

The HackMaster 1E to 4E Official Character Conversion System (Version 1.0)

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The Basic Conversion Process

This conversion process covers taking an Original (1st Ed) AD&D (Advanced Dungeons and Dragons) Character and converting it to HackMaster. This process is designed to create a "Sanctioned" HM (HackMaster) equivalent to the original character. The basic outline follows with more detailed explanations included afterwards.

Outline

- 1) Ensure the race/Class combinations are permitted in HackMaster.
 - 2) Convert AD&D Ability Scores to HackMaster Ability Scores.
 - 3) Modify new HM Ability Scores for Race, award Racial BPs (Building Points). By modify we mean check the differences between the racial adjustments for AD&D & HM.
 - 4) Roll up prior history for Chapter 4 in HM PHB (Player's Handbook).
 - 5) Roll up quirks and flaws Chapter 6 in HM PHB using standard HM rules.
 - 6) Allow final adjustment of current statistics.
 - 7) Award BPs for class.
 - 8) Calculate honor. Roll money, "starting age" etc.
 - 9) Buy skills in Chapter 6 of HM PHB, though they must first buy up the equivalent skills their character had under AD&D.
 - 10) Purchase starting equipment.
- Conversion to First Level is Done ---
- 11) Determine appropriate Level(s) in HackMaster for the current Level(s) as a 1st Ed AD&D character.
 - 12) Process through BBI (Basic Block of Instruction - see HM PHB Chapter 11) and any additional skill training to the next level (to Second level and higher ONE LEVEL AT A TIME).
 - 13) Determine Honor for new level.
 - 14) Determine How Much Money character gained making it to new level.
 - 15) Return to step 14 until character has been advanced through training for all their levels.
 - 16) Convert existing Magic Items from 1st Ed AD&D to HackMaster, Check EP value of all magic items against the caps for a sanctioned character of that Level(s).
 - 17) Convert existing Spells from 1st Ed AD&D to HackMaster.

The Conversion Process, Step by Step:

1) Ensure the race/Class combinations are permitted in HackMaster.

This comes down to "Does the race or class have a good HM equivalent?" PCs that are races like Half-Dragons won't convert over no matter what you do. Refer to the HM GMG (Game Master's Guide) for guidance on non-standard races.

For the classes, find the class that is the closest to what your character was like. Only valid HM race/class combinations are allowed when selecting your HM classes. The basic chart can be found on Table 2C of the HM PHB. You may use the Class books (once they are available) to expand the possibilities of classes.

2) Convert AD&D Abilities to HackMaster Abilities.

INTELLIGENCE, WISDOM, AND CHARISMA

These abilities transfer exactly. Thus, take the 1st Ed statistic, add a (%roll) and you have the HM statistic. Easy peasy, quick and easy!

COMELINESS

Unlike the other statistics, many 1st Ed characters did not possess Comeliness. Those that did can transfer over their statistic exactly.

If the player is creating a Comeliness statistic then the character rolls 3d6 and modifies for Charisma and Race as if rolling up a brand new character.

STRENGTH, DEXTERITY, CONSTITUTION:

For each statistic, roll d100 and that is the "percentile" for the AD&D version of the statistic. This is the number used in the table where "%roll" is listed. The sole exception to this is for exceptional strength. Do NOT roll percentile for strength if your AD&D 1st Ed character has a strength of 18/XX - just use that number instead.

Look up the statistic of your AD&D character. If it does not say "any" in the %Roll column, look at the %roll you just made to determine which row is appropriate.

STRENGTH CHART

AD&D STR	%Roll	HackMaster Statistic
3-10	Any	(same number)/01-100 (%roll)
11	Any	11/01-50 (%roll/2)
12	Any	11/51-100 (%roll/2 +50)
13	Any	12/01-50 (%roll/2)
14	Any	12/51-100 (%roll/2 +50)
15	Any	13/01-100 (%roll)
16	01-50	14/01-100 (roll new %)
	51-100	15/01-50 (%roll - 50)
17	Any	15/51-100 (%roll/2 +50)
18	01-50	16/01-100 (roll new %)
	51-100	17/01-50 (%roll -50)
18/01-50	Any	17/51-100 (%roll/2 +50)
18/51-75	Any	18/01-50 (%roll/2)
18/76-90	Any	18/51-100 (%roll/2 +50)
18/91-99	Any	19/01-50 (%roll/2)
18/00	01-99	19/51-100 (%roll/2 +50)
	100	20/01

