

5E TO CBA CONVERSION

SUPPLEMENT CONTENT

5E ADVENTURING CONVERSION

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5E ITEM CONVERSION

5E MONSTER CONVERSION (FULL)

5E MONSTER CONVERSION (QUICK)

ADVENTURING CONVERSION

ADVENTURING CONVERSION SUMMARY

Space & Distance

- 30ft is translated into 10m (1 zone)
- 2 by 2 grid (or 3 by 3) are considered 1 zone
- Combat always have 3 zones (1 front & 2 back)

Skill Rolls

- Use the Skills & Tools conversion chart to find the equivalent CBA Skills & Toolkits
- Task DC & Enemy AC use the same conversion table

Traps

- Multiple traps inside a zone is considered 1 trap. (Use the most powerful)
- Trap damage use DMG conversion chart.
- Trap saving throw DC converted to the Skill or Toolkit Task Difficulty roll.

Space & Distance

Distance: Every 30 feet is translated to 10m or 1 zone.

Grid to Zone: Treat 2 by 2 grid (or 3 by 3) in 5E maps into 1 zone. This is inaccurate, but it's done to allow for more room in combat & adventures.

Combat 3 Zones: Many rooms in 5E maps are very small, to accommodate for CBA's style of combat, create an imaginary 3 zones for players to fight in.

Skill Rolls

This chart shows the equivalent skills & toolkits for the listed 5e skills.

Skill & Tools Conversion

5E SKILL & TOOLS	CBA SKILL & TOOLKIT
Acrobatics (Dex)	Sports, Climbing Kit
Animal Handling (Wis)	Appeal, Chemist Kit
Arcana (Int)	Information, Arcanist Kit
Athletics (Str)	Brute
Deception (Cha)	Deceive, Impersonation Kit
History (Int)	Information
Insight (Wis)	Psychology
Intimidation (Cha)	Intimidation
Investigation (Int)	Detect, Reason (for processing clues)
Medicine (Wis)	Information, Chemist Kit
Nature (Int)	Information, Arcanist Kit
Perception (Wis)	Detect
Performance (Cha)	Artistry, Impersonation Kit
Persuasion (Cha)	Appeal
Religion (Int)	Information, Thaumaturgist Kit
Sleight of Hand (Dex)	Thievery
Stealth (Dex)	Thievery
Survival (Wis)	Detect
Thieves' Tools	Infiltration Kit
And more...	And more...

Skill to Task Roll Conversion

5E SKILL ROLL DC	CBA TASK DIFFICULTY
8, 9	TD 6
10, 11	TD 7
12, 13	TD 8
14, 15	TD 9
16, 17	TD 10
18, 19	TD 11
20, 21	TD 12
22, 23	TD 13

Traps

Multiple Traps: If there are multiple traps in a zone that's made up of combined grids, then just use the strongest one.

Trap Saving Throw DC: Traps are converted to Skill/Toolkit roll. The task have multiple possible solutions.

- STR: Brute, Mechanis Kit (push), Climbing Kit (pull)
- DEX: Sports, Thievery, Climbing Kit (climb / jump)
- CON: Endurance, Chemist Kit (for poisons)
- INT: Information, Arcanist Kit (vs arcane magic)
- WIS: Psychology, Thaumaturgist Kit (vs divine magic)
- CHA: Reason, Thaumaturgist Kit (vs divine magic)

Trap Saving Throw Conversion

5E TRAP SAVING THROW DC	CBA TASK DIFFICULTY
8, 9	TD 6
10, 11	TD 7
12, 13	TD 8
14, 15	TD 9
16, 17	TD 10
18, 19	TD 11
20, 21	TD 12
22, 23	TD 13

