

Conversion Guide

Most of the changes I've made with Enlightened Grogard present little difficulty when converting material written from other game systems to this one. Most conversions are obvious and many mechanics don't need to be changed at all.

The best overall guideline for conversions is: use your best judgment. Look at the existing material and try to get the new material into a similar format and with a similar level of power.

This chapter has a separate section for each of the major types of “crunch” that are part of this game system: races, classes and prestige classes, feats, spells, magic items and monsters. Each section consists mostly of a step-by-step list of possible issues you may or may not have to address. Skip the ones that don't apply and read the instructions for the others. Bear in mind that these are not rules, but guidelines. Do what you think is best.

Bonuses and Penalties

The issue that comes up most frequently with conversions is temporary bonuses and penalties. In many gaming systems, boons and banes manifest this way. For example, a particular spell might bestow a “-2 penalty to attack rolls” to all foes in the area. For reasons that are made clear in the introduction, Enlightened Grogard has removed these temporary modifiers from the game. As a result, a rules item should *never grant a bonus or penalty to ability scores, attack rolls or defenses*.

You can indirectly grant these types of bonuses and penalties via tokens. In general, a temporary +1 bonus equates to about 1 token. A permanent +1 bonus equates to about 1 token per encounter. These are rough values and, in particular, effects that last for an entire encounter should grant about twice as many tokens. This might seem like the PC is getting less of a bonus since a combat is likely to last more than 2 rounds. However, the inherent flexibility of tokens makes them much more valuable.

It might seem that the best way to convert a rules item that incurs a penalty is to take tokens away from a target creature. It's better, however, to turn such penalties into bonuses for the one who inflicts the penalty. For example, when converting the example spell from the previous paragraph (“-2 penalty to attack rolls”), the naïve conversion would have that spell remove 2 tokens from every creature hit by the spell. A better conversion would be to have that spell grant the caster 2 tokens for each creature hit by the spell.

Another type of bonus that should usually be converted with care is a bonus to damage. In general, a feat or should not grant a permanent, non-conditional bonus to damage. The primary exception to this is magic weapons which carry that exception to make them special. Often, the best was to convert a rules item that grants a bonus to damage is to require one or more tokens be used to activate the ability.

Races

Converting a race from another system is usually very straightforward. Here are some guidelines:

1. **Ability Modifiers:** By default, all racial modifiers should be +2 or -2 and sum to +0. For example, a dwarf's +2 Constitution and -2 Charisma means that the sum of the modifiers equals +0. Of course, there are multiple exceptions to this too, especially for small-sized races and races that have penalties in other areas. A general guideline is to bear in mind that mental ability bonuses (Intelligence, Wisdom or Charisma) are somewhat less desirable than physical ability bonuses (Strength, Constitution and Dexterity).

2. **Racial Powers, Special Abilities and Special Attacks:** If the race you are converting has special abilities, special attacks or racial powers these should be converted to racial feats so that a creature does not automatically begin with these extra powers. The exception to this are minor abilities like darkvision, weapon familiarity and an elf's immunity to paralyzation
3. **Favored Class:** This concept no longer exists in E.G. and should be removed.
4. **Circumstance Bonuses:** Some races may have bonuses that only apply in certain circumstances. Circumstantial modifiers have been ruthlessly eliminated in E.G. wherever possible. I recommend replacing these modifiers with a smaller bonus that always applies. Alternatively, you could create a racial feat based on this modifier.
5. **Skill modifiers:** Some races grant bonuses to skills. You'll need to translate these to the equivalent skill in E.G. Diplomacy and Intimidate have no equivalent in E.G. so remove bonuses to those skills.
6. **Level Adjustment:** The concept of Effective Character Level has been removed from Enlightened Grogard. However, if you've followed the above steps, chances are you've already done what's necessary for conversion to an ECL 0 equivalent. If the race still feels overpowered at this point, then review it and look for ways you can reduce power or offload capabilities into a feat.

Classes and Prestige Classes

Both classes and prestige classes have the same guidelines for conversion.

