

# Greyhawk Reborn 2019 Character Conversion Guide

In order to convert your existing character to be ready for play in 2019, you will need to follow a few simple steps.

Character Level	Checkpoints Required
1	0
2	4
3	8
4	16
5	28
6	40
7	52
8	64
9	76
10	88
11	104
12	120
13	136
14	152
15	168
16	184
17	200
18	220
19	240
20	260

## 1. Convert Your Current Experience Points to Checkpoints.

To do this, first, count the number of AR's you have earned since you last levelled. Enter that in the box called, "**Adventures Since Level Up**". Multiply that times four. Enter this result in the box called "**Earned CP**". Next, you need to look up your character level on this chart. Enter the number of Checkpoints required to reach your current level in the box called "**Starting CP**". Add **Starting CP to Earned CP** and then enter the result in "**Ending CP**" box. This is your current total number of checkpoints.

## 2. Calculate Your Treasure Point Balance.

First:

- If your **Ending CP** is 104 or less, divide your **Ending CP** by two (2), and enter that amount in the "**TP Earned**" box, OR
- If you have more than that, subtract 104 from your **Ending CP**, add that number to 52, and enter that amount in the "**TP Earned**" box.

Then, list all of your found magic items. Look up each one in the attached tables and enter the associated TP value for them in the column labelled "**Treasure Point Cost**". For items that do not appear in the table, if it has a rarity listed, the TP Cost is 4 for common, 8 for uncommon, 12 for rare, 16 for very rare and 20 for legendary items. If it does not have a rarity listed, contact campaign staff by emailing [johnlentesq@gmail.com](mailto:johnlentesq@gmail.com) for a treasure point cost. Add these up and enter the total in the "**Total Treasure Point Cost**" box.

The difference is your "**TP Balance.**" This number may be negative, if you have been acquiring particularly powerful magic items. If you chose not to use the option below to exchange any magic items, enter this number again in the "**Ending TP**" box, and

you are done.

## 3. Optional: Exchange Magic Items

One time only, during conversion, you may opt to dispose of any magic items you have at their full TP cost. If you do so, check the box in the column called, "**Magic Item Converted?**" Add up the total TP Cost of those items you chose to convert and enter it in the "**Converted TP**" box. Add the TPs Converted to the TP Balance, and enter it in "**TP's Available at Conversion**

**Box.”** You can spend these TPs to purchase any items you would like from the tables below based on your character level, without incurring any AD costs. Write the items purchased where indicated on the conversion AR, and add up their total TP costs in the **“TP Spent”** box. Subtract TP Spent from TP Available at Conversion. This is your **“Ending TP.”** Congratulations, your character is ready for play in 2019.

**4. Have your next DM review and sign your Conversion AR.**



# GREYHAWK REBORN



## GHR- CONVERSION ADVENTURE RECORD

by GHR Staff

This AR should be used to convert a character from 2018 to the new 2019 ruleset regarding magic items, treasure points and checkpoints.

AR #

Character Information	
Character Name	
Player Name	
GM Signature	Date

Check Point Calculator	
Adventures Since Level Up	
(X4) Earned CP	
(+) Starting CP	
= Ending CP	

Treasure Points	
Earned TP	
(-) Total TP Cost	
(=) TP Balance	
(+) Converted TP	
(=) TP Available at Conversion	
(-) TP Spent	
(=) Ending TP	

Found Magic Item Conversion		
Item Name	Treasure Point Cost	Magic Item Converted?
1.		<input type="checkbox"/>
2.		<input type="checkbox"/>
3.		<input type="checkbox"/>
4.		<input type="checkbox"/>
5.		<input type="checkbox"/>
6.		<input type="checkbox"/>
7.		<input type="checkbox"/>
8.		<input type="checkbox"/>
9.		<input type="checkbox"/>
10.		<input type="checkbox"/>
11.		<input type="checkbox"/>
12.		<input type="checkbox"/>
13.		<input type="checkbox"/>
14.		<input type="checkbox"/>
15.		<input type="checkbox"/>
16.		<input type="checkbox"/>
17.		<input type="checkbox"/>
<b>Total Treasure Point Cost:</b>		

Magic Items Bought at Conversion		
Item Name	Treasure Point Cost	
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
12.		
13.		
14.		
15.		
16.		
17.		
<b>Total Treasure Points Spent:</b>		