Trap Damage Conversion

DICE / SIZE	D4	D6	D8	D10	D12	D20
1	d6	d6	d6	d6	d6	2d6
2	d6	d6	d6	2d6	2d6	2d6+4
3	d6	2d6	2d6	2d6	2d6+4	2d6+8
4	2d6	2d6	2d6+4	2d6+4	2d6+8	2d6+16
5	2d6	2d6	2d6+4	2d6+8	2d6+12	2d6+20
6	2d6	2d6+4	2d6+8	2d6+12	2d6+12	2d6+24
7	2d6	2d6+4	2d6+8	2d6+12	2d6+16	2d6+32
8	2d6+4	2d6+8	2d6+12	2d6+16	2d6+20	2d6+36
9	2d6+4	2d6+8	2d6+16	2d6+20	2d6+24	2d6+40
10	2d6+4	2d6+12	2d6+16	2d6+20	2d6+28	2d6+48
11	2d6+8	2d6+12	2d6+20	2d6+24	2d6+28	2d6+52
12	2d6+8	2d6+16	2d6+20	2d6+28	2d6+32	2d6+60
13	2d6+12	2d6+16	2d6+24	2d6+28	2d6+36	2d6+64
14	2d6+12	2d6+20	2d6+24	2d6+32	2d6+40	2d6+68
15	2d6+12	2d6+20	2d6+28	2d6+36	2d6+44	2d6+72
16	2d6+16	2d6+24	2d6+32	2d6+40	2d6+48	2d6+76
17	2d6+16	2d6+24	2d6+32	2d6+40	2d6+48	2d6+80
18	2d6+16	2d6+24	2d6+36	2d6+44	2d6+52	2d6+84
19	2d6+16	2d6+24	2d6+36	2d6+48	2d6+56	2d6+92
20	2d6+20	2d6+24	2d6+40	2d6+48	2d6+60	2d6+100

The above is roughly half of the average dice roll result.
All damage is rounded down

Trap Damage Conversion: Deals half of the average dice roll damage.

REWARD CONVERSION

REWARD CONVERSION SUMMARY

Gold to Credit

- A. Use CBA grade payment system
- B. Plain conversion: 10 GP = 1 Cred (Alternative)

EXP

- Ignore monster experience points. CBA characters only gain experience for completing missions or chapters.
- Four hour adventures provide 100 EXP and two hour adventures provide 50 EXP to CBA characters of the corresponding grade.
- The EXP gained is halved if the players downgraded their stats to play in missions of lower grade than their current grade.

Bonds

- Player Characters gain bond each other as usual. They also gain bond with the region and important NPCs.

Fond Memories

- CBA Characters gain additional 10 Fond Memories for completing all side objective in the current mission. That's fine if there are no side objectives in your 5E adventure.

Gold to Credit

Use CBA's Grade payment system. Each individual Cloudbreaker earn a set amount for missions designed & balanced for a specific grade & level.

Standard CBA Mission (3-4 Hours)

CBA GRADE	LEVEL	MISSION REWARD	BONUS OBJECTIVE
Copper	1 - 2	100 Cred	50 Cred
Copper	3 - 4	200 Cred	100 Cred
Silver	5 - 8	400 Cred	200 Cred
Gold	9+	600 Cred	300 Cred

Small CBA Mission (1-2 Hours)

CBA GRADE	LEVEL	MISSION REWARD	BONUS OBJECTIVE
Copper	1 - 2	50 Cred	25 Cred
Copper	3 - 4	100 Cred	50 Cred
Silver	5 - 8	200 Cred	100 Cred
Gold	9+	300 Cred	150 Cred

Alternative Monetary Rewards: Gold pieces are converted to credit at 10:1 rate. You may reward players with the gold and treasure they found, but it's not worth much. Treasures are sent to archeological research department in CBA.

EXP

CBA characters gain experience points only for completing missions, nothing is gain by defeating enemies.

3 - 4 Hour Missions: 100 EXP

1 - 2 Hour Missions: 50 EXP

Mission of lower grade: 0 EXP or 50% (Downgrading)

In CBA players can "downgrade" temporarily lowering their characters' various stats to play of in missions of lower grade.

Alternatively, missions can be "upgraded" to provide more challenge to players of higher grade.

As long as players are not playing missions of the same grade as them or higher, they only earn 50% of the EXP. Other rewards are unchanged.

