

# Unofficial Saga Edition Conversion Guidelines

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## Introduction

Ultimately, the best way to start a campaign for the new *Saga Edition* of the *Star Wars Roleplaying Game* is by generating new characters. However, many players will want to transfer characters from the previous version of the rules outlined in the *Revised Core Rulebook*. The guidelines are designed to help you convert characters, equipment, and other mechanics from the previous version into the new rules.

Throughout the process, remember that conversion from one game system to another is by definition an inexact science. Though the guidelines provide a foundation for conversion, they can't be exhaustive, nor are they perfect. You'll see a lot of vague references to approximation, estimates, and "starting points." You and your Gamemaster should work together to ensure that the spirit of your character is preserved during the process, even if the numbers don't always add up the same.

## The Basics

There have been a few simple changes to basic mechanics that apply to virtually every character in the game, and these are outlined below.

**Hit Points:** For heroic characters, hit points are equal to vitality points, but add twice your maximum vitality points from your class at 1st level to your total. For example, a soldier 5/noble 3 would add 20 hit points to his total; his class at first level has d10 vitality, and twice the maximum (10 vitality points) yields +20 hit points.

For nonheroic characters, hit points are  $1d4 + \text{Con modifier per level}$  (an average of 2.5 hit points + Con modifier per level, rounded down).

**Defenses:** Your Reflex, Fortitude, and Will Defense scores are calculated with a new method. Each defense score has a value of 10 + heroic level (or armor bonus, if any) + relevant ability modifier + best class defense bonus + size modifier (if any). See *Saga Edition* rulebook, page 36, for a list of class defense bonuses, and see each individual prestige class description for their individual class defense bonuses.

**Damage Threshold:** Your damage threshold is equal to your Fortitude Defense unless you are greater than Medium size (see creatures, below) or you have a talent, feat, or class feature that increases it.

## Species

For the most part, species from the previous rules are playable in the new rules. The primary changes you'll need to make are outlined below. As always, compare the new species to existing species in the *Saga Edition* rulebook to see if your conversion is significantly better or worse than

those species, making adjustments as you see fit. Species that originally appeared in the *Revised Core Rulebook* but not in the *Saga Edition* rulebook are outlined in Table 1: Species. For others, follow the guidelines below.

**Speed:** Your new speed (in 1.5-meter squares) is determined by your old speed (in meters):

Old Speed	New Speed
18–20 meters	10 squares
14–16 meters	8 squares
10–12 meters	6 squares
6–8 meters	4 squares
4 meters	2 squares
2 meters	1 square

If you have an additional movement type (for example, a climb speed or swim speed), convert the speed to squares as described above. Any species with a climb speed can reroll Climb checks or take 10 even under stress, and any species with a swim speed can reroll Swim checks or take 10 even under stress.

**Skills:** If the species gains a skill bonus of some sort, replace it with one of the options outlined below; of these, the "reroll" option is by far the most common. Generally, a species shouldn't have special rules for more than two skills.

**Reroll:** You may reroll a skill check for a given skill, but you must keep the second result. If the species' bonus in the previous rules only applied to part of a skill (for example, Intimidation is now just a part of Persuasion), limit the reroll to a single use of that skill (for example, you can reroll only when using Persuasion to intimidate). This is best used for a species that is naturally good (or, rather, naturally unlikely to fail) with a given skill, whether trained or not.

**Conditional Bonus Feat:** You gain Skill Focus (skill) if you are trained in that skill. This is best for skills where the species is best-known for producing highly skilled experts or professionals in a given field (for example, Bothans make exceptionally good spies, but they do spend a lot of time training to achieve this). In addition, this may be used as a way to further enhance a species' natural aptitude with a skill that already gets a reroll (for example, Cereans get a reroll and a conditional bonus feat for Initiative).

**Take 10 Under Stress:** You may take 10 at any time with the skill. This is usually reserved for Swim and Climb when the species has a swim or climb speed, respectively.