DEXTERITY CHART

AD&D DEX	%Roll	HackMaster Statistic
3	Any	4/01-100 (%roll)
4	01-50	5/01-100 (roll new %)
	51-100	6/01-50 (%roll -50)
5	01-50	6/51-100 (%roll +50)
	51-100	7/01-50 (%roll -50)
6	01-50	7/51-100 (%roll +50)
	51-100	8/01-100 (roll new %)
7-8	Any	9/01-50 (%roll/2)
9	Any	9/51-100 (%roll/2 +50)
10	Any	10/01-100 (%roll)
11	Any	11/01-50 (%roll/2)
12	Any	11/51-100 (%roll/2 +50)
13	Any	12/01-50 (%roll/2)
14	Any	12/51-100 (%roll/2 +50)
15	01-50	13/01-100 (roll new %)
	51-75	14/01-100 (roll new %)
	76-100	15/01-100 (roll new %)
16	Any	16/01-50 (%roll/2)
17	01-50	16/51-100 (%roll +50)
	51-100	17/01-50 (%roll -50)
18	Any	17/51-100 (%roll/2 +50)
19	Any	18/01-100 (%roll)

CONSTITUTION CHART

AD&D CON	%Roll	HackMaster Statistic
3	Any	6/01-100 (%roll)
4	01-50	7/01-100 (roll new %)
	51-100	8/01-50 (%roll -50)
5	Any	8/51-100 (%roll/2 +50)
6	Any	9/01-100 (%roll)
7-8	Any	10/01-50 (%roll/2)
9-10	Any	10/51-100 (%roll/2 +50)
11-12	Any	11/01-50 (%roll/2)
13-14	Any	11/51-100 (%roll/2 +50)
15	01-50	12/01-100 (roll new %)
	51-100	13/01-100 (roll new %)
16	01-50	14/01-100 (roll new %)
	51-100	15/01-100 (roll new %)
17	01-50	16/01-100 (roll new %)
	51-100	17/01-100 (roll new %)
18	Any	18/01-100 (%roll)

3) Modify new HM Abilities for Race, award Racial BPs.

By modify we mean account for the differences between the racial adjustments for AD&D & HM.

The character gets the BPs for the HM Race their 1st Ed AD&D Race converts to.

Except as listed below, all races PHB convert straight over to HM.

For example, make the following changes to your AD&D character to convert them to their HackMaster Equivalent Race:

Grey Elves: -1 Dex

Wild Elves/Grugach/Grel: -2 Str, -1 Comeliness

Drow: -2 Comeliness

4) Roll up prior history from Chapter 4 in the HM PHB.

The player has the following options during conversion for the tables in chapter 4:

- 1) Use the random rolls for their character background (CH 4) and get all the benefits from it (money, BP, and honor mods)
- 2) Choose the "results" of the table in chapter 4 they feel best matches their character, forfeiting all BPs, Honor Mods, Money Mods etc gained from the tables in Chapter 4.

5) Roll up quirks and flaws Chapter 6 (standard rules).

This is done per the regular Character Creation Rules in the PHB/GMG.

6) Allow final adjustment of current statistics.

This is done per the regular Character Creation Rules in the PHB/GMG.

7) Award BPs for class.

This is done per the regular Character Creation Rules in the PHB/GMG.

8) Calculate honor. Roll money, "starting age", Hit Points, etc.

This is done per the regular Character Creation Rules in the PHB/GMG. All characters will roll their starting hit points and the hit points at each level as they progress through the conversion for each level.

9) Buy skills (must first buy up skills had under AD&D).

This is done per the regular Character Creation Rules in the PHB/GMG.

10) Purchase starting equipment.

This is done per the regular Character Creation Rules in the PHB/GMG.

--- Conversion to First Level is Done ----

11) Determine appropriate Level(s) in HackMaster for the current Level(s) as a 1st Ed AD&D character.

1st Ed AD&D XP's = HM EP's (a one-for-one conversion of experience points, then look on the appropriate experience table for that class).

12) Process through BBI and any additional skill training to the next level (to Second level and higher ONE LEVEL AT A TIME).

