



CHAPTER 9

LEGACY CHARACTER CONVERSION

Legacy conversion answers four continuity questions:

09

01

Identity: What must remain true for this to be the same character?

02

Evidence: What was actually established in play or surviving records?

03

Translation: Which current ratings and functions express those facts?

04

Boundaries: What remains limited, unresolved, or future advancement?

Legacy heroes carry history. Their sheets may contain old rank values, handwritten exceptions, equipment folded into Abilities, Powers that grew through play, and techniques remembered more clearly than the rule that first produced them. Conversion does not erase that history. It makes the character playable under the current rules without treating every old notation as equally authoritative.

Preserve the character's demonstrated identity, not every number, loophole, or accident of an older subsystem.

The player and Judge answer four questions:

- 1 Identity: What must remain true for this to be the same character?
- 2 Evidence: What was actually established in play, on a sheet, or in surviving notes?
- 3 Translation: Which current ratings and functions express those facts?
- 4 Boundaries: What can the converted character not do, and what still requires advancement?

Conversion is collaborative and deliberate. Do not roll new Abilities, Powers, Talents, or External Traits unless the group intentionally chooses random reconstruction for an unknown fact.

1. What Conversion Preserves

Keep the features that made decisions at the table and repeatedly shaped the character's stories.

- signature capabilities and their customary operating scale;
- recognizable weaknesses, dependencies, and failure states;
- important techniques mastered through actual play;
- established relationships, responsibilities, identities, and equipment;
- demonstrated expertise rather than impressive biography alone;
- moral conflicts and patterns of choice; and
- exceptional results that were genuinely part of the character rather than a one-scene accident.

Do not automatically preserve:

- accidental rules loopholes or arithmetic errors;
- duplicated benefits created by old subsystem boundaries;
- every possible interpretation of a vaguely written Power;
- bonuses that existed only because several broad Talents stacked;
- obsolete assumptions about ordinary technology or common knowledge;
- temporary boosts recorded as permanent ratings;
- equipment values folded into natural Health or Personal Karma; or
- moral penalties imposed without the character's agency.

1.1 The Recognition Test

Before converting numbers, complete this sentence:

This is [hero name], a [form and role] who [signature capability], but who must still contend with [central weakness or boundary].

If the finished record no longer satisfies that sentence, the conversion has failed even if every old number survived.

1.2 Evidence Is Not a Competition

Surviving material may disagree. A character sheet records intention, play records actual use, and memory preserves what mattered. No source receives automatic supremacy.

Evidence	Best use	Common danger
Repeated play	Establishing reliable functions, scale, and weaknesses	Later play may include advancement not shown on the first sheet

Evidence	Best use	Common danger
Current legacy sheet	Recording ranks, equipment, and known techniques	The sheet may combine Base and Effective ratings
Earlier sheets	Identifying growth and original acquisition	Old notation may use superseded rules
Session notes or recordings	Confirming specific demonstrations	One exceptional scene may not establish routine capability
Player and Judge memory	Recovering intent, relationships, and table practice	Different eras or versions may have blended together
Published source profile	Establishing a licensed or adapted benchmark	It may describe a different continuity or power level

When evidence conflicts, write the disagreement in the conversion ledger and resolve it openly. The goal is a shared playable record, not a courtroom victory.

2. The Conversion Ledger

Create one ledger row for every disputed or mechanically important feature.

Legacy statement	Established meaning	Current expression	Classification	Boundary or evidence
"Ice armor"	Visible ice plates form around the hero	External Ice Armor - Remarkable 26	Action-based Body Coating	Separate target; heat can melt it
"Fastest man in the room"	Usually acts and moves first	Agility, initiative Talent, or movement Power	Depends on evidence	Flavor alone grants no Shift X score
"Government suit"	Agency-issued powered armor	Signature or institutional Equipment	Equipment-Based	Ownership, maintenance, and recall remain

Use the five rating classifications from Chapter 6:

- Base: the character's unassisted personal rating;
- Integrated: permanently built into the character;
- Conditional: available only while a stated condition is true;
- Equipment-Based: supplied by an item or vehicle; and
- Alternate Form: replaces the normal profile while transformed.

The ledger prevents the most common conversion error: placing every impressive number directly into the Base profile.

3. Complete Conversion Sequence

Perform these steps in order. Later decisions depend on earlier classification.

