



APPENDIX THREE: CONVERSION RULES

CONVERSION RULES

Converting characters to the *d20 System™* from the *Legend of the Five Rings Role-Playing Game™* may seem a daunting process, for the two systems are extremely different. However, with a bit of flexibility and patience nearly any character can be easily transferred from one game to another.

STEP ONE: ABILITY SCORES AND TRAITS

Each trait in *Legend of the Five Rings RPG* can be associated with an ability score in the *d20 System™*. See Table 7-1.

TABLE 7-1: TRAITS TO ABILITIES

L5R Trait	d20 Ability
Agility	Dexterity
Awareness	Charisma
Intelligence	Intelligence
Perception	Wisdom
Reflexes	Dexterity
Stamina	Constitution
Strength	Strength
Willpower	Wisdom

Converting from L5R RPG to d20: Compare the character's Trait with the comparable ability score on Table 7-1. In the case of Wisdom and Dexterity (both of which are determined by two different Traits in L5R) use the lower of the two Traits, and add +1 to the final ability score for every point of difference between the two.

For example, Fred wants to convert Hida Tadashiro to the *d20 System*. In figuring Tadashiro's new Dexterity, Fred notes that the character has 4 Agility and 2 Reflexes. The lower trait is Reflexes; his 2 converts to 1d6+7. Fred rolls a 5 on the d6, and adds 7 to get 12. Since Tadashiro's Agility trait was 2 points higher than his Reflexes, Fred adds another 2 to Tadashiro's Dexterity, for a final Dexterity of 14.

Converting from d20 to L5R RPG: Find the range into which the ability score falls in the right-hand column and read the L5R Trait from the left-hand column. If a character has an ability score of 8, 13, or 16 (each of which is duplicated), randomly determine whether the associated Trait falls into the higher or lower category.

TABLE 7-2: TRAIT SCORES TO ABILITY SCORES

L5R Trait	d20 Ability Score
1	3-8 (2+1d6)
2	8-13 (7+1d6)
3	13-16 (12+1d4)
4	16-19 (15+1d4)
5	20-21 (19+1d2)
6	21
7	22
8	23
9	24
10	25

Void: All characters translating from L5R to the *d20 System* must take the Void Use feat at 1st level. All characters with more than 3 Void should seriously consider learning the

Depths of the Void feat. These feats are not gained for free, but must be purchased normally. If a player does not wish to spend his feats on Depths of the Void, he does not have to, but he should keep in mind his character will have far fewer Void Points if he chooses not to buy the feat.

STEP TWO: CHARACTER LEVEL AND RANK

Converting from L5R RPG to d20: The character's Insight (in L5R) corresponds to the character's level (in d20). Use Table 7-3 to determine the character's proportionate level of expertise. Translated characters do not get to raise an ability score for every four levels they have already gained, though after translation they may do so normally as they proceed in level.

Converting from d20 to L5R RPG: Find the *d20* character's level in the second column and then cross-reference it with the third column (Experience Points). Use this amount of experience points (along with the standard 30 starting Character Points) to build your L5R RPG character.

TABLE 7-3: L5R INSIGHT TO d20 LEVEL

L5R Insight (Rank)	d20 Level	Experience Points
0-120 (1)	1	0
121-135 (1)	2	5
136-150 (1)	3	15
151-159 (2)	4	50
160-167 (2)	5	58
168-175 (2)	6	67
176-184 (3)	7	75
185-192 (3)	8	100
193-200 (3)	9	125
201-209 (4)	10	150
218-225 (4)	12	220
226-234 (5)	13	240
235-242 (5)	14	260
243-250 (5)	15	280
251-263 (6)*	16	300
264-275 (6)*	17	350
276-288 (7)*	18	400
289-300 (7)*	19	465
301+ (8)*	20	525

*Rules for playing characters above Rank 5 can be found in the *Legend of the Five Rings Second Edition Game Master's Guide™*.