Ok, this is easy. Just follow the charts in the GMG. Remember to calculate their honor for the new level once they finish training, but before rolling statistic increases and Hit Points (since this affects their honor die size). They get their BBI and may learn a new proficiency if they've gained a slot for it, but the GM must agree to any additional skill classes.

13) Determine Honor for new level.

Calculating Honor at each level above first:

- Take the Honor calculated for the character at 1st level
- Follow the chart below for what their honor should be at each level based upon starting honor. Use this new base Honor to determine their Honor Category and Honor Die for the new level.
- The GM they should monitor Honor closely when the converted characters start actually playing.

Here is the chart to use when figuring out a converted character's honor as they go up in level. The left hand column is their honor at the end of conversion to first level (starting honor), and across the top is their current level from 2 to 20.

ST HONOR	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9	Lvl 10	Lvl 11	Lvl 12	Lvl 13	Lvl 14	Lvl 15
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
3	3	4	5	7	8	9	10	12	13	14	15	17	18	19
4	5	7	9	11	13	15	17	19	21	23	25	27	29	31
5	7	9	11	14	16	18	21	23	25	28	30	32	35	38
6	9	12	15	18	21	24	27	30	33	36	39	42	45	48
7	10	13	16	20	23	26	29	32	35	38	42	45	48	52
8	12	15	18	22	25	29	33	37	40	43	46	50	53	56
9	14	17	21	25	28	33	37	41	44	48	52	56	60	63
10	15	19	24	29	32	38	41	45	50	54	58	63	68	74
11	16	22	27	32	36	42	45	51	56	60	67	73	79	86
12	17	24	30	36	40	46	49	55	61	67	74	80	85	92
13	19	26	32	39	44	51	53	60	67	75	81	86	93	99
14	21	28	35	42	48	55	58	66	74	82	90	98	103	108
15	22	30	38	45	52	59	63	70	78	86	94	102	110	118
16	24	32	40	47	55	63	71	78	86	94	101	109	117	124
17	25	33	41	49	57	65	73	81	89	97	105	113	121	129
18	27	37	46	55	64	73	82	91	100	109	118	127	136	145
19	28	38	48	58	67	77	86	96	105	115	124	134	143	153
20	30	40	50	60	70	80	90	100	110	120	130	140	150	160
21	31	41	51	61	71	81	91	101	111	121	131	141	151	161
22	33	44	55	66	77	88	99	110	121	132	143	154	165	176
23	35	50	60	72	85	98	112	125	137	150	167	175	187	201
24	38	55	65	80	94	108	122	136	140	154	168	182	196	210
25	40	60	70	92	107	122	137	142	155	168	183	198	213	228
26	43	65	76	105	121	137	143	149	164	171	188	205	222	239
27	46	70	82	115	131	148	154	170	187	203	220	236	253	270
28	48	75	88	125	147	170	192	214	236	258	280	302	315	325
29	50	80	95	135	150	215	215	270	285	310	320	330	340	350
30	51	81	96	136	151	216	216	271	286	311	321	331	341	351

14) Determine How Much Money character gained making it to new level

This is the GM's call as there are no guidelines for how much money should be made available to characters. Don't charge them for their BBI but don't give them the money to pay for the BBI either.

15) Return to step 14 until character has been advanced through training for all their levels.

16) Convert existing Magic Items from 1st Ed AD&D to HackMaster, Check EP value of all magic items against the caps for a sanctioned character of that Level(s).

Only items from the DMG (1st Ed AD&D Dungeon Master's Guide) and UA (Unearthed Arcana) are eligible. Nothing from magazines, home made, etc may be converted over. Have your GM find the closest item to what you have. You are limited to the EP caps as listed for your FINAL level. The level limits are posted on the HackMaster website. (<http://www.kenzerc.com/rpg/hackmaster/>)

17) Convert existing Spells from 1st Ed AD&D to HackMaster.

When calculating the number of spells that the character actually has, only those listed in the AD&D 1st Ed Player's Handbook and Unearthed Arcana are to be considered LEGAL for 'conversion'. If there is an obvious HM equivalent to the spell being converted, then that equivalent must be taken. For those that are not obvious the player should consult their GM and the two reach an agreement on what would be an appropriate replacement. In no case will a higher level spell be used as the equivalent of a lower level spell.

You may use any official HM spell including from the class books.