## Magic Item Treasure Point Tables

<b>Table A: Minimum Level 1</b>	<b>Cost in Treasure Points</b>
Alchemy jug	4
Ammunition (5) , +1	4
Amulet of proof against detection and location	8
Bag of beans	4
Bag of holding	4
Boots of elvenkind	8
Boots of striding and springing	8
Boots of the winterlands	8
Bracers of archery	8
Brooch of shielding	8
Cap of water breathing	4
Chime of opening	4
Cloak of protection	8
Cloak of the manta ray	4
Decanter of endless water	4
Deck of illusions	8
Driftglobe	4
Dust of dryness	4
Dust of sneezing and choking	4
Elixir of health	4
Eversmoking bottle	8
Eyes of charming	8
Eyes of minute seeing	4
Eyes of the eagle	8
Figurine of wondrous power (silver raven)	8
Folding boat	4
Gem of brightness	8
Gloves of missile snaring	8
Gloves of swimming and climbing	8
Gloves of thievery	8
Goggles of night	4
Hat of disguise	8
Helm of comprehending languages	4
Heward's handy haversack	4
Horseshoes of speed	4
Immovable rod	4
Javelin of lightning	8
Keoghtom's ointment	4
Lantern of revealing	4
Mariner's armor	4
Mithral armor	4
Necklace of adaptation	8
Oil of slipperiness	4
Pearl of power	8
Periapt of health	4
Periapt of wound closure	8
Philter of love	4
Pipes of haunting	8
Pipes of the sewers	8
Potion of animal friendship	4
Potion of clairvoyance	4
Potion of climbing	4
Potion of diminution	4
Potion of fire breath	4

Potion of fire giant strength	5
Potion of frost giant strength	6
Potion of gaseous form	4
Potion of greater healing	6
Potion of growth	4
Potion of healing	4
Potion of heroism	4
Potion of hill giant strength	4
Potion of invulnerability	4
Potion of mind reading	4
Potion of poison	4
Potion of resistance	4
Potion of stone giant strength	7
Potion of superior healing	8
Potion of water breathing	4
Quaal's feather token	4
Quiver of Ehlonna	8
Ring of jumping	8
Ring of mind shielding	8
Ring of swimming	4
Ring of warmth	8
Ring of water walking	8
Robe of useful items	4
Rope of climbing	4
Saddle of the cavalier	4
Scroll of protection	4
Sending stones	4
Shield, + 1	8
Slippers of spider climbing	8
Spell scroll (1st level)	5
Spell scroll (2nd level)	6
Spell scroll (cantrip)	4
Staff of the adder	8
Staff of the python	8
Sword of vengeance	8
Trident of fish command	8
Wand of magic detection	4
Wand of magic missiles	8
Wand of secrets	4
Wand of web	8
Weapon of warning	8
Wind fan	8

<b>Table B: Minimum Level 5</b>	<b>Cost in Treasure Points</b>
Ammunition (5), +2	6
Armor of resistance (chain mail)	10
Armor of resistance (chain shirt)	10
Armor of resistance (leather)	10
Armor of resistance (scale mail)	12
Armor, + 1 leather	10
Armor, +1 chain mail	10
Armor, +1 scale mail	20
Armor, + 1 chain shirt	10
Belt of dwarvenkind	10
Boots of levitation	10
Bracers of defense	10
Cape of the mountebank	10
Cloak of elvenkind	8
Cloak of the bat	10
Dagger of venom	10
Dimensional shackles	10
Dragon slayer	10
Elven chain	10
Figurine of wondrous power: Bronze griffon	10
Figurine of wondrous power: Onyx dog	10
Figurine of wondrous power: Ebony fly	10
Figurine of wondrous power: Golden lions	10
Figurine of wondrous power: Ivory goats	10
Figurine of wondrous power: Marble elephant	10
Figurine of wondrous power: Serpentine owl	10
Flame tongue	10
Gem of seeing	10
Giant slayer	10
Glamoured studded leather	10
Horn of blasting	10
Horn of Valhalla (silver or brass)	10
Horseshoes of a zephyr	8
Instrument of the bards (Doss lute)	8
Instrument of the bards (Fochlucan bandore)	8
Instrument of the bards (Mac-Fuirmidh cittern)	8
Instrument of the bards (Canaith mandolin)	10
Instrument of the bards (Cli lyre)	10
Iron bands of Bilarro	10
Ioun stone (awareness)	10
Ioun stone (protection)	10
Ioun stone (reserve)	10
Ioun stone (sustenance)	10
Mace of disruption	10
Mace of smiting	10
Mace of terror	10
Mantle of spell resistance	10
Necklace of fireballs	4

