

Shadow Hero

Conversion of Rolemaster Standard System, Rolemaster, and Spacemaster to the HERO System					
RM/SM Stat	RMS (RM) Bonus	FH Stat	FH Skill	FH Dice	Examples for ST to STR
121	52 (130)	75	24-	15d6	Cay
120	50 (125)	70	23-	14d6	Kuor, Phaon
119	48 (120)	68		13½d6	
118	46 (115)	65	22-	13d6	Iorak
117	44 (110)	63		12½d6	Shaal
116	42 (105)	60	21-	12d6	
115	40 (100)	58		11½d6	Kieron, Jaysek
114	38 (95)	55	20-	11d6	
113	36 (90)	53		10½d6	
112	34 (85)	50	19-	10d6	Z'taar
111	32 (80)	48		9½d6	
110	30 (75)	45	18-	9d6	Teris, Oriana, Reann, Daenku
109	28 (70)	43		8½d6	Iloura, Kel
108	26 (65)	40	17-	8d6	Andaras
107	24 (60)	38		7½d6	Snee Max
106	22 (55)	35	16-	7d6	Transhuman VII NCM
105	20 (50)	33		6½d6	Andraxx
104	18 (45)	30	15-	6d6	Human ACM, Scalu
103	16 (40)	28		5½d6	Herald of Night, Myri Max
102	14 (35)	25	14-	5d6	Neo-Human NCM
101	12 (30)	23		4½d6	Ondoval
100	10 (25)	20	13-	4d6	Human NCM
98-99	9 (20)	19			
96-97	8 (15)	18	13-	3½d6	
94-95	7 (15)	17			
92-93	6 (10)	16			
90-91	5 (10)	15	12-	3d6	
85-89	4 (5)	14			
80-84	3 (5)	13	12-	2½d6	
75-79	2 (5)	12			
70-74	1 (0)	11			
31-69	0	10	11-	2d6	Normal Human Average
26-30	-1	9			
21-25	-2	8		1½d6	
16-20	-3	7			
11-15	-4	6			
10	-5	5	10-	1d6	
08-09	-6	4			
06-07	-7	3		½d6	
04-05	-8	2			
02-03	-9	1			
1	-10	0	9-	0d6	

This conversion is loosely based on those in *Fantasy Hero* (1990) p.249 and the *RoleMaster Companion IV* (1992) p.48 as well as examples from the various *Shadow World* and *Spacemaster* books.

Rolemaster/Spacemaster Hits Conversion to Hero System BODY

Hits to BODY		
BODY = Hits/5 (for 1-75) or BODY = 8+Hits/10 (for 76+)		
HERO BODY	RM/SM & RMSS HITS	Examples (Not Including Growth)
1	1-7 (5)	
2	8-12 (10)	
3	13-17 (15)	
4	18-22 (20)	
5	23-27 (25)	
6	28-32 (30)	
7	33-37 (35)	
8	38-42 (40)	
9	43-47 (45)	
10	48-52 (50)	Human Average
11	53-57 (55)	
12	58-62 (60)	
13	63-67 (65)	
14	68-72 (70)	
15	73-75 (75)	
16	76-84 (80)	
17	85-94 (90)	
18	95-104 (100)	K'ta'viir Average (SW)
19	105-114 (110)	
20	115-124 (120)	Human NCM, Elven NCM
21	125-134 (130)	Neo-Human NCM
22	135-144 (140)	
23	145-154 (150)	Zori NCM, K'ta'viir NCM (SM)
24	155-164 (160)	
25	165-174 (170)	
26	175-184 (180)	Transhuman XII NCM, Dancer of Inis
27	185-194 (190)	Voriig Kye (Human form)
28	195-204 (200)	K'ta'viir NCM (SW), Herald of Night, Baron O'Mallory
29	205-214 (210)	Transhuman VII NCM
30	215-224 (220)	Human ACM
31	225-234 (230)	Neo-Human ACM
32	235-244 (240)	Andaraax
33	245-254 (250)	Snee NCM, K'ta'viir ACM (SM)
34	255-264 (260)	
35	265-274 (270)	
36	275-284 (280)	Transhuman XII ACM
37	285-294 (290)	
38	295-304 (300)	Gandalf the White
39	305-314 (310)	Transhuman VII ACM
40	315-324 (320)	
41	325-334 (330)	
42	335-344 (340)	
43	345-354 (350)	Snee ACM, Lorgalis
44	355-364 (360)	
45	365-374 (370)	
46	375-384 (380)	Titan Average
47	385-394 (390)	
48	395-404 (400)	Ordainer Demon, Schrek/Daenku
49	405-414 (410)	
50	415-424 (420)	Balrog of Moria

