

The Living City Character Conversion Guidelines

These guidelines give you the basic information needed to convert your 2nd Edition ADVANCED DUNGEONS & DRAGONS® (AD&D®) LIVING CITY™ character to the new Edition of DUNGEONS & DRAGONS® (D&D®). The goal of the conversion process is to create as simple a transition as possible while maintaining the highest degree of fairness for the entire membership. Remember that the new Edition of D&D is a significantly different game in terms of character skills, feats, and class abilities; try not to be limited by 2nd Edition thinking.

This document covers conversion of characters only. Certificate Conversion (items, boons, favors, etc) will be covered in a separate document.

Step 1: Experience Points

One of the most controversial topics in LIVING CITY conversion is how to make an equitable transfer of experience points. Due to the fact that the new Edition has one experience table for all classes and the fundamental difference in the way multi/dual-classing are handled, your character's experience point total and level may be different in the new Edition. In order to remain as fair to all concerned players as possible, a conversion table based on total experience points has been developed. Follow the steps below to determine your new character's new character level.

1. Total all experience points your character currently possesses. Please note that this does not include any experience points lost for whatever reason prior to conversion, including kits and meta-campaign activities.
2. Find the row that your character's 2nd Edition experience point total falls within. If your experience total falls between two values, take the lower one.
3. Find the new Edition experience point total listed in that row for your character.
4. Using the last two columns of the chart below, find your character's the new Edition character level.

| 2e XP | 3e XP | 3e Levels | 2e XP | 3e XP | 3e Levels | 2e XP | 3e XP | 3e Levels |
|--------|--------|-----------|-----------|--------|-----------|-----------|---------|-----------|
| 0 | 0 | 1 | 70,950 | 24,500 | 7 | 1,282,250 | 91,000 | 14 |
| 453 | 250 | 1 | 80,250 | 26,250 | 7 | 1,354,750 | 94,500 | 14 |
| 906 | 500 | 1 | 89,550 | 28,000 | 8 | 1,427,250 | 98,000 | 14 |
| 1,359 | 750 | 1 | 107,350 | 30,000 | 8 | 1,499,750 | 101,500 | 14 |
| 1,813 | 1,000 | 2 | 125,150 | 32,000 | 8 | 1,572,250 | 105,000 | 15 |
| 2,266 | 1,500 | 2 | 142,950 | 34,000 | 8 | 1,644,750 | 108,750 | 15 |
| 2,719 | 2,000 | 2 | 160,750 | 36,000 | 9 | 1,717,250 | 112,500 | 15 |
| 3,172 | 2,500 | 2 | 198,250 | 38,250 | 9 | 1,789,750 | 116,250 | 15 |
| 3,625 | 3,000 | 3 | 235,750 | 40,500 | 9 | 1,862,250 | 120,000 | 16 |
| 4,531 | 3,750 | 3 | 273,250 | 42,750 | 9 | 1,939,250 | 124,000 | 16 |
| 5,438 | 4,500 | 3 | 310,750 | 45,000 | 10 | 2,016,250 | 128,000 | 16 |
| 6,344 | 5,250 | 3 | 350,750 | 47,500 | 10 | 2,093,250 | 132,000 | 16 |
| 7,250 | 6,000 | 4 | 390,750 | 50,000 | 10 | 2,170,250 | 136,000 | 17 |
| 9,125 | 7,000 | 4 | 430,750 | 52,500 | 10 | 2,247,250 | 140,250 | 17 |
| 11,000 | 8,000 | 4 | 470,750 | 55,000 | 11 | 2,324,250 | 144,500 | 17 |
| 12,875 | 9,000 | 4 | 537,625 | 57,750 | 11 | 2,401,250 | 148,750 | 17 |
| 14,750 | 10,000 | 5 | 604,500 | 60,500 | 11 | 2,478,250 | 153,000 | 18 |
| 18,250 | 11,250 | 5 | 671,375 | 63,250 | 11 | 2,555,250 | 157,500 | 18 |
| 21,750 | 12,500 | 5 | 738,250 | 66,000 | 12 | 2,632,250 | 162,000 | 18 |
| 25,250 | 13,750 | 5 | 806,250 | 69,000 | 12 | 2,709,250 | 166,500 | 18 |
| 28,750 | 15,000 | 6 | 874,250 | 72,000 | 12 | 2,786,250 | 171,000 | 19 |
| 34,650 | 16,500 | 6 | 942,250 | 75,000 | 12 | 2,866,250 | 175,750 | 19 |
| 40,550 | 18,000 | 6 | 1,010,250 | 78,000 | 13 | 2,946,250 | 180,500 | 19 |
| 46,450 | 19,500 | 6 | 1,078,250 | 81,250 | 13 | 3,026,250 | 185,250 | 19 |
| 52,350 | 21,000 | 7 | 1,146,250 | 84,500 | 13 | 3,106,250 | 190,000 | 20 |
| 61,650 | 22,750 | 7 | 1,214,250 | 87,750 | 13 | | | |