- 1 Write the Recognition Test sentence and choose the most consistent portrayed era.
- 2 Gather the latest sheet, earlier sheets, notes, recordings, and remembered table rulings.
- 3 Record Form, Source, Acquisition, identity, apparent age, and physical description.
- 4 Enter the seven personal FASERIP scores as Base ratings unless evidence shows another source supplied them.
- 5 Separate Integrated, Conditional, Equipment-Based, and Alternate Form ratings.
- 6 Recalculate personal Health and Personal Karma from permanent personal scores only.
- 7 Translate each extraordinary function into a current Power with rank, type, action, range, duration, resistance, and limits.
- 8 Separate starting Power functions from mastered Stunts and unmastered possibilities.
- 9 Convert demonstrated expertise into Fields, Specialties, Masteries, credentials, and background knowledge.
- 10 Convert Resources, identity-specific Recognition and Standing, Legal Status, Contacts, Holdings, and institutional access.
- 11 Record ordinary and Signature Equipment, including ownership, Availability, maintenance, and loss conditions.
- 12 Create recurring Attack Profiles and note common combined uses.
- 13 Write the Character Code, Lethal Standard, and important responsibilities from demonstrated choices.
- 14 Assign Operational Class from the finished record rather than the old highest rank.

- 15 Audit action economy, stacking, scale, Enablers, and missing limitations.
- 16 Obtain player and Judge sign-off before advancement resumes.

4. Ability Conversion

4.1 Preserve Personal Scores

An old Ability score may normally be retained when it represented the character personally and consistently. Translate an older rank to the current locked score for that named rank; do not retain an obsolete benchmark number inside the new record.

Legacy rank name	Current score
Feeble	1
Poor	3
Typical	5
Good	8
Excellent	16
Remarkable	26
Incredible	36
Amazing	46
Monstrous	63
Unearthly	88
Shift X	126

Class ranks and campaign-tier Shift Y or Shift Z ratings require the current rules governing those scales. Conversion does not make them ordinary personal scores.

4.2 Separate the Source of the Score

If armor, a transformation, symbiote, vehicle, spell, implant, or item supplied the rating, record the unassisted Base score and the appropriate Effective or Alternate Profile.

Old notation	Current treatment
Strength 36 only in powered armor	Base Strength plus Equipment-Based Effective Strength 36
Endurance 46 while transformed	Base Endurance plus Alternate Form Endurance 46
Agility 26 from permanent neural implants	Integrated Agility 26 if the implants cannot function separately
Fighting 36 with a sword	Base Fighting plus the applicable Talent; the weapon does not replace Fighting

Recalculate personal Health from Base and Integrated Fighting, Agility, Strength, and Endurance. Recalculate Personal Karma from Base and Integrated Reason, Intuition, and Psyche. Equipment and temporary forms do not silently increase those permanent totals.

4.3 Human Limits and Established Exceptions

An unenhanced human score above Remarkable 35 requires an actual extraordinary cause. Fame, practice, or an old description such as "one of the best" may justify high Ability plus Talent, not unsupported superhuman biology.

An already established legacy character may retain an exceptional score that new generation could not normally produce when all of the following are true:

- the score repeatedly governed meaningful play;
- a specific extraordinary cause explains it;
- it is recorded as an established-character exception;
- the Judge approves it; and
- no Power Slots, refunds, or additional increases are created.

Acyon example: Acyon's Shift X 126 Agility is retained as a Judge-approved established-character exception tied to his singular cheetah-derived neuromuscular mutation. Conversion does not roll it, purchase it, reduce it to fit a generation column, or treat it as precedent for another hero.

5. Power Conversion

5.1 Convert Functions, Not Names

An old Power name is evidence, not a finished modern definition. Write what the effect actually does.

Every converted Power requires:

- source and mode;
- Standard or Major type;
- rank;
- action required;
- range or area;
- duration and maintenance;
- valid targets;
- accuracy or governing Ability;
- resistance or opposing rating;
- damage or other effect;
- stacking rules; and
- explicit exclusions.

5.2 Merge or Split

Combine legacy entries only when they are applications of one genuinely broad core effect. Keep separate Powers when they have different sources, targets, resistance, availability, action requirements, or independent operation.

