

Living Death Guidelines for Converting Existing Heroes

Creating a Masque of the Red Death character was not a short process in 2nd edition. Converting those characters to the new rules will not be a short process either. You should allow yourself plenty of time to review the rules and choices. Once you play your character there is no going back and reworking the character. The Living Death campaign will continue to keep a database of player characters. Those players who attempt to ignore the rules of the campaign will eventually be caught and have their characters removed from play.

Ability Points:

Living Death will continue to use 72 ability points for starting heroes.

- If your hero has lost ability points due to the effects of Mummy Rot or Leprosy, or perhaps in the course of learning new spells, those points are not regained during conversion. For example, if your hero lost 3 points, her total number of ability points is now 69. If she is less than 3rd level, then she still has only 69 ability points.
- If you wish to raise an ability score that now has a negative modifier, you may take points away from an ability that has a positive modifier to do so. You may not raise an ability score above 10 (or lower an ability score below 11) with such transfers. For example, a hero has ability scores of Str: 7, Dex: 18, Con: 8 Wis: 9, Int: 17, Cha: 13. You could if you wished take 3 points from Intelligence and add them to Strength, take 2 from Dexterity and add the 2 to Constitution and 1 from Charisma and add to Wis. This would give your hero: Str: 10, Dex: 16, Con: 10, Wis: 10, Int: 14, Cha: 12. If you just want to lessen and not eliminate the negative modifiers, then they might end up looking like the following; Str: 8, Dex: 17, Con: 10, Wis: 9, Int: 16, Cha: 12. This is an option, not a requirement.
- If your hero has reached 4th or 8th level, you may add one ability point at 4th and 8th level

as per new D&D rules after making any changes to your original ability scores. Remember if you add ability points to Intelligence at 4th level or 8th level, you do not go back to adjust the number of skill points from the previous levels. This is a standard D&D rule.

Levels:

For single class heroes, the level of the hero in 2nd Edition becomes the level of the hero in new D&D. If the hero had less than half of the additional experience points (in 2nd Edition) needed to go to the next level, the hero will have enough experience points (in 3rd Edition) to be halfway toward the next level. If the hero had more than half of the experience points (in 2nd Edition) needed to go to the next level, the hero will “round up” to the next level (in 3rd Edition). The same class is retained (except as noted under classes).

Example If Jonathan the soldier was 5th level with 20,000 XP in 2nd Edition, then Jonathan is a 5th level soldier with 12,500 XP in new D&D.

Example If Thomas is 6th level tradesman with 35,000 XP in 2nd Edition, then Thomas is a 7th level tradesman with 21,000 XP in new D&D.

After you have made any necessary adjustments to your hero's ability points and levels, remember to check that your hero's hit points are correct, based upon new Con modifiers and any level change.

Dual Class Heroes Become Multi Class Heroes:

Heroes in the Living Death campaign have always been restricted to a maximum of two classes and this will not change in the new rules. This restriction does not apply to Prestige Classes.

You must have played in at least one adventure as a dual class hero to convert as a dual class. For dual class heroes, the level of the hero in new D&D is more complex to calculate. Find the highest level the character has reached and record that number. In the class with a lower level, divide the level number by three. The integer number (rounding down; a zero is a zero) is added to the recorded number from the higher level. If there was a 1/3 remainder, then the hero has 1/3 of the additional experience points to

reach the next level. If the remainder was 2/3, then the character has 2/3 of the additional experience points to reach the next level. If the remainder was 0 (but there was some experience points towards the next level), any excess experience points are lost.

If the highest level class was also the class the character was currently advancing in, (and therefore they have experience points above the amount needed to be that level), then that character gets "credit" for those excess experience points as follows:

- If the character's incremental experience points are less than or equal to one-third of the amount needed to reach the next level (in 2nd Edition), then add 1/3 level on to the previous total in 3rd Edition.
- If the character's incremental experience points are greater than one-third, but less than or equal to two-thirds of the amount needed to reach the next level (in 2nd Edition), then add 2/3 level on to the previous total in 3rd Edition.
- If the character's incremental experience points are greater than two-thirds of the amount needed to reach the next level (in 2nd Edition), then add one level on to the previous total in 3rd Edition.

If the highest level class was the original class, then its excess 2nd Edition experience points are simply lost.

Example: Susan was a 5th level tradesman who dual classed to adept, and is now 4^h level in adept (in 2nd Edition). In new D&D, she has 5 levels (from tradesman, her highest class) PLUS (4 /3) or 1 and one-third levels (from her second class--adept), for a TOTAL of 6 levels and she is 1/3 to the next level. (She has now 17,000 XP in 3rd Edition.)