**Other Abilities:** Most other abilities should have a clear analog. For example, a species that used to gain Iron Will as a bonus feat should instead get a +2 species bonus to its Will Defense. Similarly, a species with Toughness as a bonus feat should gain either Toughness (if you want them to last a bit longer in a fight) or Improved Damage

Threshold (if you want them to be hard to hurt or kill). Low-light vision and darkvision are kept intact, but make sure you use the versions shown in Chapter 2: Species.

TABLE 1: SPECIES

Species	Species Traits
Geonosian	+2 Str, -2 Int, -2 Wis, -2 Cha; speed 6 sq., fly 8 sq.; +1 natural armor; +2 species bonus to Fortitude Defense vs. radiation; low-light vision; bonus feat: Exotic Weapon Proficiency (electrostaff); conditional bonus feat: Skill Focus (Mechanics) if trained in Mechanics; languages: Geonosian.
Jawa	+2 Dex, -2 Str, -2 Cha; Small (+1 Reflex Defense, +5 Stealth); speed 4 sq.; may take 10 on Survival checks in desert terrain, reroll Mechanics checks when repairing an object or droid; darkvision; languages: Jawa and Jawa Trade Language.
Kaminoan	+2 Con, -2 Wis; speed 6 sq.; may take 10 on Survival checks in aquatic terrain, reroll Treat Injury and Knowledge (life sciences) checks; languages: Kaminoan and Basic.
Noghri	+2 Dex, -4 Cha; Small (+1 Reflex Defense, +5 Stealth); speed 6 sq.; scent; primitive; bonus feat: Martial Arts I; reroll Initiative checks; languages: Honoghran.
Tusken Raider	+2 Con, -2 Int, -2 Wis; speed 6 sq.; reroll Stealth and Survival checks; languages: Tusken.

## Droids

Droids are the one aspect of the new rules that are best converted by starting from scratch; unlike the revised rules, *Saga Edition* presents a comprehensive system for designing and building new droids, so retaining the balance in the new rules is a little bit tricky. Still, if you want to convert a droid and keep it as close as possible to the previous version, follow the steps outlined below.

**Abilities:** For unique, heroic droids (such as one created specifically for a player character), no adjustment is necessary. For mass-produced models of droids, determine the droid's natural ability scores by subtracting the size modifiers by degree and size (*Saga Edition* rulebook, pages 186–187); discard the droid's original Constitution score as it is not used in the new rules. Replace these ability scores with 13, 12, 11, 10, and 9, from highest to lowest (or 15, 14, 13, 12, 10 if the droid's first level is in a heroic class); if two ability scores have the same value, you may put the higher score in whichever one you wish. Finally, add the degree and size modifiers back onto the ability scores to determine their final value.

**Hit Points and Damage Threshold:** If the droid is Large or greater size, make sure you add the appropriate adjustment to the droid's hit points and damage threshold (see Table 11–2, *Saga Edition* rulebook, page 187).

**Speed:** Determine the droid's speed as shown for species (see above), up to the maximum listed for the droid's locomotion system and size (see Table 11–3, *Saga Edition* rulebook, page 188).

**Unarmed Damage:** Replace the droid's unarmed damage with the appropriate amount for its size and appendages (see Table 11–4, *Saga Edition* rulebook, page 190).

**Other Systems and Accessories:** Most other systems and accessories should have a clear equivalent in the new rules; when in doubt, compare to a droid that has game statistics in both systems (such as an R2 astromech, 3PO protocol, or B1 battle droid).

## Classes and Prestige Classes

Classes and prestige classes are substantially changed from their previous versions; instead of having pre-determined class features that are granted at particular levels, both classes and prestige classes in *Saga Edition* have “talents” that can potentially be selected in any order. This maximizes the degree of customization possible in the new rules, but it does make it somewhat tricky to convert an old character.

Keep in mind that some classes have been merged with others, and each class is meant to be very flexible in its scope. Don't get caught up on the *name* of a class; instead, focus on its functionality and role. For example, an officer, business executive, or professor might all be members of the noble class despite having no aristocratic background; instead, they are logical members of that class because of their leadership skills and education.