Converting Role/Spacemaster to Shadow Hero

Shadow Hero Stat	Rolemaster/Spacemaster Stat																						
STR	ST																						
DEX	(AG+QU)/2 [or AG/2]																						
CON	CO																						
BODY	hits/5 for 1-75 hits; 8+(hits/10) for 75+ hits																						
INT	(RE+ME)/2 or (RE+EM)/2 if essence user or (ME+IN)/2 if channeling user																						
EGO	SD or (SD+PR)/2 if mentalism user or telepath (may be SD+IN or SD+EM if semi-Telepath)																						
PRE	PR																						
COM	AP																						
PD/ED	2x figured (or natural AT/2)																						
rPD/rED	AT/2 (hardened if magical armor)																						
MD	Figured (as per the Ultimate Mentalist option)																						
SPD	1.33x Figured (may be figured from QU instead of QU/AG)																						
REC	1.25x Figured (or x Inverse of Racial Recovery Multiplier)																						
END	1.25x Figured																						
STUN	1.25x Figured																						
OCV	1+OB/10 (to 100), +OB/20 (101+)																						
DCV	DB/5																						
DC	+OB/10 (to 100), +OB/20 (101+)																						
Move	Base Rate/10																						
Skill	Bonus/5 or Weapon Bonus/10																						
Character Points	15+ Level x 15																						
Magic Active Points	Level of caster x 3 AP (or whatever it takes to get the specific spell effect)																						
Magic Weapons	OB=OCV as above and OB/10=+DC, (left over 5's choose one or the other), armor piercing																						
	<table border="0" style="margin-left: 20px;"> <thead> <tr> <th style="text-align: left;">RM</th> <th style="text-align: left;">Shadow Hero</th> </tr> </thead> <tbody> <tr> <td>+ 5</td> <td>+1 OCV or +1 DC</td> </tr> <tr> <td>+10</td> <td>+1 OCV and +1 DC</td> </tr> <tr> <td>+15</td> <td>+2 OCV and +1 DC or +1 OCV and +2 DC</td> </tr> <tr> <td>+20</td> <td>+2 OCV and +2 DC</td> </tr> <tr> <td>+25</td> <td>+3 OCV and +2 DC or +2 OCV and +3 DC</td> </tr> <tr> <td>+30</td> <td>+3 OCV and +3 DC</td> </tr> <tr> <td>+35</td> <td>+4 OCV and +3 DC or +3 OCV and +4 DC</td> </tr> <tr> <td>+40</td> <td>+4 OCV and +4 DC</td> </tr> <tr> <td>+45</td> <td>+5 OCV and +4 DC or +4 OCV and +5 DC</td> </tr> <tr> <td>+50</td> <td>+5 OCV and +5 DC</td> </tr> </tbody> </table>	RM	Shadow Hero	+ 5	+1 OCV or +1 DC	+10	+1 OCV and +1 DC	+15	+2 OCV and +1 DC or +1 OCV and +2 DC	+20	+2 OCV and +2 DC	+25	+3 OCV and +2 DC or +2 OCV and +3 DC	+30	+3 OCV and +3 DC	+35	+4 OCV and +3 DC or +3 OCV and +4 DC	+40	+4 OCV and +4 DC	+45	+5 OCV and +4 DC or +4 OCV and +5 DC	+50	+5 OCV and +5 DC
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+50	+5 OCV and +5 DC																						
Magic Armor	AT/2=+rPD/rED (Hardened), and DB/10=+DCV, (left overs chose one or the other)																						