STEP THREE: CHARACTER CLASS/SCHOOL

Converting from L5R RPG to d20: For many characters the transition between an L5R school and a *d20* character class can be somewhat tricky. L5R schools tend to offer far more general training than a typical *d20* character class, while acquiring levels in multiple classes in the *d20 System™* is far easier than the process of attending multiple schools in L5R. A character with only one school in L5R may not be most accurately represented by a single class character in the *d20 System™*.

For example, members of the Yasuki family may desire a few levels of rogue to portray their underhanded business acumen. Crane bushi may take a few levels of courtier to emphasize their political skills, and most Shosuro will probably want at least one level of ninja. Above all, emphasize common sense and the spirit of the character when translating. As long as the final version does not receive an experience penalty and the DM approves, recreate the character in the manner you feel is most accurate.



Most bushi schools translate directly as samurai, sometimes as fighters or rangers. Assume that students of any major bushi school are samurai, at least in part. Look to the favored class of the family that sponsors the school as a guideline for the sort of class that best depicts the school. The Shinjo family, for example, favors the ranger class. Thus, it can be presumed that most of their samurai are either rangers or (more likely) multi-class samurai/rangers. Characters who rely upon Full Attack a great deal (such as Matsu and Hida characters) may wish to consider becoming berserkers.

Shugenja always translate as shugenja. Under almost all circumstances, shugenja should not be multi-classed. Some notable exceptions are the Kuni Witch Hunters, Asako Henshin, and Kitsu Sodan-Senzo, which translate more accurately as multi-class shugenja/inkyō. These characters should consider taking the Steady Soul feat so that multi-classing will be easier to bear.

Any character that relies heavily upon social interaction and intrigue translates as a courtier. This includes Yasuki Merchants, Kitsuki Magistrates, Ide Emissaries, Ikoma Omoidasu, and (obviously) any school with "courtier" in the title. Courtier characters nearly always multi-class, so don't be afraid to do so when translating the character.

Monks translate as either monks or inkyō, depending on the style of character. Those with a more martial slant become monks. Those more focused upon the more arcane style of kiho (the various Dragon kiho, Void kiho, etc.) are more likely to become inkyō.

Characters focused on stealth, espionage, sabotage, and assassination become ninja. Obviously, this includes Shosuro assassins, but this category also encompasses a handful of Hiruma and Daidoji characters as well. If the character is merely sneaky, make him a rogue. If the character is specialized in ambush and assassination (whether of other people or Shadowlands monsters) then he should translate as ninja.

Converting from d20 to L5R RPG: Characters who have even one level of shugenja must become shugenja. Berserkers, fighters, and samurai should probably enroll in the bushi school of their clan, or another school with a heavy focus on combat. Monks and inkyō translate as monks, using the rules in Way of Shinsei. Rogues will transfer as scouts, assassins, or possibly magistrates depending on which schools are available to your clan and the style of character you're playing. Courtiers will either transfer to the most politically oriented school of their clan, or must select the Different Schools advantage to attend the Doji or Bayushi Courtier school.

It may be difficult to transfer a multiclass character from d20 into L5R. Common sense and the character's background should rule overall here. Pick a school that best symbolizes whichever class the character had the most levels in, and then select skills that reflect his other abilities.

STEP FOUR:

ADVANTAGES/DISADVANTAGES AND FEATS

Unfortunately, a number of Advantages and Disadvantages are lost in translation from L5R to d20 (though this in no way means that you cannot continue to role-play them normally). Likewise, d20 characters translating to L5R may lose access to some of their feats. The best rule to use in this case is, once again, simple common sense.

If you wish to translate an L5R advantage into a bonus to a d20 stat (such as turning Benten's Blessing into a +1 Charisma bonus) merely ask the DM's permission before doing so. Note

that a number of advantages now have feats of the same name (such as Strength of the Earth and Death Trance). If these feats are available to your character, you should consider learning them.