TABLE 2: CLASSES AND PRESTIGE CLASSES

Old Class	New Class or Prestige Class
Force adept	Scout* and Force adept
Fringer	Scout
Jedi consular	Jedi and Jedi Knight
Jedi guardian	Jedi and Jedi Knight
Noble	Noble
Scoundrel	Scoundrel**
Scout	Scout
Soldier	Soldier
Tech specialist	Scoundrel
Old Prestige Class	New Class or Prestige Class
Bounty hunter	Bounty hunter
Crime lord	Crime lord
Dark side devotee	Force adept
Dark side marauder	Force adept
Elite trooper	Elite trooper
Jedi ace	Ace pilot
Jedi investigator	Jedi and bounty hunter
Jedi master	Jedi Master
Officer	Officer
Sith acolyte	Sith apprentice
Sith Lord	Sith Lord
Sith warrior	Sith apprentice
Starship ace	Ace pilot
Old Professional Class	New Class
Diplomat	Nonheroic
Expert	Nonheroic
Thug	Nonheroic

\* The Force adept concept can be played with any class, but those that come from isolated worlds (the default for Force adepts in the *Revised Core Rulebook*) are most often scouts.

\*\* Many scoundrels are also well-adapted to the gunslinger prestige class.

TABLE 3: CLASS FEATURES

Old Class Feature	New Mechanic	Old Prestige Class Feature	New Mechanic
<i>Any Class</i>		<i>Bounty hunter</i>	
Bonus feat	Bonus feat for that class	Sneak attack	Sneak Attack (talent: scoundrel)
<i>Fringer</i>		Target bonus	Familiar Foe (feature: bounty hunter)
Barter	Barter (talent: scout)	<i>Crime lord</i>	
Bonus feat	Bonus feat (scout)	Contact	Connections (talent: noble)
Jury-rig	Jury-Rigger (talent: scout)	Exceptional minions	Attract Minion (talent: crime lord)
Survival	Fringe Savant (talent: scout)	Inspire fear	Inspire Fear I/II/III (talent: crime lord)
<i>Force adept</i>		Minions	Attract Minion (talent: crime lord)
Comprehend speech	n/a	Resource access	Wealth (talent: noble)
Force secret	Force Secret (feature: Force disciple)	<i>Dark side devotee</i>	
Force talisman	Force Talisman (talent: Force adept)	Dark side Skill Emphasis	Embrace the Dark Side (talent: Force adept)
Force training	Force Training (feat)	Dark side talisman	Force Talisman (talent: Force adept)
Force weapon	Attune Weapon (talent: Force adept), Empower Weapon (talent: Force adept)	Force training	Force Training (feat)
Skill emphasis	Skill Focus (feat)	Force weapon	Attune Weapon (talent: Force adept) and Empower weapon (talent: Force adept)
<i>Jedi consular</i>		<i>Dark side marauder</i>	
Block	<i>Negate energy</i> (Force power) or <i>rebuke</i> (Force power)	Bonus feats	Bonus feat (soldier)
Deflect (attack)	Redirect Shot (talent: Jedi)	Force training	Force Training (feat)
Deflect (defense)	Deflect (talent: Jedi)	<i>Elite trooper</i>	
Deflect (extend defense and attack)	Draw Fire (talent: soldier)	Deadly strike	Devastating Attack (talent: soldier) or Improved Devastating Attack (talent: elite trooper)
Force training	Force Training (feat)	Uncanny dodge	Uncanny Dodge I/II (talent: scout)
Healing	Force Treatment (talent: Force adept)	Weapon Focus	Weapon Focus (feat)
Increase lightsaber dmg	n/a	Weapon specialization	Weapon Specialization (talent: soldier)
Jedi Knight	Bonus feat (Jedi)	<i>Jedi ace</i>	
Skill Emphasis	Skill Focus (feat)	Familiarity	Expert Gunner (talent: ace pilot)
<i>Jedi guardian</i>		Jedi Knight	Bonus feat (Jedi)
Block	<i>Negate energy</i> (Force power) or <i>rebuke</i> (Force power)	Starfighter defense	Vehicle Dodge (feature: ace pilot)