5E Tier to CBA Grade Equivalent

5E TIER	5E LEVEL	CBA GRADE & LEVEL
TIER 1 (Lv 1 - 4)	Level 1	Copper Lv 1 (Small Mission)
TIER 1 (Lv 1 - 4)	Level 2	Copper Lv 1 (Small Mission)
TIER 1 (Lv 1 - 4)	Level 3	Copper Lv 1 (Small Mission)
TIER 1 (Lv 1 - 4)	Level 4	Copper Lv 1 (Small Mission)
TIER 2 (Lv 5 - 10)	Level 5	Copper Lv 1 (Small Mission)
TIER 2 (Lv 5 - 10)	Level 6	Copper Lv 1 (Standard Mission)
TIER 2 (Lv 5 - 10)	Level 7	Copper Lv 2 (Standard Mission)
TIER 2 (Lv 5 - 10)	Level 8	Copper Lv 3 (Standard Mission)
TIER 2 (Lv 5 - 10)	Level 9	Copper Lv 4 (Standard Mission)
TIER 2 (Lv 5 - 10)	Level 10	Copper Lv 4 (Standard Mission)
TIER 3 (Lv 11 - 16)	Level 11	Silver Lv 5 (Small Mission)
TIER 3 (Lv 11 - 16)	Level 12	Silver Lv 5 (Small Mission)
TIER 3 (Lv 11 - 16)	Level 13	Silver Lv 5 (Small Mission)
TIER 3 (Lv 11 - 16)	Level 14	Silver Lv 5 (Small Mission)
TIER 3 (Lv 11 - 16)	Level 15	Silver Lv 5 (Standard Mission)
TIER 3 (Lv 11 - 16)	Level 16	Silver Lv 6 (Standard Mission)
TIER 4 (Lv 17 - 20)	Level 17	Silver Lv 6 (Standard Mission)
TIER 4 (Lv 17 - 20)	Level 18	Silver Lv 7 (Standard Mission)
TIER 4 (Lv 17 - 20)	Level 19	Silver Lv 7 (Standard Mission)
TIER 4 (Lv 17 - 20)	Level 20	Silver Lv 8 (Standard Mission)
Above TIER 4	Level 21	Gold Lv 9 (Small Mission)
Above TIER 4	Level 22	Gold Lv 9 (Small Mission)
Above TIER 4	Level 23	Gold Lv 9 (Standard Mission)
Above TIER 4	Level 24	Gold Lv 10 (Standard Mission)
Above TIER 4	Level 30	Gold Lv 16+ (Standard Mission)

This is a conversion table for 5E Adventure to the equivalent CBA mission. It is raw measurement by calculating monster challenge rating without turning monsters into CBA boss monsters

CBA characters of lower levels are more powerful than 5E characters despite the former having lower HP. That's because they have the option to neutralise their enemies, effectively reducing their enemies' HP by half.

(5E Enemy Experience) / 3 = CBA enemy Danger Rating

Bond

CBA characters gain bond with each other at the successful completion of missions. They also gain bond with at least 1 important NPC and the region they're working in.

Important NPCs: Designate 1 or 2

Location: Could be the continent or just the city.

Fond Memories

If there are any side objectives in the adventure and the PCs successfully completed it, they gain additional 10 Fond Memories point.

CBA PC Party Combat Rating

PC LEVEL	NORMAL (x4)		HARD (x4)		VERY HARD (x4)	
Level 1	200	(800)	300	(1,200)	400	(1,600)
Level 2	240	(960)	360	(1,440)	480	(1,920)
Level 3	280	(1,120)	420	(1,680)	560	(2,240)
Level 4	480	(1,920)	720	(2,880)	960	(3,840)
Level 5	1,200	(4,800)	1,800	(7,200)	2,400	(9,600)
Level 6	1,400	(5,600)	2,100	(8,400)	2,800	(11,200)
Level 7	1,600	(6,400)	2,400	(9,600)	3,200	(12,800)
Level 8	2,000	(8,000)	3,000	(12,000)	4,000	(16,000)
Level 9	4,800	(19,200)	7,200	(28,800)	9,600	(38,400)
Level 10	5,500	(22,000)	8,250	(33,000)	11,000	(44,000)
Level 11	6,200	(24,800)	9,300	(37,200)	12,400	(49,600)
Level 12	8,200	(32,800)	12,300	(49,200)	16,400	(65,600)
Level 13	8,700	(34,800)	13,050	(52,200)	17,400	(69,600)
Level 14	9,100	(36,400)	13,650	(54,600)	18,200	(72,800)
Level 15	9,500	(38,000)	14,250	(57,000)	19,000	(76,000)
Level 16+	10,000	(40,000)	15,000	(60,000)	20,000	(80,000)

CBA character's combat prowess can be calculated using the Combat Rating Table, which is based on the PC's level. At level 16, they reach their maximum Combat Rating. Characters of higher level, such as level 42 would still have 10,000 CR.

