

# Empire of the Petal Throne Conversion

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This document shows a conversion from the Empire of the Petal Throne roleplaying game to the new Tekumel: The Empire of the Petal Throne roleplaying game, soon to be released from Guardians of Order. The new Tekumel RPG is based on Big Eyes, Small Mouth, 2<sup>nd</sup> Edition.

## **Stats**

The following table shows the equivalent Empire of the Petal Throne (EPT) Basic Talents and Tekumel: Empire of the Petal Throne (TEPT) Stats:

<b>EPT Basic Talent</b>	<b>TEPT Stat</b>
Strength	Strength
Dexterity	Dexterity
Intelligence	Intelligence
Psychic Ability	Psyche

Since EPT uses randomly-rolled Basic Talents, the TEPT Stat levels given below are guidelines, and therefore optional. Stat Points must still be spent normally. EPT has no equivalent of Willpower or Charisma, so choose levels for these Stats that are appropriate for the character.

There are no Stats in TEPT for Constitution and Comeliness. Comeliness becomes the TEPT Attractive attribute and the Ugly defect (see Comeliness Table below). Constitution becomes the High Stamina Attribute and the Fragile Defect (see Constitution Table below).

When choosing basic stats for the converted character, keep the relative ratios approximately the same. If the character's Strength was higher than his Intelligence as an EPT character it should be higher as a TEPT character as well. The primary idea is to capture the same feeling in the character. The following tables work well as numbers with which to start. Adjust them as needed.

## **Stat Level Table**

<b>EPT Basic Talent</b>	<b>TEPT Stat</b>
01-25	1
26-35	2
36-45	3
46-55	4
56-65	5
66-75	6
76-85	7
86-95	8
96-105	9
106+	10

## Comeliness Table

EPT Comeliness	TEPT Attribute / Defect
01-10 Hideous	Ugly, Level 2
11-20 Ugly	Ugly, Level 1
21-30 Average	
31-50 Average	
51-70 Good-looking	Attractive, Level 1
71-80 Very Good-looking	Attractive, Level 2
81-90 Handsome / Beautiful	Attractive, Level 3
91-95 Very Handsome / Very Beautiful	Attractive, Level 4
96-100 Wildly Handsome / Gloriously Beautiful	Attractive, Level 5-6

## Constitution Table

EPT Constitution	TEPT Attribute / Defect
01-20 Weakling	Fragile, level 2
21-40 Puny	Fragile, level 1
41-60 Average	0
61-80 Healthy	High Stamina, level 1
81-95 Very Healthy	High Stamina, level 2
96-100 Robust	High Stamina, level 3

## Experience

Experience levels in EPT convert to a Skill Points bonus in TEPT. Award 5 Skill Points for each EPT level beyond First Level.

## Money

TEPT uses the same coinage as EPT. Overall wealth in EPT translates into Resource Points in TEPT. To convert, find the value of material possessions in Káitars and divide by 10 to get the number of Resource Points. If this number of Resource Points is less than or greater than what you are entitled to from Lineage and Clan Status, apply the Poor Defect or Wealthy Attribute to adjust.

## Skills

Converting skills is relatively easy. Pick the TEPT equivalents of the desired EPT skills and add a few more from the TEPT list. Or simply take the appropriate Packages for your career.

EPT Skill	TEPT Skill
<i>Group I: Plebian</i>	
Baker	Artisan (Baker)
Barber	Occupation (Barber)
Boot-maker	Artisan (Boot-maker)
Bricklayer	Occupation (Bricklayer)

Butcher	Occupation (Butcher)
Carpenter	Artisan (Carpenter)
Carpet-maker	Artisan (Carpet-maker)
Cook	Cooking
Dyer	Artisan (Dyer)
Farmer	Farming

Fisherman	Fishing
Glass-blower	Artisan (Glass-blower)
Grocer	Occupation (Grocer)
Mason	Occupation (Mason)
Merchant	Merchant
Miner	Occupation (Miner)
Paper-ink maker	Artisan (Paper-ink maker)
Perfumer	Artisan (Perfumer)
Potter	Artisan (Potter)
Rope and net maker	Artisan (Rope and net maker)
Sail maker	Artisan (Sail maker)
Tailor	Artisan (Tailor)
Tanner	Artisan (Tanner)
Weaver	Artisan (Weaver)
Wine-maker	Artisan (Wine-maker)
<b>Group II: Skilled</b>	
Animal-trainer	Animal Handling
Bird trainer	Animal Handling (Küni)
Fletcher	Artisan (Bowyer)
Hunter	Hunting
Jeweler-goldsmith	Artisan (Jeweler-goldsmith)
Mountaineer	Climbing, Wilderness Survival (Mountain)
Sailor	Sailing
Scribe-accountant	Calligraphy, Occupation (Accounting)
Ship-builder	Artisan (Ship-builder)
Ship-captain	Leadership, Sailing
Slaver	Occupation (Slaver)
Smith-armoror	Artisan (Blacksmith)
Swimmer-diver	Swimming
Wheelwright	Artisan (Wheelwright)
<b>Group III: Noble</b>	
Alchemist	Alchemy**
Artist-sculptor	Arts (pick)

Assassin-spy-tracker	Stealth, Tracking, Poison
Astronomer-navigator	Scholar (Astronomy), Navigation
Author	Arts (Writing)
Botanist	Scholar (Botany)
Courtesan/Don Juan	Sexuality
Dancer	Arts (Dancing)
Engineer-Architect	Engineering
Geologist	Scholar (Geology)
Interpreter	Languages
Mathematician	Scholar (Mathematics)
Musician	Arts (Musical Instrument)
Orator	Oratory
Physician	Medical
Poet	Arts (Poetry)
Scholar	Scholar (pick)
<b>Warrior Professional Skills</b>	
Spearman	Spear, Polearm
Mace/Flail user	Mace, Flail
Axeman	Axe
Swordsman	Sword
Slinger	Sling
Bola-Slinger	Bola, Staff Sling
Crossbowman	Crossbow
Bowman	Bow
Broadsword and Dagger man	Two Weapons
Sapper	Engineering (Combat), Occupation (Miner)
Catapult-Artillerist	Engineer (Mechanical), Artillery weapon
Strategist	Tactics (Large Group)