

Converting Characters Between the 3d6-in-order D&Ds and Song of Blades and Heroes

A. From D&D Abilities to Song of Blades Quality:

- 1) Sum Intelligence, Wisdom and Charisma;
- 2) Divide by 9, 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+

B. From D&D Abilities to Song of Blades Combat:

- 1) Sum Strength, Constitution and Dexterity; then
- 2) Divide by 9, round down.

C. From Song of Blades Quality to D&D Abilities:

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 9;
- 3) Roll 1d8 and subtract the result; then
- 4) Distribute the final total as points between Intelligence, Wisdom and Charisma.

D. From Song of Blades Combat to D&D Abilities:

- 1) Multiply Combat by 9;
- 2) Roll 1d8 and add the result; then
- 3) Distribute the final total as points between Strength, Constitution and Dexterity.

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

D&D class abilities, magic items, spells, equipment, etc. are Song of Blades special abilities and vice versa.

A D&D 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 D&D 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.