1. **Hit points:** Hit points are no longer rolled but assigned. This should typically be a value between 3 and 6 hit points per level (plus Constitution modifier). As a rule of thumb, the less spellcasting ability that a class grants, the higher this number should be.
2. **Skill ranks:** The class should grant between 2 and 4 skill ranks per level.
3. **Base Attack Bonuses:** The class should grant a bonus to three of the six base attack bonuses at each level. These bonuses should be one each of: +1, +3/4, and +1/2. Select base attacks that fit the flavor of the class. A class that grants more spells than bonus feats should never have a +1 bonus to Strength or Dexterity BAB.
4. **Defenses:** The class should grant a bonus to each of the four defenses at each level. These bonuses should be a multiple of +1/4 and should never exceed +1 and never be less than +1/4. The sum of defense bonuses granted to a character with no spellcasting ability should sum to about +3. For example, a barbarian has +1, +1/2 and two +3/4. Those values sum to 3. The sum of defense bonuses granted to a spellcasting-focused character should sum to 2 1/4. A character with a mix should fall somewhere in between. A class that grants more spells than bonus feats should never grant a +1 bonus Armor Class.
5. **Class skills:** The skills in E.G. have been greatly consolidated, but usually there is a clear mapping between a skill in another roleplaying system and this one. In addition to any converted class skills, all classes should have the Craft, Knowledge, Linguistics and Profession skills.
6. **Class Abilities:** Aside from spellcasting ability, convert any class-based abilities into feats. You may need to create an area of mastery specifically to support this new subset of feats. The only class abilities that should remain are weapon proficiencies. Then, add the following

abilities:

- The class should grant a bonus to one skill equal to one-half the character's class level in that class.
 - The class should grant spells or bonus feats. The amount and frequency depends heavily upon the overall balance of the rest of the class. Examine the Cleric, Ranger and Sorcerer classes for good examples of an appropriate power level in this area.
 - The class should grant an extra benefit to first level characters who are taking it. Usually this benefit is equivalent in value to a spell or restricted feat.
7. **Areas of Mastery:** Select areas of mastery that are appropriate for the class. In general, each class should have exactly one special area of mastery that is exclusive to it. If most of the feats that you created from the former class abilities fell into a new area of mastery then this is an easy choice.

Feats

Feats are usually trivial to convert.

1. **Area of Mastery:** Select an area of mastery that is appropriate for the feat. If you are converting multiple feats that have a unique theme or source, you may wish to create a new area of mastery. If you do so, think about which classes should have access to it.
2. **Bonuses and Penalties:** A feat should never directly grant a bonus to ability scores, attack rolls or defenses. See “Bonuses and Penalties” at the beginning of this chapter.
3. **Free Actions:** A feat should never create an effect with a free action. Use a swift action instead.
4. **Power Level:** Carefully consider the power level of the feat. Particularly powerful feats should probably require 1 or more tokens to activate. The Leg Breaker, Rapid Shot and Stunning Fist feats are good examples of this.

Spells

Spells, in particular, are the most prominent source of power creep. When converting a spell look carefully at similar spells and try to keep the new spell's power in line. Also, avoid converting spells that provide a short cut to abilities that usually must be earned by via feats.

1. **Area of mastery:** The first section of Chapter 9 has two tables that provide helpful descriptions of what types of spells belong in each area of mastery. Unlike feats, it is recommended that you avoid creating new areas of mastery for new spells.
2. **Level:** If you are converting a spell from a game system with 9 spell levels, you'll need to adjust the spell's level to a number between 1 and 18. Typically the new level is twice the old level. If the spell is not particularly powerful then you can subtract 1 from this.
3. **Caster level:** A spell should never have variation in effect that depends upon the caster's level including character level, class level or caster level (which does not exist in E.G.). Instead, add enhancements to the spell that support such changes.
4. **Components:** A spell should no longer requires a focus or experience points as a spell

component. Remove these elements.

