

Converting Characters Between Empire of the Petal Throne and Song of Blades and Heroes

EPT Basic Talent:	1-20	21-40	41-60	61-80	81-95	96-100
Value:	1	2	3	4	5	6
Range Die:	d20	d20	d20	d20	d15	d5

A. Derive Values from the above table for each of the character's six Basic Talents

B. From EPT Basic Talents to Song of Blades Quality:

- 1) Sum Values for Intelligence, Psychic Ability and Comeliness;
- 2) Divide by 3, round up; then
- 3) Invert the result according to this chart:

Result	Quality
1	6+
2	5+
3	4+
4	3+
5	2+
6	2+

C. From EPT Basic Talents to Song of Blades Combat:

- 1) Sum Values for Strength, Constitution and Dexterity; then
- 2) Divide by 3, round down.

D. From Song of Blades Quality to EPT Basic Talents:

1) Invert the Quality number according to this chart:

Quality	Inverse
6+	1
5+	2
4+	3
3+	4
2+*	5
2+*	6

*: For Quality of 2+ roll a d6 to determine if the inverse will be 5 or 6: if you roll a 6 the inverse is 6; all other results mean the inverse is a 5.

- 2) Multiply the inverse number determined above by 3;
- 3) Roll 1d2 and subtract the result;
- 4) Distribute the final total as Values between Intelligence, Psychic Ability and Comeliness; then
- 5) Roll the appropriate Range Die to determine the exact number for each of the three basic talents.

E. From Song of Blades Combat to EPT Basic Talents:

- 1) Multiply Combat by 3;
- 2) Roll 1d2 and add the result;
- 3) Distribute the final total as Values between Strength, Constitution and Dexterity; then
- 4) Roll the appropriate Range Die to determine the exact number for each of the three basic talents.

Remember EPT HP, weapons and AC are not relevant to these calculations as Song of Blades subsumes them under a model's Combat score.

EPT profession abilities, magic items, spells, equipment, etc. are Song of Blades special abilities and vice versa.

An EPT character gets one Song of Blades advance per Level.

Up to one third (round down, minimum one) of these advances may be used to improve the model's Song of Blades stats (Quality and Combat) on a one-for-one basis.

The rest of the advances are used to give the model Song of Blades special abilities representative of the EPT character. There are no limits on Personality (P) special abilities since each character (PC or NPC) in an adventuring – or rival – party is by definition a personality.