Deflect (attack)	Redirect Shot (talent: Jedi)	Starfighter evasion	Vehicular Evasion (talent: ace pilot)
Deflect (defense)	Deflect (talent: Jedi)	Starship focus	Force Pilot (talent: Force)
Deflect (extend defense and attack)	Draw Fire (talent: soldier)	Trust the Force	Hyperdriven (talent: scoundrel) or stellar warrior (talent: scoundrel)
Force training	Force Training (feat)	<i>Jedi investigator</i>	
Increase lightsaber dmg	n/a	Bonus feat	Bonus feat (Jedi)
Jedi Knight	Bonus feat (Jedi)	Contact	Connections (talent: noble)
<i>Noble</i>		Deflect (attack)	Redirect Shot (talent: Jedi)
Bonus class skill	Skill Training (feat)	Deflect (defense)	Deflect (talent: Jedi)
Coordinate	Coordinate (talent: noble)	Favor	Connections (talent: noble)
Favor	Connections (talent: noble)	Jedi Knight	Bonus feat (Jedi)
Inspire confidence	Inspire Confidence (talent: noble)	Profile	Nowhere to Hide (talent: bounty hunter)
Inspire greatness	Ignite Fervor (talent: noble)	Target bonus	Familiar Foe (feature: bounty hunter)
Resource access	Wealth (talent: noble)	<i>Jedi Master</i>	
<i>Scoundrel</i>		Bonus feat	Bonus feat (Jedi)
Illicit barter	n/a	Deflect (attack)	Redirect Shot (talent: Jedi)
Lucky	Knack (talent: scoundrel) or Lucky Shot (talent: scoundrel)	Deflect (defense)	Deflect (talent: Jedi)
Precise attack	Sneak Attack (talent: scoundrel)	Force secret	Force Secret (feature: Jedi Master)
Skill Emphasis	Skill Focus (feat)	Increase lightsaber damage	n/a
<i>Scout</i>		<i>Officer</i>	
Evasion	Evasion (talent: scout)	Bonus feat	Bonus feat (noble or soldier)
Extreme effort	Extreme Effort (talent: scout)	Improved tactics	Tactical Edge (talent: officer)
Heart	n/a	Leadership	Inspire Confidence (talent: noble)
Skill mastery	Acute Senses (talent: scout), Improved Initiative (talent: scout), or Improved Stealth (talent: scout)	Requisition supplies	Connections (talent: noble)
Trailblazing	Long Stride (talent: scout) or Surefooted (talent: scout)	Tactics	Deployment Tactics (talent: officer)
Uncanny dodge	Uncanny Dodge I/II (talent: scout)	Uncanny survival	Shift Defense I/II/III (talent: officer)
<i>Tech specialist</i>		<i>Starship ace</i>	
Expert	Skill Focus (feat)	Familiarity	Expert Gunner (talent: ace pilot)
Instant mastery	Skill Training (feat)	Improved starship evasion	Juke (talent: ace pilot)
Research	Trace (talent: scoundrel)	Starship defense	Vehicle Dodge (feature: ace pilot)
Skill Emphasis	Skill Focus (feat)	Starship evasion	Vehicular Evasion (talent: ace pilot)
Tech specialty	Gimmick (talent: scoundrel), Master Slicer (talent: scoundrel), or Demolitionist (talent: soldier)		

## Other Prestige Classes

To convert other prestige classes to the *Saga Edition* rules, use existing prestige classes as a starting point for a comparison. A few specific suggestions are outlined below.

**Requirements:** Convert skill rank requirements to skill training in the equivalent skill, and add a "Minimum Level" requirement equal to (required skill ranks) - 3. For other requirements, look for an equivalent talent, feat, or class feature.

**Hit Points:** Prestige classes should grant the same number of hit points at each level as their old versions granted in vitality points.