The player party's combat rating, is the sum of their combat rating. For example, in a group with four level 6 characters (4 x 1,400), they have a combined party combat rating of 5,600.

In a balanced combat situation, the PC party and enemy group would have roughly equal amount of Combat Rating and Danger Rating respectively.

When enemy danger rating is 1.5 times, the combat situation becomes hard & at 2 times, it becomes very hard.

ITEM CONVERSION

ITEM CONVERSION SUMMARY

Normal Items

- Find the closest substitute in the standard item list
- If there are no equivalent, convert the Gold Piece cost to cred at 10:1 ratio.

Magical Items

- Items with +1 bonus in 5E gets 0 bonus. Items with +2 & +3 bonus in 5E gets +1 bonus in CBA.
- Magic Weapons are converted to Soularm or Spiritarm of a similar type. Weapons with +2 and +3 have growing power, allowing their power to grow with the user's level.
- Items that can be activated with bonus action can be activated with minor actions. Standard action becomes minor action.

Normal Items

Just use the equivalent of CBA items in the purchasable items list. (Chapter 9)

Magical items

According to CBA's design principle, magical & special weapons should not cause power creep. So there is a cap to special weapon's damage. Use the True Spiritarm's damage chart in Chapter 9.

5E MONSTER FULL CONVERSION

MONSTER FULL CONVERSION SUMMARY

This conversion fully adapts 5E to CBA monsters.

Basic Info

- **EXP to Danger Rating:** Divide exp by 3
- **minor action Count:** Follows grade table
- **Size:** Same, but different terminology. See size table
- **Monster Type:** See analysis & neutralization
- **Languages:** If they know any language = Yes Speech
- **Initiative:** AGI Modifier + (4 normal) or (1 spell/ranged)
- **Alignment:** Ignore
- **Proficiency to Mastery:** Derived from highest Attack Bonus/2 (See Below)

Combat Stats

- **Speed to Distance:** Divide by 30 Per M & use table
- **AC to Defense:** Use conversion table
- **HP:** Leave as is (No change)
- **MP:** Half of HP, double of HP if it's a spellcaster
- **Ability to Attribute Conversion:**
 - Highest Mod between STR & CON to Strength
 - DEX Mod to Agility
 - Highest Mod between INT & WIS to Awareness
 - CHA Mod to Empathy
- **Saving Throws type to Fortitude:**
 - Highest STR, DEX or CON to Physical Fortitude
 - Highest INT, WIS or CHA to Mental Fortitude
- **Skills:** Leave as is (No change)

Attack Stats

- **Attack Bonus to Attack Roll:** Divide by 2, round down
- **Damage:** Divide damage roll average number by 2, rounded down
- **Saving Throw to Effect Roll:** Use highest Attack Roll/2.
- **Effect Damage:** Use highest Attack Roll/2.

Spellcasting

- **Saving Throw to Effect Roll:** Use Attack Roll.
- **Attunement Slots:** Monsters have as many attunement slots as highest Spell Slot, but can have only 8 maximum.
- **Elements:** Pick appropriate elemental attunements

Analyze & Neutralize

- Can be neutralised by at least a Skill & a Toolkit.

Special Features

- Use saving throw conversion conversion.
- Rechargable Actions become Danger Token Bursts

Others

- Attack's secondary effect happen automatically
- And more...

Basic Info

EXP to Danger Rating: Just divide the monster EXP by 3 to get the equivalent in CBA Danger Rating.

5E EXP	DR	GRADE	MINOR ACTIONS
1 - 900	1 - 300	Copper	1 minor
901 - 3,600	301 - 1200	Silver	2 minors
3,601 - 14,400	1201 - 4800	Gold	3 minors
14,401 - 30,000	4800 - 10,000	Gold+	3 minors
30,001 - Above	10,001 - Above	Gold++	3 minors

5E SIZE	CBA SIZE	CBA ZONE SIZE
-	VV Small	1
Tiny	V Small	1
Small	Small	1
Medium	Medium	1
Large	Large	1
Huge	X Large	4 (2 by 2)
Gargantuan	XX Large	9 (3 by 3)
-	XXX Large	16 (4 by 4)

V means Very (Very Small)

X means Extra (Extra Large)

Proficiency to Mastery: Divide the attack bonus of the most accurate attack by 2 and round the result down.

