptitude value should either be given to Armourer or Blacksmith (player's choice). The History/Geography Aptitude value should be given to both History and Geography

Next make the following modifications based on the Character's race:

Condorian:

Blind Fighting +5%
Disarm +5%
Lightning Draw +5%

Mandorian:

Geology +5%
Imperial Lore +5%
Karnarcos Lore +5%

Uldanian:

Jumping +15%
Running +15%

Wood/Valley Elves:

Falconry +5%
Geography +5%
Hunting & Fishing +15%
Silent Movement +5%

Noble Elves:

Animal Training +10%
Art Culture +10%
Music +10%
Heraldry +5%
Imperial Lore +10%

Northern Dwarves:

Architecture +15%
Military Engineering +5%
Stone Craft +15%

Darvanne Dwarves:

Armourer or Blacksmith +5%
Mechanics +5%
Blind Fighting +10%
Hiding (Object) +5%
Torture +10%

Faldor:

Veterinary Skills +5%
Mastery of Dreams + 5%
Blind Fighting +5%

Hiding (Object) +5%
Hiding (Oneself) +5%
Silent Movement +5%

Nirkar:

Hypnosis +5%
Blind Fighting +5%
Orientation + 10%
Hiding (Object) +5%
Hiding (Oneself) +5%
Poison Creation +5%
Silent Movement +5%

Having done this then make the following changes depending on your Class:

Darkun:

Body Art +5%
Darkun Lore +10%
Assassination -5%

Druid:

Healing +5%
Meditation +10%
Occult Arts +5%

Knight:

Animal Training -10%
Equestrian Skills -35%
History -5%
Geography -5%
Legends -5%
Mastered Weapon -5%
Persuasion -5%
Parry/Dodge -5%

Mage/Sorcerer

Hypnosis +5%
Philosophy +5%
Reading +10%

Thief/Assassin:

Acting +5%
Street-Wisdom +5%
Subterfuge +5%

Tracker:

Geography +5%
Hunting/Fishing +5%
Knowledge of Nature +10%
Orientation +5%
Survival +5%

Warrior:

Throwing +10%
Disarm +5%
Mastered Weapon (Primary) -5%
Mastered Weapon (Secondary) -5%
Bonus to Redistribute +5%

Next apply the modifiers for your Sub-Class as detailed in 2nd Edition rulebook.

Finally any remaining CPs can be spent to increase your aptitudes. This follows the same rules as the 2nd Edition rulebook with the following modifications:

- 1CP is equivalent to 1BP
- The maximum any aptitude can be increased by is 15% + 1% per Cast Level
- If any Primary Martial aptitude has been decreased CP may be spent to bring it back to its former value.