Situation	Conversion decision
Several attack shapes use the same energy, rank, action, and resistance	One broad attack Power with mastered Stunts may be appropriate
Armor and projected barrier can operate independently	Keep separate Powers
Flight exists only while a battlesuit functions	Record an Equipment-Based Power, not a personal movement Power
Telepathy also created unrelated solid objects in one old ruling	Preserve telepathy; the isolated ruling does not create Matter Creation
A transformation replaces several physical ratings together	Use one Alternate Form profile with its required functions and limits

Never merge effects merely to make the converted character cheaper. Never split one established broad Power merely to inflate the Power count.

5.3 Standard, Major, and Slot History

Classify the finished effect under the current Power rules. Conversion does not reconstruct a fictional slot roll or charge the character retroactively. Slot cost remains useful as a design and audit measure: it shows whether the converted suite resembles an ordinary generated hero or contains exceptional breadth requiring explicit approval.

A converted Major Power remains Major even if an old sheet called it ordinary. A Standard Power does not become Major merely because its rank is high.

5.4 Stunts and Advancement

An iconic technique repeatedly demonstrated before conversion may begin as a mastered Power Stunt. Record the evidence and the parent Power. Conversion does not charge retroactive Karma.

An effect that was discussed, attempted once, or merely seems logical is not automatically mastered. Record it as an unmastered stunt possibility. Future discovery follows the normal advancement rules.

5.5 Combined Uses

Two Powers do not become one free action because they share a theme. If the legacy character repeatedly performed a combined use, define its action cost and controlling rank. The weaker required function usually limits the combination unless a specific rule states otherwise.

6. Talent and Knowledge Conversion

A legacy +1CS Talent normally becomes a Trained Field. A narrow +2CS entry normally becomes a Specialty. Repeatedly demonstrated world-class expertise may become Master.

Legacy evidence	Current expression
Broad professional training used routinely	Trained Field +1CS
Narrow emphasis repeatedly outperforming the broader Field	Specialty +2CS within that focus
Career-defining world-class achievement	Mastery +3CS with Judge approval
License, clearance, rank, or degree	Credential or authority, not a free Talent bonus
Casual familiarity or biography detail	Background knowledge only

Do not turn one vague old Talent into every modern subdiscipline. "Scientist" does not automatically grant medicine, computing, every engineering Field, and all physical sciences. Grant the expertise actually demonstrated.

When several old Talents describe the same work, choose the smallest set of current Fields that reproduces the demonstrated competence. Do not preserve duplicate bonuses.

7. External Trait Conversion

External Traits convert campaign history, not combat statistics.

7.1 Resources and Property

Record the sustainable Resource source. Separate personal Resources from team, employer, government, corporate, or mystical institutional access. A one-time fortune becomes a Reserve unless it established durable income.

List important bases, vehicles, laboratories, businesses, and artifacts as Holdings or Equipment. Paying for an item does not prove legal availability or personal ownership.

7.2 Recognition and Standing

Split one old Popularity number by identity and audience.

Question	Record produced
Do people know this identity?	Recognition rank
Do they approve, distrust, or fear it?	Standing modifier and belief
Which people?	Named audience
Where does the reaction apply?	Jurisdiction or community

A hero can be admired by a neighborhood, condemned by national media, legally wanted in one jurisdiction, and trusted by an emergency service at the same time.

7.3 Legal Status, Contacts, and Authority

Record Legal Status by jurisdiction. Convert each recurring ally into a Contact only when an actual relationship existed. Define the Contact's Scope, Reach, Relationship, values, limits, and obligations. A team roster, employer directory, or famous acquaintance is not automatically a list of personal Contacts.

Credentials and official authority grant access within their limits. They do not become Talents, Resources, or permanent public trust.

If a surviving record is silent, do not infer wealth, fame, legal authority, or Contacts from Powers. Resolve the missing campaign fact with the player and Judge before final sign-off. Random generation is optional only when the group wants the unknown answered by dice.

8. Equipment Conversion

Separate what the character is from what the character carries.

- Ordinary replaceable gear uses the current equipment rules.
- Iconic personal gear may become Signature Equipment.
- Agency, team, or employer gear retains institutional ownership and recall conditions.
- Built-in equipment may be Integrated when it cannot operate separately from the character.
- A vehicle or suit receives its own ratings when it can be targeted, disabled, repaired, lost, or replaced.