Necklace of prayer beads (TP Cost Per Bead - max 6; blessing, curing and smiting)	5
Nolzur's marvelous pigments	8
Oil of sharpness	8
Periapt of proof against poison	10
Portable hole	8
Potion of cloud giant strength	8
Potion of flying	8
Potion of invisibility	8
Potion of longevity	8
Potion of speed	8
Potion of supreme healing	8
Potion of vitality	8
Ring of animal influence	10
Ring of evasion	10
Ring of feather falling	10
Ring of free action	10
Ring of protection	10
Ring of resistance	10
Ring of the ram	10
Ring of X-ray vision	10
Robe of eyes	10
Rod of rulership	10
Rod of the pact keeper, + 1	8
Rope of entanglement	10
Sentinel shield	8
Shield, +2	10
Spell scroll (3rd level)	7
Spell scroll (4th level)	8
Spell scroll (5th level)	9
Staff of charming	10
Staff of healing	10
Staff of swarming insects	10
Staff of the Woodlands	10
Staff of withering	10
Stone of good luck	8
Sword of life stealing	10
Sword of wounding	10
Tentacle rod	10
Vicious weapon	10
Wand of binding	10
Wand of enemy detection	10
Wand of fear	10
Wand of paralysis	10
Wand of the war mage, + 1	8
Wand of wonder	10
Weapon, +1	8

<b>Table C: Minimum Level 11</b>	<b>Cost in Treasure Points</b>
Adamantine armor (half plate)	10
Adamantine armor (plate)	10
Ammunition (5), +3	8
Amulet of health	12
Animated shield	10
Armor of invulnerability	12
Armor of resistance (breastplate)	10
Armor of resistance (half plate)	12
Armor of resistance (splint)	10
Armor of resistance (studded leather)	10
Armor, + 1 breastplate	12
Armor, + 1 half plate	14
Armor, + 1 splint	12
Armor, + 1 studded leather	12
Armor, +1 plate	14
Armor, +1 scale mail	12
Armor, +2 breastplate	18
Armor, +2 chain mail	16
Armor, +2 chain shirt	14
Armor, +2 half plate	20
Armor, +2 plate	22
Armor, +2 scale mail	16
Armor, +2 splint	20
Armor, +2 studded leather	14
Arrow of slaying	8
Belt of fire giant strength	14
Belt of frost (or stone) giant strength	12
Belt of hill giant strength	10
Boots of speed	10
Candle of invocation	10
Carpet of flying	10
Cloak of arachnida	10
Cloak of displacement	10
Cloak of invisibility	12
Crystal ball (very rare version)	10
Dancing sword	10
Defender	12
Dragon scale mail	10
Dwarven plate	23
Dwarven thrower	10
Efreeti chain	12
Frost brand	10
Gauntlets of ogre power	12
Hammer of thunderbolts	12
Headband of intellect	12
Helm of brilliance	10
Helm of teleportation	10
Horn of Valhalla (bronze)	10
Horn of Valhalla (iron)	12
Instrument of the bards (Anstruth harp)	10
Instrument of the bards (Ollamh harp)	12
Iron flask	12
Ioun stone (absorption)	10
Ioun stone (agility)	10

Ioun stone (fortitude)	10
Ioun stone (greater absorption)	12
Ioun stone (insight)	10
Ioun stone (intellect)	10
Ioun stone (leadership)	10
Ioun stone (mastery)	12
Ioun stone (regeneration)	12
Ioun stone (strength)	10
Nine lives stealer	10
Oath bow	10
Plate armor of etherealness	12
Plate armor of resistance	12
Potion of storm giant strength	8
Potion of supreme healing	8
Ring of invisibility	12
Ring of regeneration	10
Ring of shooting stars	10
Ring of spell storing	10
Ring of spell turning	12
Ring of telekinesis	10
Ring of water elemental command	12
Robe of scintillating colors	10
Robe of stars	10
Rod of absorption	10
Rod of alertness	10
Rod of security	10
Rod of the pact keeper, +2	10
Scarab of protection	12
Scimitar of speed	10
Shield, +3	10
Sovereign glue	8
Spell scroll (6th level)	10
Spell scroll (7th level)	11
Spellguard shield	10
Staff of fire	10
Staff of frost	10
Staff of striking	10
Staff of thunder and lightning	10
Sun blade	10
Sword of answering	12
Sword of sharpness	10
Universal solvent	8
Wand of fireballs	10
Wand of lightning bolts	10
Wand of polymorph	10
Wand of the war mage, +2	10
Weapon, +2	10
Necklace of prayer beads (TP Cost Per Bead - max 6; favor, wind walking)	5
Winged boots	8
Wings of flying	10

<b>Table D: Minimum Level 16</b>	<b>Cost in Treasure Points</b>
Apparatus of Kwalish	12
Armor, +3 breastplate	20
Armor, +3 chain mail	20
Armor, +3 chain shirt	18
Armor, +3 half plate	22
Armor, +3 leather	14
Armor, +3 plate	24
Armor, +3 splint	22
Armor, +3 studded leather	16
Belt of cloud giant strength	16
Belt of storm giant strength	18
Rod of the pact keeper, +3	10
Spell scroll (8th level)	12
Spell scroll (9th level)	13
Wand of the war mage, +3	10
Weapon, +3	10
Necklace of prayer beads (TP Cost Per Bead - max 6; summons)	5