**Starting Feats:** Prestige classes should not have starting feats in the new rules.

**Defense Bonuses:** To figure out a prestige class's class defense bonuses, look at the previous progression of Fortitude, Reflex, and Will saving throws to determine if they are "high" (starting at +2), "medium" (starting at +1), or "low" (starting at +0). Generally, a "high" bonus should be +4 in the new rules, "medium" should be +2, and low should be +0. For example, a prestige class with a good Fortitude save and a medium Reflex save should have class defense bonuses of +4 Fortitude Defense and +2 Reflex Defense.

The total of all class defense bonuses should be +6 for most prestige classes. If you went over this amount, reduce class defense bonuses (starting with the lowest) until you reach the right amount. For example, if a class had two high and one medium saving throw, this would be +4, +4, +2, four points too many. Reducing the lowest class bonus first, we're left with +4, +4 in the highest two, still two points too many. Removing points from them equally yields +3, +3, a total of six points.

**Class Features:** Most class features can be left intact or used with slight adjustments, but note that the new rules generally avoid giving a bonus to skill checks; instead, consider abilities that reduce penalties, allow rerolls, or allow the character to take 10 even under stress. As always, look for an existing talent or class feature in the *Saga Edition* rules that is close to the previous class feature.

# Skills

Skills have changed substantially in that there are no longer skill ranks and most skills have been combined into new skills. To convert your character's skills, look at the number of ranks in each skill. If you have a number of ranks equal to at least half your character level, you should

probably be trained in the equivalent skill (or possess the talent, feat, or other mechanic) shown on Table 4: Skills. If you run out of trained skills (determined by your starting class), consider taking the Skill Training feat (available as a bonus feat to all classes). If you have trained skills left over, allocate them to whatever skills best fit your character's background and personality.

TABLE 4: SKILLS

Old Skill	New Mechanic		
Appraise	Knowledge (technology) (skill)	Listen	Perception (skill)
Astrogate	Use Computer (skill)	Move Silently	Stealth (skill)
Balance	Acrobatics (skill)	Pilot	Pilot (skill)
Bluff	Deception (skill)	Profession	n/a
Climb	Climb (skill)	Read/Write Language	Linguist (feat)
Computer Use	Use Computer (skill)	Repair	Mechanics (skill)
Craft	Mechanics (skill) or Knowledge (technology) (skill)	Ride	Ride (skill)
Demolitions	Mechanics (skill) and/or Demolitionist (talent: soldier)	Search	Perception (skill)
Diplomacy	Persuasion (skill)	Sense Motive	Will Defense and/or Perception (skill)
Disable Device	Mechanics (skill)	Sleight of Hand	Deception (skill)