Example: Jennifer was a 6^h level soldier who dual classed to tradesman and reached 3rd level in tradesman. In new D&D, she has 6 levels (from soldier, her highest class) PLUS (3/3) or one level (from her progress as a tradesman), for a TOTAL of 7 character levels. (Jennifer has exactly 21,000 XP in 3rd Edition.)

Example: Jane was a 3^d level soldier who dual classed to tradesman, and is now 8^h level and has 1000 XP of the additional XP needed to reach 9th level tradesman. In new D&D, she has 8 levels (from tradesman, her highest class)

PLUS (3/3) or one level (from her progress as a soldier, her lower class), PLUS one-third level (credit for excess XP from her highest class being the current class) for a TOTAL of 9 levels and is one-third of the way to 10th level. (She has 39,000 XP in 3rd Edition.)

When reassigning your hero's levels to classes, you have two restrictions. You must keep the same two classes you had. You can not place more levels in a class than your hero had in 2nd Edition. For example: if your 5/4 hero now has 6 character levels, she can be 5/1, 2/4, or 4/2, but not 1/5.

Classes

Keeping the flavor and style of the Living Death Campaign was a primary goal during the process of converting the rules. While there are many new things for characters to make use of, you are required to maintain the same basic character. Yes, your character may have new abilities and skills she did not have before and, in some cases, your character may lose some abilities she had before.

In place of Kits we now have a greater number of classes and a few Prestige Classes. The following chart explains how your hero converts class-wise. All Heroes must use this chart for at least the first six levels that are converted.

If your hero had a kit before, you generally will find there is a new class that represents the skills and abilities of her kit. You can have your hero take this new class as her class or revert to the original class (For example, Cowboys were a Soldier Class so they can convert as either a Cowboy or as a Soldier).

As you can see the Exorcist, Gnostic and Qabalist kits did not convert into a regular class. A hero who had one of those kits, are required only to stay within their group (arcane spell caster or mystic spell caster) when choosing a class and may take as many levels of any Prestige Class that they qualify for. (Unfortunately this means that if they do not have at least 6 levels, when converting, they will not be able to have any level in a Prestige Class.)

For Single Class Heroes Only

Since Kits have gone away, and some may not feel that the class their kit converted to truly reflect all aspects of their hero, you may choose

to multi-class your hero if you have more than six levels. If you have six or less levels, this is not an option with converted. You do not have to choose this course if you have more than six levels, it is an option only. Those who do take this option must choose one of the regular classes but not a Prestige Class.

Example: Sue has a Hero, Mike, was a 8th level Soldier with the Sailor kit. One choice she can make is to have Mike be an 8th level Soldier (Sailor) or she can choose to have Mike be a 6th level Soldier (Sailor)/2nd level Adept.

For the purpose of starting skills and feats the class based on what your 2nd edition class was, is considered your starting class. In the above example that would mean Mike started as a Soldier (Sailor). At least the first six levels must be applied to the starting class, and all rules in the LD rulebook must be followed as to choices.

For single class heroes (if they did not chose the above special multi-class option) and for previously dual classed heroes, you may spend one level for a prestige class as long as you qualify for it. If you chose your hero's skills and feats carefully (and the hero is of high enough level) so that your hero can qualify for a Prestige class, then you may use **one** of her class levels for a Prestige Class. For example, if your Hero has 8 levels now, and during the conversion you realize that at 7th level that hero could qualify to take a Prestige Class when she gains another level you may use that last level for one level in a Prestige Class. If however, you have a 9th level character that also could have qualified after achieving 7th level, that hero can still only take one level of Prestige Class. (The only exceptions to the one level rule involve those heroes whose kit did not convert into a regular class and the Prestige Class option is identified in the chart.)

If your Hero was	then your hero now is (either, or)
A Soldier	A Soldier or a Soldier, Officer
Cavalryman kit	Soldier, Calvary or Officer Cavalry
Cowboy kit	Cowboy or Soldier
Explorer/Scout kit	Explorer/Scout or Soldier
Sailor kit	Soldier, naval or Officer, Navy
A Mystic	Mystic
Dilettante kit	Dilettante, Dandy or Mystic
Exorcist kit	Mystic, Dilettante, Medium, Shaman or Spiritualist- each with optional Exorcist Prestige Class
Medium kit	Medium or Mystic
Spiritualist kit	Spiritualist or Mystic
An Adept	Adept
Charlatan kit	Charlatan or Adept
Gnostic kit	Adept, or any Arcane spell caster Class- each with optional Forbidden Loremaster or Qabalist Prestige Class
Metaphysician kit	Metaphysician or Adept
Qabalist kit	Adept, Charlatan, or Metaphysician- each with optional Qabalist Prestige Class
A Tradesman	Tradesman
Animal Breeder kit	Professional (Animal Breeder) or Tradesman
Archeologist kit	Professional (Archeologist) or Tradesman
Athlete kit	Athlete or Tradesman
Criminal kit	Criminal or Tradesman
Dandy kit	Dandy or Tradesman
Detective kit	Detective or Tradesman
Laborer kit	Laborer or Tradesman
Lawyer Kit	Professional (Lawyer) or Tradesman
Parson kit	Parson or Tradesman
Physician kit	Professional (Physician) or Tradesman