5. **Action:** All spells should require either a standard action, swift action or ritual to cast. Swift action spells are usually those that provide a short term benefit in combat. Ritual spells typically provide a long term benefit or permanent change. Everything else is usually a standard action.
6. **Range:** The Ranges section of Chapter 9 has a good summary of the available spell ranges. Select the one that's similar to the original spell's range. In general, the new range should be shorter than the old one.
7. **Target:** Common targets are either the caster (“You”), one creature or several creatures in an area of effect. There are a two separate issues that commonly arise here:
 - The three types of area of effect in E.G. are cube, wall and line. You should select a target that is most compatible with the original spell. Avoid using cube shapes larger than a cube 11.
 - A spell that is not offensive should only affect willing allies. Avoid creating a spell that requires a spellcaster to attack her enemies.
8. **Frequency:** Most spells should have a frequency of Unlimited, Encounter or 24 Hours. Most spells should be Encounter spells. Particularly powerful spells with an instantaneous effect may need to have a frequency of 24 hours. Spells that provide a minor benefit or don't allow the caster to have more than once spell active at the same time are good candidates for an unlimited frequency.
9. **Duration:** A spell's duration should never last some number of rounds, minutes or hours. Instead, adjust the spell so that its duration of Encounter or 24 hours. If this adjustment increases the duration of the spell, consider adjusting the power level to compensate.
10. **Defense:** A spell that has a negative effect on its target should usually require a successful attack versus Fortitude, Reflex and Will defense. If the original spell required a saving throw to resist, replace it with the corresponding defense.
11. **Bonuses and Penalties:** A spell should never directly grant a bonus or penalty to ability scores, attack rolls or defenses. See “Bonuses and Penalties” at the beginning of this chapter.

Magic Items

Converting a magic item is a lot like converting a spell.

1. **Level:** If there is a spell that provides a similar benefit to the magic item then the item level should be similar. Otherwise, examine existing magic items to get a feel for an appropriate level.
2. **Attack:** A magic item that has a negative effect on its target should usually require a successful attack versus Fortitude, Reflex and Will defense. If the original item required a saving throw to resist, replace it with the corresponding defense.
3. **Activation:** A magic item should almost always require a standard action to activate. More powerful items may require insight tokens as well. Spell trigger and spell completion activation no longer exists. If you are converting such an item, examine the Wands and Scrolls sections and use the same rules.

4. **Charges:** The concept of charges has been removed from E.G. Instead, use a token requirement or a frequency limitation to restrict use of a particular magic item.
5. **Duration:** The duration of a magic item's effect should never last some number of rounds, minutes or hours. Instead, adjust the description so that has a duration of Encounter or 24 hours.
6. **Bonuses and Penalties:** A magic item should never directly grant a bonus to ability scores, attack rolls or defenses. See “Bonuses and Penalties” at the beginning of this chapter for more information.

Monsters

Because monsters and NPCs are only in the spotlight for a short time, it's usually fine to simply use the monster as originally written and ad lib if any incompatibilities arise. However, if you can convert monsters in advance, it will likely avoid some delays and give you more confidence.

The table below lists suggested values for core statistics for a monster with a given level. In E.G. the term “level” is used universally for both the character level of PC or NPC and relative challenge of the monsters. This term is roughly interchangeable with “challenge rating” or “CR” that is used in other game systems.