In translating from d20 to L5R, consider which Advantages and Disadvantages fit your image of your character, and then purchase them accordingly. Keep in mind that many Advantages can be purchased using Experience Points as well as Character Points, but at twice the normal cost.

Some Advantages and Disadvantages that require special consideration:

Ancestors: If you possess an ancestor in L5R, you may wish to consider purchasing an Ancestor Feat in d20. Not all ancestors are available, but choosing one with a similar ability and changing the name is allowable.

If converting from d20 to L5R, check through the *Way of the Clans*™ books to find the ancestor that matches the one you chose in d20.

Different School: A character with this advantage begins the game with a different clan's school than normal. For example, a Crane who has Different School: Crab may choose Crab feats normally, but has no access to Crane feats. The character need not purchase any feats to emulate this advantage, as it is as much a hindrance as a bonus.

Multiple Schools: The character should purchase the Multiple Schools Feat for the appropriate clan.

Shadowlands Taint: Shadowlands Taint translates very smoothly between systems. The character gains 10 Shadowlands Points for every Rank of Taint he had in L5R, and keeps any extraneous points of Taint as well.

Shadow Points: The Lying Darkness will be covered in more detail in the forthcoming *Creatures of Rokugan*™. For now, simply use the mechanics presented for the Shadowlands Taint, but keep track of Shadowlands Taint and Shadow Points separately. Shadow Points may be used in all of the same ways as Shadowlands Taint may be used, and increases in the same manner. Advantages gained by the Shadowlands Taint and Shadow Points stack.

Choosing Feats for L5R RPG characters: After you have chosen all the necessary feats to emulate your L5R character's abilities, simply choose the rest of your feats as you deem fit. So long as they maintain the spirit of the character, this is fine.

STEP FIVE: CONVERTING SKILLS

Figure out the skill points allotted to a character of your level, or the experience points due to a character of your Insight, then spend them normally. Make sure that the skills your character possessed in the original system are represented in your new character, or come as close as possible.

Table 7-4 lists a large number of skills from the L5R system, along with their d20 equivalents.



TABLE 7-4: SKILLS

LSR Skills	d20 Skills
Acting	Perform/Disguise
Advanced Medicine	Heal
Animal Husbandry	Handle Animal
Appraisal	Appraise
Artisan	Perform
Astrology	Knowledge (astrology)
Astronomy	Knowledge (astronomy)
Athletics	Climb, Jump, Balance, Tumble
Autopsy	Knowledge (anatomy), Heal
Bard	Perform
Calligraphy	Profession (scribe)
Cipher	Decipher Script
Climbing	Climb
Commerce	Profession (merchant)
Conversation	Diplomacy
Courtier	Diplomacy
Craft	Craft
Diplomacy	Diplomacy
Divination	Scry
Engineering	Knowledge (architecture and engineering)
Escape	Escape Artist
Etiquette	Knowledge (etiquette)
Evasion	Hide
Explosives	Alchemy
Falconry	Handle Animal
Fasting	Concentration
Fletchery	Craft (fletchery)
Forgery	Forgery
Gambling	Bluff, Sense Motive, Profession (gambler)
Goblin Culture	Knowledge (goblin culture)
Gossip	Gather Information
Heraldry	Knowledge (nobility and royalty)
Herbalism	Profession (herbalist)
Hisomu	Hide, Move Silently
History	Knowledge (history)
Horsemanship	Ride
Hunting	Wilderness Lore
Iaijutsu	Iaijutsu Focus (see <i>Oriental Adventures™</i>)
Ichi-Miru	Spot, Sense Motive
Intimidation	Intimidate
Investigation	Search, Spot, Sense Motive
Kagaku	Alchemy
Kuenai	Knowledge (criminal underworld)
Law	Knowledge (law)
Locksmith	Craft (locksmith)
Lore	Knowledge
Manipulation	Sense Motive, Bluff
Medicine	Heal
Meditation	Concentration
Mining	Profession (miner)
Moksha	Knowledge (Moksha)
Mountaineer	Climb
Music	Perform
Naga Language	Speak Language (Naga)
Nazodo	Spot, Search, Sense Motive
Obeiesaseru	Intimidate
Omens	Knowledge (omens and folk magic)
Oratory/Rhetoric	Perform
Origami	Craft (origami)
Painting	Profession (painter)
Puppeteering	Perform
Ratling Speech	Speak Language (Nezumi)
Rokugani Language	Speak Language (Rokugani)
Seduction	Bluff, Diplomacy
Shintao	Knowledge (Shintao)