Do not fold armor protection into Endurance, weapon damage into Strength, targeting systems into Agility, or a computer's Reason into Personal Karma.

Every important item records Availability, ownership, access, maintenance, ammunition or fuel, Material Strength, and what happens when it is lost or destroyed.

9. Code, Identity, and Operational Class

9.1 Character Code and Lethal Standard

Write the Code from demonstrated choices, not alignment labels or a single out-of-character scene. State the hero's default responsibilities, prohibited conduct, and Lethal Standard. Preserve meaningful contradictions; they are story material, not conversion errors.

9.2 Identity Structure

Record each civilian, heroic, legal, public, or alternate identity separately. Note who knows each connection and what evidence exists. Conversion does not automatically expose or restore a secret identity.

9.3 Operational Class

Assign Operational Class after every function and boundary is written. Use the scale at which the character reliably controls outcomes, not the highest single rank and not the strongest opponent the character once delayed.

A specialized Class 4 controller may frustrate a Class 5 powerhouse without gaining Class 5 scope. A high-rank attack does not create strategic reach, resilience, information, or authority the character does not possess.

10. Full Example: H.I.M.

H.I.M. is a 24-year-old baseline organic human altered by accidental cryogenic laboratory exposure. His recognition sentence is:

H.I.M. is a human cold-field controller who emits and shapes cold, protects himself with visible ice plating, and remains vulnerable when heat, pressure, suffocation, or direct force bypasses that specialized protection.

That sentence determines what the conversion must preserve.

10.1 Ability Record

His seven established personal ratings convert directly to the current locked scores.

F	A	S	E	R	I	P
Good 8	Excellent 16	Good 8	Excellent 16	Good 8	Good 8	Excellent 16

Health: 48. Personal Karma: 32.

The cold effects do not raise his Base Strength or Endurance. External Ice Armor supplies protection, not personal Health. He remains biologically human and visually identifiable while armored.

10.2 Power Decisions

Established feature	Current Power	Why it remains separate
Projects damaging cold	Cold Emission - Incredible 36	Ranged attack with its own accuracy and results
Shapes ice into structures	Coldshaping - Remarkable 26	Matter Control requiring existing ice or frozen feedstock
Forms visible defensive plating	External Ice Armor - Remarkable 26	Action-based, separately attackable maintained coating
Survives extreme cold	Cold Resistance - Incredible 36	Passive specialized resistance with narrow coverage

All four are intrinsic Standard effects. They share a theme but do not collapse into one universal "ice control" Power. Each has a different function and defensive answer.

10.3 Finished Power Functions

Cold Emission - Incredible 36: Agility ranged attack; 36 Cold damage. Yellow also Staggers or freezes a lower-ranked exposed liquid. Red may create a Remarkable 26 ice restraint under the Cold Emission procedure. Damage, restraint, and later environmental cold never duplicate one another.

Coldshaping - Remarkable 26: Matter Control - Ice. Primary Action; shapes existing ice within Range A, up to Remarkable mass and Material Strength, into walls, ramps, restraints, platforms, and simple tools. It cannot create permanent matter, warmth, complex machinery, or independent creatures.

External Ice Armor - Remarkable 26: Action-based Body Coating. Primary Action to form or fully reform; incidental action to shed; maintained. The visible, separately attackable plating provides Remarkable 26 protection and Material Strength. A breach remains until reformed. Heat and flame melt it through normal rank contests. It does not stack with an ice barrier.

Cold Resistance - Incredible 36: Passive Specialized Resistance against cold. It does not protect against impact, heat, suffocation, or pressure.

10.4 Combined Freeze-and-Shape Use

If available water or humidity can supply feedstock, H.I.M. may use Cold Emission and Coldshaping together in one Primary Action. Use the lower rank, Remarkable 26. The emission flash-freezes temporary ordinary ice and Coldshaping gives it simple geometry.

In a truly dry environment, only existing ice can be shaped. The result is not persistent creation and melts normally. The combined use does not inflict full Cold Emission damage while also creating a complete structure unless a later mastered Stunt explicitly permits that outcome.

10.5 Talents and Stunts

- Powered Combat (Cold Emission) - Specialist +2CS;
- Physical Sciences (Thermodynamics) - Trained +1CS; and
- Athletics (Skating and Balance) - Trained +1CS.