Language to Speech: If the monster know any languages, it is capable of speech.

Initiative to Turn Speed:

- AGI Modifier + 4 for mainly melee enemies or
- AGI Modifier + 1 for mainly spellcaster or ranged attacker enemies

Combat Stats

Speed to Distance: Consider every 30ft as 1 zone and use the table below.

AC to Defense: Use conversion table below

Speed to Distance

SPEED	ZONE/MAX
1 - 15	1z / 1z
16 - 30	1z / 2z
30 - 45	1z / 2z
46 - 60	2z / 4z
60 - 75	2z / 4z
76 - 90	3z / 6z
90 - 105	3z / 6z
106 - 120	4z / 8z

AC to Defense

AC	DEF
6, 7, 8	6
9, 10, 11	7
12, 13, 14	8
15, 16, 17	9
18, 19, 20	10
21, 22, 23	11
24, 25, 26	12
27, 28, 29	13

HP: Use the same HP amount

MP: Half of HP, double the HP if it's a spellcaster

Ability to Attribute Conversion: Use just the modifier

Strength: use the highest Mod between STR & CON

Agility: use DEX Mod

Awareness: use the highest Mod between INT & WIS

Empathy: use CHA Mod

Saves to Fortitude

SAV THR BNS	P/M FORT
0, 1	4
2, 3	5
4, 5	6
6, 7	7
8, 9	8
10, 11	9
12, 13	10
14, 15	11

Saving Throws type to Fortitude: Pick highest bonus between the related 5E saving throw groups and use the table to convert it.

The formula is: $(\text{Bonus} / 2) + 4$

Physical Fortitude: use highest STR, DEX or CON

Mental Fortitude: use highest INT, WIS or CHA

Skills: Use as is (no change). Use the skill conversion table. Monsters don't use Toolkits, but sapienoids/humanoids can. The result may not correspond with the sum of Mastery + Attribute, but that's fine.

Skill & Tools Conversion

5E SKILL & TOOLS	CBA SKILL & TOOLKIT
Acrobatics (Dex)	Sports, Climbing Kit
Animal Handling (Wis)	Appeal, Chemist Kit
Arcana (Int)	Information, Arcanist Kit
Athletics (Str)	Brute
Deception (Cha)	Deceive, Impersonation Kit
History (Int)	Information
Insight (Wis)	Psychology
Intimidation (Cha)	Intimidation
Investigation (Int)	Detect, Reason (for processing clues)
Medicine (Wis)	Information, Chemist Kit
Nature (Int)	Information, Arcanist Kit
Perception (Wis)	Detect
Performance (Cha)	Artistry, Impersonation Kit
Persuasion (Cha)	Appeal
Religion (Int)	Information, Thaumaturgist Kit
Sleight of Hand (Dex)	Thievery
Stealth (Dex)	Thievery
Survival (Wis)	Detect
Thieves' Tools	Infiltration Kit
And more...	And more...

Attack Stats

Attack Bonus to Attack Roll: Divide by 2, round down the attack with highest attack bonus.

Multiattack: Turn multiattack into follow-up attacks

Damage: Divide damage roll average number by 2, rounded down.

Attack Secondary Effect: If the enemy's attack has secondary effect that cause the PC to roll saving throw upon hitting, that effect happens automatically (no need to roll).

Saving Throw to Effect Roll: For abilities that cause the PC to roll saving throw, use the CBA Attack Roll Bonus to make Physical Effect Roll or Mental Effect Roll.

Physical Effect: for STR, DEX or CON saving throw

Mental Effect: for INT, WIS or CHA saving throw

Effect Damage: Divide the damage by 2, rounded down.