EXAMPLE – John's "Feldspar the Great" is a Wizard in 2e and has accumulated 899,000 exp. Finding his experience on the chart above, we see that he has 12 total character levels in which to re-create Feldspar. Jason's "Telquin the Rogue" was a fighter/thief that had a total of 375,000 exp. Telquin will have 10 total character levels to re-create his character with.

Step 2: Create the New Version of Your Character

Take your total levels, as figured in Step 1, and re-create your existing character in the new edition of D&D by follow the steps below:

1. Obtain a copy of the LIVING CITY Character Creation Guidelines, the Character Log, and the *Forgotten Realms Guidelines*. These can be downloaded from www.rpga.com.
2. Make a character with total levels equal to your calculated levels by following the LIVING CITY Character Creation Guidelines. You may add levels in any allowed class, including allowed Prestige Classes if your character qualifies for them. Your new character may, in fact, be completely different from your previous version of the character.
3. You should keep a log of your character's advancement, including classes added, new skill ranks and feats, and so forth. A form is provided for this. You are not required to keep this log, but it will be helpful.

Considerations for Creating your New Character

- A. When re-creating your character, please try to stay with the character concept.
- B. Keep the same name. That way people have at least one way of recognizing the new and improved you. ☺

Project Stat Point

Characters with additional Ability Points, Hit Points, or Skill Ranks from Project Stat Point will receive a letter on or about December 10th, 2000. This letter will explain what you have received for your character, how to add it to your character, and why certain choices were made.

Converting your Wizard's Spellbook

When converting your wizards spell book from 2nd to the new edition, the player is allowed to do the following:

Standard Rule - Refer to page 54 in the Players Handbook for standard 1st level spell book construction. This has not changed in any way.

Conversion Rule - When constructing spellbooks for your converted character you may do the following:

For each level of Wizard attained, the player may add 2 additional spells + the Intelligence Bonus of PC to their spellbook. A PC with an 18 Intelligence may add 6 (2 standard +4 for her Intelligence bonus) spells to their spellbook of any level that she can cast (according to her new level).

This rule is in effect for converted characters only and exists to produce the effect of a PC that has been adventuring for a while and has had a chance to interact with other wizards. The INT Bonus solution was selected as this portrays a smart wizard who is actively expanding her library of spells. The smarter the wizard, the more spells they gain per level.

Step 3: Special Characters

If your PC is a "certed" character race, such as a drow or a wemic, then you should retire it. Special Character conversion is over. A Special Character is any character that does not meet the rules of Living City Character creation.

If you have a grandfather letter from the RPGA allowing you to play something not normally allowed by the previous Living City character creation Guidelines, treat the grandfather letter as a cert to play that race, class, or whatever, and see above for how to convert it.

Step 4: Questions

If you have a question about the Living City conversion document please email bhagwan@wizards.com. Your questions will be answered as quickly as possible.