Level	Hit Points	Defenses Array	Attack Modifiers	Damage Low / Med / High
< 1	5-18	14, 12, 10, 9	+3, +1	1d4-1 / 1d4 / 1d4+1
1	14-27	15, 13, 11, 10	+4, +2	1d4+0 / 1d4+1 / 1d4+3
2	18-36	16, 14, 12, 10	+5, +3	1d4+1 / 1d4+3 / 2d4+2
3	22-45	17, 15, 13, 11	+7, +4	1d4+2 / 2d4+2 / 2d6+2
4	26-54	18, 16, 13, 12	+8, +5	1d6+1 / 1d6+5 / 2d6+4
5	30-63	19, 17, 14, 12	+9, +6	1d6+2 / 2d6+3 / 3d6+2
6	34-72	21, 18, 15, 13	+10, +7	1d6+3 / 2d6+4 / 3d6+4
7	38-81	22, 19, 16, 14	+11, +8	1d6+4 / 3d6+2 / 2d8+7
8	42-90	23, 20, 16, 14	+12, +9	1d8+3 / 2d6+7 / 2d8+9
9	46-99	24, 21, 17, 15	+14, +10	1d8+4 / 3d6+5 / 2d8+11
10	50-108	25, 22, 18, 16	+15, +11	1d10+4 / 2d8+8 / 3d8+8
11	54-117	26, 23, 19, 16	+16, +12	1d10+5 / 2d8+9 / 3d8+10
12	58-126	28, 24, 19, 17	+17, +13	1d10+6 / 3d8+6 / 2d10+14
13	62-135	29, 25, 20, 18	+18, +14	2d6+5 / 2d8+12 / 2d10+16
14	66-144	30, 26, 21, 18	+19, +15	2d6+6 / 3d8+9 / 2d10+18
15	70-153	31, 27, 22, 19	+21, +16	2d6+7 / 2d10+13 / 3d10+14
16	74-162	32, 28, 22, 20	+22, +17	2d6+8 / 2d10+14 / 3d10+16
17	78-171	33, 29, 23, 20	+23, +18	2d8+7 / 3d10+10 / 2d12+21
18	82-180	36, 30, 24, 21	+24, +19	2d10+7 / 2d12+15 / 2d12+23

19	86-189	36, 31, 25, 22	+25, +20	2d10+7 / 3d12+10 / 2d12+25
20	90-198	37, 32, 25, 22	+26, +21	2d10+8 / 2d12+17 / 2d12+27
21	94-207	38, 33, 26, 23	+28, +22	2d10+9 / 2d12+19 / 3d12+22

The sections below describe each column in the table.

Hit Points

Big brutish monsters should be at the top of this range. Monsters with a spellcasting focus or a single powerful attack should be closer to the lower end of this range.

If the monster's level is lower than the PCs', it can be desirable to double the number of monsters in the encounter but decrease their hit point total to 25% of normal. The creatures then become “mooks” or minions that can enliven a combat encounter. The DM is encouraged to perform minimal accounting of hit point totals for minions. If the first hit does not reduce a minion's hit points to zero, then almost any subsequent hit does.

Defenses Array

Each entry in the table below lists a default array of values for the monster's defenses (Armor Class, Fortitude, Reflex and Will) based on the challenge rating of each monster. You can arrange these values as you see fit. Tough monsters might have a high Armor Class and Fortitude defense. Ranged attackers might have Reflex and AC. Spellcasting attackers should probably be strongest in their Will defense. Once assigned, these values can safely vary by as much as +/-3. For each bonus you add to one defense, subtract a like amount from another.

Saving Throws

Just as for PCs, a creature's saving throw modifier is equal to its corresponding defense modifier divided by 10. For monsters with high challenge ratings you can safely add a +1 or +2 bonus to a given save if it makes sense.

Attack Modifiers

The table lists a primary and second attack modifier for each challenge rating. These numbers can safely vary by as much as +/-3. If you increase a creature's attack modifiers, provide it with a corresponding weakness somewhere else. The easiest thing to do is lower the damage dealt on a hit.

Multiple Attacks

E.G. does not have a full attack action so the issue of multiple attacks needs to be addressed. All of the following approaches are effective:

1. If the creature has exactly two attacks, make one of them a secondary attack that uses a swift action.
2. If the creature has three or four attacks, make some of them into standard actions and some into

swift actions. At least one of the swift action attacks should use the primary attack modifier.

3. If the creature has three or more attacks that are identical, consider turning them into a single area-of-effect attack that affects all enemies within reach.
4. If none of the above options feels right to you, combine the multiple attacks into a single standard action with one attack roll and a single damage roll that is the combination of the damage from the individual attacks. Use this option with care. The table above provides a list of typical high, medium and low damage amounts for various attacks. If this new combined attack significantly exceeds the high damage amount it's probably too much.