Effect Damage Bonus Conversion

DICE / SIZE	D4	D6	D8	D10	D12	D20
1	1	1	2	2	3	5
2	2	3	4	5	6	10
3	3	5	6	8	9	15
4	5	7	9	11	13	21
5	6	8	11	13	16	26
6	7	10	13	16	19	31
7	8	12	15	19	22	36
8	10	14	18	22	26	42
9	11	15	20	24	29	47
10	12	17	22	27	32	52
11	13	19	24	30	35	57
12	15	21	27	33	39	63
13	16	22	29	35	42	68
14	17	24	31	38	45	73
15	18	26	33	41	48	78
16	20	28	36	44	52	84
17	21	29	38	46	55	89
18	22	31	40	49	58	94
19	23	33	42	52	61	99
20	25	35	45	55	65	105

The above is roughly half of the average dice roll result.
All damage is rounded down

Spellcasting

Spell Saving Throw to Effect Roll: Use the converted CBA attack roll bonus (half of highest 5E attack roll bonus) for the effect rolls. Just use the number from the previous section.

Attunement Slots: Monsters have as many attunement slots as highest Spell Slot, but can have only 8 maximum. So if its highest spell slot level is 5, the monster has 5 attunement slots. If it is 9, it still only has 8 attunement slots, because 8 is the max. (Monsters receive no Max MP bonus from attunement slots.)

Elements: Pick appropriate elemental attunements just like how a PC would.

Remember that Cosmic elements needs 2 slots.

Basic Arcane Elements: Fire, Water, Wood, Wind, Earth & Metal.

Advanced Arcane Elements: Toxic (combine Fire, Wood & Earth) & Lightning (combine Water, Wind & Metal).
Ice (All 6 Basic Arcane Elements)

Cosmic Elements: Order, Chaos & Astral

Spellcasting Rank: Based on CBA monster grade -
Copper - Rank 1, Silver - Rank 2, Gold - Rank 3

Analyze & Neutralise

Analyze & Neutralization difficulty: Monster analysis and neutralization Task Difficulty depends on their mastery. Their Mastery is half of their highest 5E attack roll bonus.

Analysis & Neutralization TD

MASTERY	ANALYSIS	NEUTRALIZATION
+2	8	16 or 8 (when faltering)
+3	9	18 or 9 (when faltering)
+4	10	20 or 10 (when faltering)
+5	11	22 or 11 (when faltering)
+6	12	24 or 12 (when faltering)
+7	13	26 or 13 (when faltering)
+8	14	28 or 14 (when faltering)
+9	15	30 or 15 (when faltering)

Falter: The most common way for monsters to falter is to have their HP reduced to 50%. For apparitions, it would be their MP reduced to 50%. You can invent new ways to falter if you want to as long as it's thematically relevant.

Neutralization: All monster should be able to be neutralised by a skill and a toolkit. Even if they don't have the natural ability to neutralise the monster (skill) it is possible for the players to prepare by bringing the right toolkit.

CBA monsters of a certain type should be neutralizable by at least one of the corresponding toolkits so that players can prepare themselves when they are facing a certain type of monster. An Eldritch type monster should be neutralizable by at least one of the following: Arcanist Kit, Climbing Kit, Chemist Kit & Impersonification Kit. If the monster have more than one type, then do the same for the other type.

Monster Types Conversion

5E TYPES	CBA TYPES	TOOLKITS
Aberration	Eldritch	Arcanist, Climbing, Chemist, Impersonification
Beast	Animal	Climbing, Chemist, Impersonification
Celestial	Mystic	Navigation, Impersonification, Thaumaturgist
Construct	Construct	Arcanist, Climbing, Infiltration, Navigation
Dragon	Mystic/Fiend	see Mystic/Fiend
Elemental	Arcanoid	Arcanist, Infiltration, Climbing, Navigation
Fey	Sapienoid	- (Social Skills)
Fiend	Fiend	Chemist, Climbing, Impersonification, Thaumaturgist
Giant	Sapienoid	- (Social Skills)
Humanoid	Sapienoid	- (Social Skills)
Monstrosity	Animal	Climbing, Chemist, Impersonification
Ooze	Eldritch	Arcanist, Climbing, Chemist, Impersonification
Plant	Plant	Arcanist, Chemist, Impersonification
Undead	Undead / Apparition	Chemist, Impersonification, Infiltration, Thaumaturgist
-	Ruinarm	Chemist, Thaumaturgist, Infiltration, Mechanics
-	Apparition	Chemist, Impersonification, Navigation, Thaumaturgist
-	Cinderblighted	Arcanist, Climbing, Mechanics Kit, Navigation

CBA monsters of the types above should be neutralizable to by at least one of the corresponding toolkits above.