Politician kit	Professional (Politician) or Tradesman
Scholar Kit	Scholar/ Scientist or Tradesman
Scientist kit	Scholar/Scientist or Tradesman
Servant kit	Servant or Tradesman
Thespian kit	Performer or Tradesman

Skills and Feats

What were Non Weapon Proficiencies are now divided up between Skills and Feats. Some of the Feats and Skills have been modified or redefined to reflect the differences in technology, training methods or the metaphysical world. The unique NWP and Knacks have been translated into appropriate Skills and Feats. In most cases you should be able to have the same basic type knowledge and special skills. Some of the Feats in the new D&D are not available for use in the Living Death Campaign. These are not available due to changes in technology or because of the differences in how magic works in this world. If your hero had a free NWP from participation in a first run or special event, that bonus now translates into 4 free Skill ranks in that skill. According to the campaign records, none of the certed free NWP are ones that have been translated into Feats. If you have a cert that contradicts this notify the Campaign Coordinator (at LDcampaign@aol.com) as soon as possible.

Calculate the skills your hero would have accumulated from 1st level to current level. If applicable, include the effects of change to Intelligence ability points, or change from multi-classing, from the point of the change onward. If your hero has more than one class you may find it easier to do this on a level by level basis.

Wealth and Equipment:

Old Name

Hold Undead
Audible Glamer
Mending
Stinking Cloud
Protection from Normal Missiles
Detect Invisible
Wizard Lock
Strength
Continual Light
Protection from Evil 10' radius
Enchant a Weapon
Spook
Ray of Enfeeblement

New Name

Halt Undead
Ghost Sound

Protection from Arrows
See Invisible
Arcane Lock
Bull's Strength
Day Light
Magic Circle against Evil
Magic Weapon
Cause Fear

Level Change

was 1st now is Zero
was 1st now is Zero
was 2nd now is 3rd
was 3rd now is 2nd

was 4th now 1st

was 2nd now 1st

Any funds you had in the bank or equipment that you have bought are still yours. However the amount you have available at the start of each adventure may have changed. See tables 6:1 and 6:2 in the new MotRD rules.

Spell Conversion Issues

Adept Spells

Spells that are no longer in the PHB but which have been given out in the campaign will still be retained in the campaign. These spells will still exist in Gothic Earth and are described in the rulebook. These spells are: *Friends*, *Forget*, *Irritation*, *Feign Death* (now also a Feat), *Scare*, *Deepockets*, *Gaze Reflection*, *Dig*, and *Fools Gold*. If you have a certificate for any of these spells, they are still valid.

Some spells that have been given out in the campaign have new names or have had their level adjusted. We will not be issuing new certificates. If a spell name has changed, you should note the new name someplace on the certificate. If your hero has spell certificates for spells you can no longer cast (due to the change in the spell level or if your hero's level changed), hold on to the certificates. They will be honored when your hero can cast them again. (This does not mean you can take spells of a higher level than you can learn in the future.)

There are a few arcane spells in the new Masque of the Red Death that have different names than they do in the new D&D. These are basically a few of the named spells that previously existed in Gothic Earth. Since a majority of the Named spells did not exist in Gothic Earth, the names of these were changed for consistency.

D&D Name MotRD Name

Evard's Black Tentacles Black Tentacles
 Melf's Acid Arrow Acid Arrow
 Tasha's Hideous Laughter Hideous Laughter

Mystic Spells

There are now many more Domains than there were spheres in 2nd edition. Some of the Domains have the same names as the spheres did; however, many no longer have the same spells. All mystic spell casters may during the conversion process choose which domains they wish to have so long as the number of minor and

major accesses remains correct. (In the case of Dilettante the total number is applied to minor access only.) All Mystics still start off with minor access to the All Domain. Because Mystics get their spells from the study of the spiritworld and not from a divine source, some of the spell names have been changed as well as the descriptions of how the spell works.

D&D Name MotRD Name

Divine Favor Spirit Favor
 Divine Power Spirit Power
 Hallow Spirit Place
 Holy Aura Spirit Aura
 Holy Smite Spirit Strike
 Holy Word Spirit Voice
 Shield of Faith Spirit Shield
 Unhallow Defile
 Unholy Aura Aura of Evil
 Unholy Blight Blight