Damage

This column contains recommended damage rolls for monster attacks at this level. The low damage value is best for at-will area-of-effect attacks and melee attacks by creatures who are not melee-focused or ranged attacks by creatures who are melee focused. The high damage value is intended for special single target attacks that can't be used every round.

Powers, Special Attacks and Special Qualities

Some of these abilities don't need to be modified but many will need at least a tweak. Here are some issues that come up frequently.

1. *Bonuses and Penalties:* A special ability should never directly grant a bonus or penalty to ability scores, attack rolls or defenses. See “Bonuses and Penalties” at the beginning of this chapter for more information about this issue.
2. *Saving throws:* If you are converting a monster from a game system that uses saving throws as a defense, you'll need to convert that to an attack against one of the target's defenses. For example, a breath weapon that states “DC 17 Reflex save for half damage” would convert to a Dexterity-based attack against the targets Reflex defense. Determine the attack modifier by subtracting 10 from the save DC. Or use the secondary attack modifier from the table above.
3. *Free actions, auras and gaze attacks:* In many game systems, auras and gaze attacks occur automatically. In E.G., no attack or benefit comes without spending an action (free actions don't count). If a creature has an aura or gaze attack, change this attack so that it requires a swift action to activate and creates an instantaneous effect.
4. *Spell resistance:* This concept manifests as a bonus to saving throws in E.G. A creature with particularly high resistance should be able to make a saving throw as an immediate action when first affected by a spell.
5. *Area-of-effect:* An ability that has an area of effect will need to have the shape of the effect changed to one of the three types used by E.G.: cube, wall or line. Avoid using cube shapes larger than a cube 11.
6. *Immunity to Critical Hits and Flanking:* All creatures in E.G. are vulnerable to critical hits and flanking. Remove this immunity if it exists.
7. *Unique mechanics:* Some game systems will have mechanics that don't have an analog in E.G. For example: horror checks or push, pull and slide effects. Most of the time you can simply bring the underlying mechanic in along with the ability.

Skills

If a monster has skill modifiers for skills that aren't in E.G., simply apply the modifier to the closest analog in E.G. The table below shows mappings for commonly seen skills:

Skill	Maps To
Appraise	Knowledge
Arcana	Knowledge
Balance	Acrobatics
Climb	Athletics (or Acrobatics)
Concentration	Endurance
Decipher Script	Linguistics
Diplomacy	No mapping. See below.
Disable Device	Tinker
Disguise	Bluff
Dungeoneering	Knowledge
Escape Artist	Acrobatics
Fly	Acrobatics
Forgery	Craft
Hide	Stalth
History	Knowledge
Intimidate	No mapping. See below.
Jump	Athletics
Listen	Perception
Move Silently	Stealth
Open Lock	Tinker
Religion	Knowledge
Ride	Handle Animal
Speak Language	Linguistics
Spot	Perception
Streetwise	Knowledge
Survival	Endurance
Swim	Athletics
Thievery	Tinker
Tumble	No mapping. See below.
Use Magic Device	Tinker

Use Rope	Sleight of Hand
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Here are some issues that can come up when converting skills:

1. *Overlapping skills:* A monster might have ability in two or more skills that map to the same skill in E.G. For example: spot and listen. In this case, take the highest of the two modifiers and then apply an additional +2.
2. *Specialty-based Skills:* If a given skill from another game system maps to a specialty-based skill, each +1 bonus equates to one specialty. Don't feel obligated to invent a slew of specialties for a monster who will never be using them with the PCs. Even if there is a non-combat encounter planned, a few general areas of expertise is usually sufficient to guide your play.
3. *Diplomacy and intimidate:* These skills deliberately have no analog in E.G. Make a note of the level of skill that the monster has and roleplay interactions accordingly. Creatures who are particularly intimidating may leave foes **shaken** when exerting that skill.
4. *Tumble:* If a creature has significant ranks in this skill, then grant it one or more feats from the Tumble feat tree.
5. *Special Attack Modifiers:* Some systems have a special value for attack and defense with special combat maneuvers like grapple and bull rush. The Athletics skill and Fortitude defense are used special attacks and defense respectively. Feel free to map special maneuver modifiers to these statistics.