Ice sliding and elaborate constructs remain unmastered Power Stunts. The theme makes them plausible; it does not make them free starting functions.

10.6 What the Conversion Refuses to Invent

The surviving reconciled mechanical record does not establish H.I.M.'s civilian name, personal Resources, identity-specific Recognition and Standing, Legal Status, Contacts, Holdings, or Character Code. Cold powers do not answer those questions.

Those entries must be recovered from campaign history or authored with the player and Judge before the character enters a continuity that uses them. Marking them unresolved is more accurate than silently assigning wealth, fame, friends, or authority.

10.7 H.I.M. Conversion Audit

Audit question	Result
Is the human Base profile separate from ice effects?	Yes
Do Health and Karma use permanent personal scores only?	Yes
Does each Power have one clear function?	Yes
Can armor and barrier protection stack?	No
Does Cold Resistance protect against heat or impact?	No
Does shaping create permanent matter?	No
Are ice sliding and elaborate constructs mastered?	No
Are missing External Traits invented from theme?	No

The result remains unmistakably H.I.M. while eliminating the possibility that one vague cold theme supplies attack, armor, barriers, movement, permanent creation, and universal resistance simultaneously.

11. Difficult Conversion Cases

11.1 The Lost Sheet

When no sheet survives, begin with the Recognition Test and list only facts on which player and Judge agree. Reconstruct broad ranks from repeated table performance before arguing over exact numbers. Unknown details remain unresolved or are deliberately authored; do not disguise a guess as recovered history.

11.2 Several Eras of the Same Character

Choose one era as the starting record. Record later forms, equipment, or learned functions as advancement targets unless the campaign begins during that later era. Do not combine every best version into one composite profile.

11.3 One Spectacular Scene

A Red result, temporary boost, environmental advantage, or desperate ritual may explain a singular achievement. Preserve the scene without converting it into a routine permanent rank. Record the enabling circumstances if they may recur.

11.4 The Old Power Did Everything

Identify the functions actually used. Preserve the core Power, established Stunts, and known limitations. Treat new logical applications as future Stunts. Theme is not unlimited permission.

11.5 The Character Improved Through Play

Preserve demonstrated advancement when it was earned and part of the selected era. Conversion does not refund its old cost, charge it again, or create a modern Advancement Fund. Future improvement begins from the converted record.

11.6 The Old Rule Was Simply Broken

Preserve the intended capability and table role, then express it through current action economy, resistance, stacking, and scale rules. A conversion may change procedure while preserving outcome identity.

12. Final Conversion Audit

Before approving a legacy hero, verify every line below.

- The recognition sentence still describes the finished character.
- The selected era is clear; later versions have not been silently combined.
- Every Ability is classified as Base, Integrated, Conditional, Equipment-Based, or Alternate Form.
- Personal Health and Personal Karma exclude equipment and temporary ratings.
- Every superhuman Ability has an explicit cause.

- Every Power has type, rank, action, range, duration, resistance, and exclusions.
- Established Stunts are separated from merely possible Stunts.
- Combined uses have a controlling rank and action cost.
- Talent grades reflect demonstrated expertise without duplicate stacking.
- Credentials, access, and authority are not treated as Talent bonuses.
- Resources have a sustainable source; Reserves and institutional budgets are separate.
- Recognition and Standing belong to specific identities and audiences.
- Legal Status is recorded by jurisdiction.
- Contacts are real relationships with Reach, values, and limits.
- Equipment records ownership, Availability, maintenance, and loss conditions.
- Attack Profiles are ready for recurring attacks.
- Character Code and Lethal Standard follow demonstrated choices.
- Operational Class follows reliable outcome scale rather than one high rank.
- Scale Gates and required Enablers remain intact.
- Player and Judge agree that the result is the same character.

13. Conversion Is Not Advancement

Conversion establishes the starting modern record. It does not require Karma, refund old expenditure, generate Story Points, or create free Advancement Funds. It cannot be used to add a Power the character never possessed, raise a score because the new ladder looks better, or convert unrealized potential into mastered capability.

Once the converted record receives player and Judge sign-off, it becomes the character's current sheet. All later growth uses the normal advancement rules.

Conversion honors what the character became. Advancement decides what the character becomes next.