Disguise	Deception (skill)	Speak Language	Linguist (feat)
Entertain	Persuasion (skill)	Spot	Perception (skill)
Escape Artist	Acrobatics (skill)	Survival	Survival (skill)
Forgery	Deception (skill)	Swim	Swim (skill)
Gamble	Gambler (talent: scout)	Treat Injury	Treat Injury (skill)
Gather Information	Gather Information (skill)	Tumble	Acrobatics (skill)
Handle Animal	Persuasion (skill) or Knowledge (life sciences) (skill)	<b>Old Force Skill</b>	<b>New Mechanic</b>
Hide	Stealth (skill)	Affect Mind	<i>mind trick</i> (Force power)
Intimidate	Persuasion (skill)	Battlemind	<i>battle strike</i> (Force power)
Jump	Jump (skill)	Drain Energy	n/a
Knowledge (alien species)	Knowledge (life sciences) (skill) or Knowledge (social sciences) (skill)	Empathy	Force Perception (talent: Force) and/or Force Persuasion (talent: Jedi)
Knowledge (archaeology)	Knowledge (galactic lore) (skill) or Knowledge (social sciences) (skill)	Enhance Ability	n/a
Knowledge (architecture)	Knowledge (technology) (skill)	Enhance Senses	Use the Force (skill) and/or Force Perception (talent: Force)
Knowledge (astronomy)	Knowledge (physical sciences) (skill)	Farseeing	<i>farseeing</i> (Force power)
Knowledge (biology)	Knowledge (life sciences) (skill)	Fear	<i>mind trick</i> (Force power)
Knowledge (bureaucracy)	Knowledge (bureaucracy) (skill)	Force Defense	<i>rebuke</i> (Force power)
Knowledge (business)	Knowledge (business) (skill)	Force Grip	<i>Force grip</i> (Force power)
Knowledge (chemistry)	Knowledge (physical sciences) (skill)	Force Lightning	<i>Force lightning</i> (Force power)
Knowledge (engineering)	Knowledge (technology) (skill)	Force Stealth	Clear Mind (talent: Jedi)
Knowledge (forensics)	Knowledge (physical sciences) (skill)	Force Strike	<i>Force slam</i> (Force power) and/or <i>Force thrust</i> (Force power)
Knowledge (genetics)	Knowledge (life sciences) (skill)	Friendship	Force Persuasion (talent: Jedi) and/or Charm Beast (talent: Dathomiri Witch)
Knowledge (geography)	Knowledge (galactic lore) (skill)	Heal Another	<i>vital transfer</i> (Force power)
Knowledge (history)	Knowledge (galactic lore) (skill)	Heal Self	<i>vital transfer</i> (Force power)
Knowledge (Jedi lore)	Knowledge (galactic lore) (skill)	Illusion	n/a
Knowledge (medicine)	Knowledge (life sciences) (skill)	Move Object	<i>move object</i> (Force power)
Knowledge (physics)	Knowledge (physical sciences) (skill)	See Force	Use the Force (skill)
Knowledge (politics)	Knowledge (social sciences) (skill) or Knowledge (bureaucracy) (skill)	Telepathy	Use the Force (skill)
Knowledge (streetwise)	Knowledge (bureaucracy) (skill) or Knowledge (social sciences) (skill)		
Knowledge (tactics)	Knowledge (tactics) (skill)		
Knowledge (technology)	Knowledge (technology) (skill)		
Knowledge (wilderness lore)	Knowledge (life sciences) (skill) and/or Survival (skill)		
Knowledge (world lore)	Knowledge (galactic lore)		