Special Features & Immunities

Special features takes a bit of familiarity with both systems to translate. So it's really up to the designer how to deal with it. But here are some general guidance.

Monster Ability That Force Saving Throws: Use the monster's highest CBA attack roll bonus as effect roll.

Rechargeable Action: Features like breath attacks that get recharged when you roll 4 to 6, become 3 Danger Tokens Bursts. For features that recharge on 5 to 6 become 5 Danger Tokens Bursts.

Legendary Actions: Ignored. When Monsters are elevated to boss rank in CBA, they move twice per round. Once on normal turn speed, next at -5 speed. If at -5 speed the turn becomes 0, then it becomes 10 next round. The GM choose if they want to turn the monster into a Boss, so don't worry about this.

Legendary Resistances: Ignored. When Monsters are elevated to boss rank in CBA, they have 3 morale tokens, which can be used to recover HP or nullify negative effects.

Lair Actions: Free to reinterpret.

Damage Types: Convert the damage types using the table below.

Resistances & Immunities: Works the same way. Just convert to relevant type.

Monsters Get Saving Throw Advantages: Just reduce damage by half and gain immunity is it's an effect affliction.

Damage Types

5E TYPES	CBA TYPES
Acid	Toxic
Bludgeoning	Blunt
Cold	Ice
Fire	Fire
Force	Astral
Lightning	Lightning
Necrotic	Chaos
Piercing	Sharp
Poison	Toxic
Psychic	Order, or others
Radiant	Order
Slashing	Sharp
Thunder	Wind

Conditions

5E	CBA
Blinded	Blinded
Charmed	(not condition)
Deafened	Deafened
Frightened	Fear
Grappled	Grappled
Incapacitated	Restrained
Invisible	(not condition)
Paralyzed	Restrained
Petrified	Restrained
Poisoned	Sick
Prone	Prone
Restrained	Restrained
Stunned	Stunned
Unconscious	Knocked Out
Exhaustion	(not condition)

Sample 5E Monster

EMERALD DEVIL

Medium fiend (devil), lawful evil

Armor Class: 15

Hit Points: 90

Speed: 30 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
15 (+3)	14 (+2)	18 (+4)	16 (+3)	13 (+1)	14 (+2)

Saving Throws: Str +6, Con +7, Cha +5

Skills: Investigation 6, Deception 5

Damage Resistances: Cold

Damage Immunities: Fire, Poison

Condition Immunities: Prone

Senses: darkvision 60 ft, passive perception 11

Languages: Common, Infernal

Challenge: 5 (1,800 XP)

Legendary Resistance (3/Day): If the Emerald Devil fails a saving throw, it can choose to succeed instead.

Amphibious: The Emerald Devil can breathe air and water.

Spellcasting: The Emerald Devil is an 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The Emerald Devil has the following wizard spells prepared:

- Cantrips (at will): mage hand, prestidigitation, ray of frost
- 1st level (4 slots): magic missile, shield
- 2nd level (3 slots): acid arrow, mirror image
- 3rd level (3 slots): counterspell, fireball

ACTIONS

Multiattack: The devil makes two attacks. One with its bite and one with its claw.

Bite: Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Claw: Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Tail Spike: Ranged weapon attack: +5 to hit, reach 30 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Fire Breath (Recharge 5-6): The devil exhales fire in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one

LEGENDARY ACTIONS

The devil can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ancient Red Dragon regains spent legendary actions at the start of their turn.

Detect: The devil makes a Wisdom (Perception) check.

Tail Spike (Costs 2 Actions): Ranged weapon attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

CBA Monster Conversion Example

EMERALD DEVIL (Nickname: Greenie)

Silver Grade Fiend

Size: Medium, **Speech:** Yes, **Danger Rating:** 600 (5E convert)

TURN SPEED: 6 **MOV:** 20m/40m (2zone/4zone) Fly
HP: 90 **MP:** 180 **Morale T:** 1 (Normal)
DEF: 9 **P.Fort:** 7 **M. Fort:** 6

MASTERY B.	STR	AGI	AWA	EMP
+3	4	2	3	2

Masteries: Detect 6, Deceive 5

Analyze: Information 8, Psychology 8, Thaumaturgist Kit 8, Arcanist Kit 8

Falter: HP 50% and below

(Behaviour Change: Curls tail and emits smoke)

Neutralize 1: Banish: Intimidate 18 (9 falter), Thaumaturgist Kit 18 (9 falter)

Neutralize 2: Extinguish Tail Fire Chemistry Kit 18 (9 falter)

Immunity: Fire & Toxic type damage & effects, Prone

Resistance: Ice

ACTIONS Major 1 minor 1

ATTACKS & EFFECTS

Bite (Major Action): Melee attack, range: 0, +3 attack, 6 HP Sharp unarmed combat damage.