Siege	Knowledge: Architecture and Engineering
Sincerity	Bluff, Diplomacy
Sleight of Hand	Pick Pockets
Spell Research	Spellcraft
Stealth	Hide, Move Silently
Theology	Knowledge (Fortunes)
Traps	Craft (trapmaking)
Tropical Fish	Knowledge (tropical fish)

STEP SIX: FINAL TOUCHES

Honor: Your character's Honor Rank is the same in either system.

Alignment: If you choose to use alignment in your d20 campaign, then review the alignments (see pages 63–65) and determine which best fits your character.

Glory: There are no Glory rules included with d20 Rokugan, though you could use those presented in the *Legend of the Five Rings* system with no difficulty. If converting to L5R, ask your GM what your Glory Rank is. Use the table on page 80 of the *L5R Game Master's Guide* as a guideline.

Spells and Kiho: Translating spells and kiho may present some challenges. A number of spells and kiho have slightly different effects, or are more or less difficult to access depending on the system. Again, common sense should be the general guideline; select abilities that make sense for your character to have. The abilities you gain should make up for any you might have lost.

Equipment: Your character retains all of the equipment and possessions he owned. The DM may judge that some of your high-quality items are now magical in the *d20 System™*. See *character wealth by level table in the DUNGEON MASTER'S Guide™* for an estimate of character wealth by level. This will help in determining how powerful your character's items should be. As always, common sense should rule. If your character didn't have a flaming sword before, he doesn't have one now. Try to stick to more subtle items (*keen edge* weapons, *+3 armor*, *haori of resistance*, *rings of protection*, etc.) that your character could conceivably have owned and used though he never realized their true value.

If converting from d20 to L5R, your character's wealth probably drops dramatically. Divide your current gold by 20 to get koku. Also, d20 magical weapons are likely to be high quality in the L5R RPG, and gain an extra die to hit, or for damage, or both.



THE OPEN GAME LICENSE

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

- Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- COPYRIGHT NOTICE: Open Game License v1.0 Copyright 2000, Wizards of the Coast, Inc.

THE OPEN GAME CONTENT

This printing of Rokugan™ is done under version 1.0 of the Open Game License and the draft version of the d20 System Trademark License, d20 System Trademark Logo Guide and System Reference Document by permission of Wizards of the Coast. Subsequent printings of this book will incorporate final versions of the license, guide and document.

AEG's intention is to open up as much of the book Rokugan as possible to be used as Open Game Content (OGC), while maintaining Product Identity (PI) to all aspects of the *Legend of the Five Rings* intellectual property. Publishers who wish to use the OGC materials from this book are encouraged to contact AEGJohnZ@aol.com if they have any questions or concerns about reproducing material from Rokugan in other OGL works. AEG would appreciate anyone using OGC material from Rokugan in other OGL works to kindly reference Rokugan as the source of that material within the text of their work. Open Game Content may only be used under and in accordance with the terms of the OGL as fully set forth on the previous page.