# Feats

In most cases, feats haven't changed too much, but feats that provide a bonus to skill checks are an exception. Most

of these feats are best realized with the Skill Focus feat. Use Table 5: Feats to determine the equivalent mechanic for all of your character's feats in the old rules.

TABLE 5: FEATS

Old Feat	New Mechanic	Old Feat	New Mechanic
Acrobatic	Skill Focus (Acrobatics)	Starship Operation	Vehicle Combat
Advanced Martial Arts	Martial Arts III	Steady	Skill Focus (Acrobatics)
Alertness	Skill Focus (Perception)	Stealthy	Skill Focus (Stealth)
Ambidexterity	Dual Weapon Mastery I	Sunder	n/a
Armor Proficiency (heavy)	Armor Proficiency (heavy)	Surgery	Skill Focus (Treat Injury)
Armor Proficiency (light)	Armor Proficiency (light)	Toughness	Improved Damage Threshold
Armor Proficiency (medium)	Armor Proficiency (medium)	Track	Expert Tracker (talent: scout)
Armor Proficiency (powered)	n/a	Trick	Skill Focus (Deception)
Athletic	Skill Focus (Climb) and/or Skill Focus (Jump)	Trustworthy	Skill Focus (Persuasion) or Skill Focus (Gather Information)
Blind-Fight	Keen Shot (talent: scout)	Two-Weapon Fighting	Dual Weapon Mastery II
Cautious	Skill Focus (Mechanics)	Weapon Finesse	Weapon Finesse
Cleave	Cleave	Weapon Focus	Weapon Focus
Combat Expertise	Melee Defense	Weapon Group Proficiency (blaster pistols)	Weapon Proficiency (pistols)
Combat Reflexes	Combat Reflexes	Weapon Group Proficiency (simple)	Weapon Proficiency (simple)
Defensive Martial Arts	n/a	Weapon Group Proficiency (blaster rifles)	Weapon Proficiency (rifles)
Dodge	Dodge	Weapon Group Proficiency (vibro weapons)	Weapon Proficiency (advanced melee weapons)
Endurance	Endurance (skill)	Weapon Group Proficiency (heavy weapons)	Weapon Proficiency (heavy weapons)
Exotic Weapon Proficiency	Exotic Weapon Proficiency (weapon) or Weapon Proficiency (lightsabers)	Weapon Group Proficiency (slugthrowers)	Weapon Proficiency (pistols) and Weapon Proficiency (rifles)
Fame	n/a	Weapon Group Proficiency (vehicle weapons)	Weapon Proficiency (heavy weapons)
Far Shot	Far Shot	Whirlwind Attack	Whirlwind Attack
Force-Sensitive	Force Sensitivity	Zero-G Training	Spacehound (talent: scoundrel)
Frightful Presence	n/a	<b>Old Force Feat</b>	<b>New Mechanic</b>
Gearhead	Skill Focus (Mechanics)	Alter	Use the Force (skill)*
Great Cleave	Great Cleave	Attuned	Equilibrium (talent: Force)
Great Fortitude	Improved Defenses	Aware	Improved Sense Force (Force technique)
Headstrong	n/a	Burst of Speed	surge (Force power)
Heroic Surge	n/a	Compassion	vital transfer (Force power)
Improved Bantha Rush	Bantha Rush	Control	Use the Force (skill)*
Improved Critical	Triple Crit	Dissipate Energy	negate energy (Force power)
Improved Disarm	Improved Disarm	Focus	Disciplined Strike (talent: Force)
Improved Initiative	Initiative (skill)	Force Flight	Flight (talent: Dathomiri Witch)
Improved Martial Arts	Martial Arts II	Force Mastery	Quicken Power (Force secret)
Improved Trip	Trip	Force Mind	Battle Meditation (talent: Jedi)
Improved Two-Weapon Fighting	Dual Weapon Mastery III	Force Speed	surge (Force power)
Infamy	n/a	Force Whirlwind	Improved Move Light Object (Force technique)
Influence	Connections (talent: noble)	High Force Mastery	Force Point Recovery (Force technique)
Iron Will	Improved Defenses	Improved Force Mind	Battle Meditation (talent: Jedi)
Lightning Reflexes	Improved Defenses	Knight Defense	Lightsaber Defense (talent: Jedi)
Low Profile	n/a	Knight Mind	Battle Meditation (talent: Jedi)
Martial Arts	Martial Arts I	Knight Speed	surge (Force power)
Mimic	Skill Focus (Deception)	Lightsaber Defense	Lightsaber Defense (talent: Jedi)
Mobility	Mobility	Link	Improved Telepathy (Force technique)
Multishot	Burst Fire	Malevolent	Telekinetic Power (talent: Force)
Nimble	Skill Focus (Acrobatics) or Skill Focus (Deception)	Master Defense	Lightsaber Defense (talent: Jedi)
Persuasive	Skill Focus (Deception) or Skill Focus (Persuasion)	Master Mind	Battle Meditation (talent: Jedi)
Point Blank Shot	Point Blank Shot	Master Speed	surge (Force power)
Power Attack	Power Attack	Mettle	battle strike (Force power) or rebuke (Force power)
Precise Shot	Precise Shot	Mind Trick	mind trick (Force power)
Quick Draw	Quick Draw	Rage	dark rage (Force power)
Quickness	Toughness	Sense	Use the Force (skill)*
Rapid Shot	Rapid Shot		
Rugged	Skill Focus (Survival)		
Run	Run (talent: scout)		
Sharp-Eyed	Skill Focus (Perception)		
Shot on the Run	Running Attack		
Skill Emphasis	Skill Focus		
Spacer	Skill Focus (Pilot)		
Spring Attack	Running Attack		
Stamina	Extra Second Wind		
Starship Dodge	Vehicle Dodge (feature: ace pilot)		

\* Optionally, take a talent from the Force talent tree of the same name.

# Equipment

Like everything else, equipment usually works similarly to how it did before, but there are a few significant exceptions.

