

Mythweaver: Reckoning Conversion Document: Updated July 1, 2009

This document is provided to help you convert rules from *Mythweaver: The Splintered Realm Second Edition* (hereafter *2E*) and *Mythweaver: Arvandoria* (hereafter *MA*) into the core system used in *Mythweaver: Reckoning* (hereafter *MR*).

The Game System

- Standard DT's are now determined using the formula as per *MR* page 4. All DTs should be built using these rules.
- Complex DT's no longer exist in *MR*. All DTs are determined using the rules as per *MR* page 4.

Races

- All races move as outlined in *MR* page 5. All races listed with *night vision* use rules as per *MR* page 7.
- Brownies (*2E*) obscure themselves as dusk elves per *MR*, page 20; they are attuned to light magic and susceptible to shadow magic.
- Dwarves (*2E*) are neutral to all magic energies.
- Elves of morning (*2E*) and elves of clover (*MA*) are attuned to light magic and susceptible to shadow magic.
- Elves of shadow (*2E*) are attuned to shadow magic and susceptible to light magic.
- Gnomes (*2E*) are neutral to all magic energies.
- Half-elves (*2E*) and narglyn (*2E*) are built using the rules for half-races on *MR* page 20.
- Orks (*2E*) are attuned to stone magic and susceptible to storm magic.
- Wood Trolls (*2E*) are attuned to frost magic and susceptible to flame magic.
- Lyonine (*MA*) receive +RM to unarmed damage with claws; they receive +RM to physical trait rolls in non-combat situations; for example, Lyonine get +RM to DEX rolls to leap a pit or absorb falling damage, but not to fire a bow or evade a sling bullet. Lyonine are neutral to all magic energies.

Classes and Characters

- Starting gear for all classes (*2E* and *MA*) is as per *MR* page 18.
- Perk of *companion* (*2E* page 13) uses rules for companions in *MR* page 22.
- Perk of *enhanced night vision* (*2E* page 13) allows the hero to see in darkness with no action penalty (see *MR* page 7) if already a hero with night vision, or grants normal night vision (giving a -1 penalty in darkness) if the hero had no night vision.
- Perk of *rage* (*2E* page 13) is replaced with perk of *frenzy* (*MR* page 21).
- Perk of *speed* (*2E* page 13) grants +RM to base move using a minor action. A RM 1 hero with this perk may move 2 units as a minor action; a RM 3 hero with this perk may move 4 units as a minor action.

Combat

- Combat rules replaced by rules outlined in *MR*.

Talents

- Arms talents replaced by rules outlined in *MR*.
- Magic talents (*2E*) replaced by rules presented in *Mythweaver Adventure Journal #2*.
- Skills talents (*2E* and *MA*) replaced by skills rules in *MR* page 16. Note that athletics is eliminated as a skill option. Characters rebuilt from *2E* or *MA* to *MR* must re-allocate any skill talent ranks used for athletics.
- Mundane skills (*2E*) are all available as secondary skill talents, using rules on *MR* page 16.

Magic Items

- The rules in *MR* streamline the rules for magical items, and should be used in their entirety, replacing rules in *2E* and *MA*.

Beast Ability Ratings

- Lesser ratings (*2E* and *MA*) are two ranks lower than creature rank, minimum of apprentice. For example, a darken bear (*2E* page 86) has lesser armor; since this is a master-rank beast, its corrected armor is adept rank, rating 6.
- Normal abilities (*2E* and *MA*) are one rank lower than the creature rank, minimum of apprentice. For example, a darken bear (*2E* page 86) has a normal claw attack; since this is a master-rank beast, its base damage rating is +10, for a total damage rating of +20.
- Greater abilities (*2E* and *MA*) are the same rank as the creature rank, minimum of apprentice. For example, a darken bear (*2E* page 86) has a greater bite attack; since this is a master-rank beast, its base damage rating is +15, for a total damage rating of +25.

Note: Since many of these changes are minor, you can generally run beasts as written in *2E* and *MA* with minor changes; special abilities such as breath weapons, petrification and the like should be re-figured using the rules in *MR*, as these abilities (and the DTs they set) operate under dramatically different rules in some cases. However, armor, health, initiative and physical attacks in *MR* are generally close to those published in *2E* and *MA*, and can often be used as written with no game balance issues.