Claw (minor action, 1 follow up after Bite Major Action): Melee attack, range: 0, +3 attack, 5 HP Sharp Unarmed Combat damage.

Tail Spike (Major Action): Medium ranged attack, range: 0-1, +3 attack, 5 Sharp Unarmed Combat damage.

SPECIAL

Fire Breath (5 danger tokens): Unarmed Combat effect, range: 0, Size: 5m sphere (same zones). Make a Spell effect roll +5 against the physical fortitude of all chosen targets in range. The special's damage is the result of the roll + 12, reduced by each target's physical fortitude, the damage dealt is HP Fire Unarmed Combat damage.

FEATURE

Spellcasting Rank 2: This unit can cast Fire & Chaos elemental spells at rank 1.

Cone Effect = Sphere

5E CONE	CBA SPHERE (CAN CHOOSE TARGET)
15 ft cone	0 range, 5m radius (same zone)
30 ft cone	0-1 range, 5m radius (Choose a zone)
60 ft cone	0-2 range, 10m radius (Choose a zone & 1 zone away)

5E Sphere to 5E Sphere

5E Sphere	CBA SPHERE
10 ft radius	5m radius (same zone)
20 ft radius	5m radius (same zone)
30 ft radius	10m radius (Choose a zone & 1 zone away)
50 ft radius	10m radius (Choose a zone & 1 zone away)
60 ft radius	20m radius (Choose a zone & 2 zone away)

5E MONSTER QUICK CONVERSION

MONSTER QUICK CONVERSION

Mostly the same but faster on-the-fly convert done while still using 5E books.

Basic Info

- **EXP to Danger Rating:** Divide exp by 3
- **Actions:** Use 5E actions & reaction rules
- **Size:** Same, but different terminology. See size table
- **Monster Type:** See analysis & neutralization
- **Languages:** If they know any language = Yes Speech
- **Initiative:** AGI Modifier + (4 normal) or (1 spell/ranged)
- **Alignment:** Ignore
- **Proficiency to Mastery:** Derived from highest Attack Bonus/2 (See Below)

Combat Stats

- **Speed to Distance:** Divide by 30 Per M & use table
- **AC to Defense:** Use conversion table
- **HP:** Leave as is (No change)
- **MP:** Half of HP, double of HP if it's a spellcaster
- **Ability to Attribute Conversion:**
 - Highest Mod between STR & CON to Strength
 - DEX Mod to Agility
 - Highest Mod between INT & WIS to Awareness
 - CHA Mod to Empathy
- **Saving Throws type to Fortitude:**
 - Highest STR, DEX or CON to Physical Fortitude
 - Highest INT, WIS or CHA to Mental Fortitude
- **Skills:** Leave as is (No change)

Attack Stats

- **Attack Bonus to Attack Roll:** Divide by 2, round down
- **Damage:** Divide damage roll average number by 2, rounded down
- **Saving Throw to Effect Roll:** Use highest Attack Roll/2.
- **Effect Damage:** Use highest Attack Roll/2.

Spellcasting

- **Saving Throw to Effect Roll:** Use Attack Roll.
- **Damage:** Half of everything.
- **Spells:** Use same spell method & spell slots.

Analyze & Neutralize

- Can be neutralised by at least a Skill & a Toolkit.

Special Features

- Use saving throw conversion conversion.
- Rechargeable Actions become Danger Token Bursts

Others

- Attack's secondary effect happen automatically
- And more...

AC to Defense

AC	DEF
6, 7, 8	6
9, 10, 11	7
12, 13, 14	8
15, 16, 17	9
18, 19, 20	10
21, 22, 23	11
24, 25, 26	12
27, 28, 29	13