DESIGNATION OF PRODUCT IDENTITY: The following items are hereby designated as Product Identity in accordance with section 1(e) of the Open Game License, version 1.0: Any and all *Legend of the Five Rings* logos and identifying marks and trade dress, including all *Legend of the Five Rings* product and product line names including but not limited to Rokugan, *Creatures of Rokugan*, and *Kami of Rokugan*, and the *Legend of the Five Rings* and Rokugan logos; any elements of the *Legend of the Five Rings* setting, including but not limited to capitalized names, Clan names, names of artifacts, names of spells, names of magic and magician types (including but not limited to pure blood magic, kage yakiin, ise zumi, sodan-senzo, meishodo, tsangusuri, and ishiken), characters, countries and empires, creatures, races, spirits, geographic locations, cultural information, gods, Kami, Fortunes, historic events, magic items, the Honor system, and organizations; any and all material adapted from *Oriental Adventures*, except material noted in that work as Open Game Content; any and all stories, storylines, plots, thematic elements, documents within the game world (e.g. but not limited to *Akodo's Leadership*, the *Tao of Shinsei*, and *Subtlety of the Court*), quotes from characters or documents, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps and cartography, likenesses, poses, Clan or factional mons, logos, symbols, or graphic designs, except such elements that already appear in the d20 System Reference Document (e.g. Melf or Mordekainen) and are already OGC by virtue of appearing there. The above Product Identity is not open Game Content.

DESIGNATION OF OPEN CONTENT: Subject to the Product Identity designation above, the following portions of Rokugan are designated as Open Game Content. Chapter One: all character statistics, new classes, new skills, new feats, new equipment, and new prestige classes. Chapter Two: the entire chapter from and including the Secret Lore section to the end of the chapter, except for the Black Scrolls subsection. Chapter Four: the statistics blocks for described NPCs. Chapter Seven: the statistics blocks for "typical" organization members. Appendix One: the final paragraph of each magic item's description. Appendix Two: the statistics blocks and paragraphs under "Combat" for each monster. Appendix Three: the entire appendix excluding all Traits, Rings, Schools, Techniques, Advantages, Disadvantages, Skills, or other mechanics or world material explicitly from the *Legend of the Five Rings Role-playing Game (LSR RPG)*.

USE OF MATERIAL AS OPEN GAME CONTENT: It is the clear and expressed intent of Alderac Entertainment Group to add all classes, skills, feats, equipment, prestige classes, spell effects, magic item effects, and monster and NPC statistics (henceforth "goodies") contained in this volume to the canon of Open Game Content for free use pursuant to the Open Game License by future Open Game publishers. Some of the aforementioned items, however, contain Product Identity, as designated above, and that designation remains. A limited license is provided below which allows use of content designated as Product Identity for these items only.

LIMITED LICENSE FOR USE OF GOODIES AND PRODUCT IDENTITY (PI) IN GOODIES: Alderac Entertainment Group hereby grants other OGL publishers a non-exclusive, irrevocable, royalty-free limited license to use the goodies and the PI elements which appear in the spell names contained in this book in OGL publications. Use of PI elements is limited solely to using these PI elements in the goodies themselves and for no other use. For example, the feat name "Hida's Technique" may be used to refer to the feat of the same name, even though "Hida" is PI of Alderac Entertainment Group. The name "Hida", however, may not be used in any other way except where it appears as part of the feat name. Any publication making use of such goodies and PI elements in goodies must bear a legal notice that both 1) any such PI used is reserved Product Identity, and 2) goodies are copyright 2001, Alderac Entertainment Group, all rights reserved.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE: "Rokugan Copyright 2001, Alderac Entertainment Group." The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of this License can be found at www.wizards.com.

Dungeons & Dragons® and *Wizards of the Coast*® are registered trademarks of Wizards of the Coast, and are used with permission. *Oriental Adventures*™ is a trademark of Wizards of the Coast, and used with permission. *Legend of the Five Rings*™, the *Empire of Rokugan*™, and all related marks are ™ and © 2001 Wizards of the Coast.

All contents of this book, regardless of designation, are copyrighted year 2001 by Alderac Entertainment Group. All rights reserved. Reproduction or use without the written permission of the publisher is expressly forbidden, except for the purposes of review or use consistent with the limited license above.