## Weapons

The primary things you'll need to adjust with weapons are

### Range

Ranged weapons have their range determined by their weapon group. In addition, they may have the accurate/inaccurate quality depending on their range increments.

TABLE 6: ACCURATE AND INACCURATE WEAPONS BY RANGE INCREMENT

Weapon Group	Inaccurate	Accurate
Heavy	60 m or less	120 m or more
Pistols	8 m or less	12 m or more
Rifles	20 m or less	40 m or more
Simple	4 m or less	12 m or more
Thrown	2 m	6 m or more

**Exotic Weapons:** To determine the range for an exotic weapon, compare it to the most similar weapon to determine what range group it should use. For example, a Medium-size weapon with a stock is probably most similar to a rifle, while a Large shoulder-fired weapon is probably most similar to a heavy weapon. Determine the accurate or inaccurate quality as described above.

### Autofire Capability

Most weapons are single-shot only. Rifles with a multifire setting will have single-shot and autofire capability in the new rules. Any weapon with an autofire setting in the old rules will be an autofire-only weapon in the new rules.

### Damage

Damage dice are the same with a few exceptions:

**Explosives:** Grenades, thermal detonators, and the like no longer have a bonus after their damage dice (for example, 4d6+1 is now 4d6). Other explosive weapons such as missile launchers and flechette launchers should all have d6 damage dice. Figure the weapon's maximum damage and divide by 6, rounding down, to determine the number of damage dice. Example: A DF-D1 flechette launcher deals 5d8 damage. Its maximum damage is 40; dividing by 6 and rounding down, we get 6. Thus, the DF-D1 deals 6d6 damage in the new rules.

**Blasters:** All blasters do three dice of damage. Most haven't changed, but a few (including several from *Arms & Equipment Guide*) have different damage dice now, as shown on the following chart.

Old Dice	New Dice
2d4	3d3
2d6	3d4
4d8	3d10
6d8	3d12

If a blaster has a damage bonus, increase the die type by one step if the bonus is greater than half the number of damage dice. If a blaster has a damage penalty, decrease the die type by one step if the penalty is greater than half the number of damage dice. Otherwise, drop the modifier altogether. *Example:* an A280 blaster rifle deals 3d8+3 damage. Since 3 is greater than half the number of damage dice ( $3/2 = 1.5$ ), the A280's damage would be 3d10. A DY-225 heavy blaster deals 3d8-2 damage. Since 2 is greater than half the number of damage dice ( $3/2 = 1.5$ ), the DY-225's damage would be 3d6. A Quick 6 sporting blaster deals 3d4-1 damage. Since 1 is less than half the number of damage dice, the Quick 6's damage is 3d4.

**Other Weapons:** Slugthrowers and powered melee weapons all do two dice of damage. If the weapon has more or less than two dice of damage, divide its maximum damage by 2, rounding up to the nearest even number of 2, to determine its new die type (maximum 2d12). *Example:* A great force pike deals 3d8 damage. Its maximum damage is 24; dividing by 2, we get 12. Thus, the great force pike deals 2d12 damage in the new rules. A vibrorapier deals 2d6+2 damage. Its maximum damage is 14; dividing by 2, we get 7 (which we round up to 8, the nearest even number). Thus, a vibrorapier deals 2d8 damage in the new rules.

All other non-powered weapons should only deal a single die of damage. Figure their maximum damage and round up to the nearest even number to determine their damage dice (maximum 1d12).

## Armor

Armor works differently now, providing a bonus to Reflex Defense (and sometimes Fortitude Defense) instead of Damage Reduction.

**Armor Bonus to Reflex Defense:** In most cases, the new armor bonus will be the old damage reduction plus 2.

**Equipment Bonus to Fortitude Defense:** Most full-body armor (that is, covering the whole body, including the head and face) provides an equipment bonus to Fortitude Defense. This bonus is +1 for an armor bonus of +4 or less, +2 for an armor bonus of +5 to +8, +3 for an armor bonus of +9, and +4 for an armor bonus of +10.

**Maximum Dex Bonus:** Most armor has a Max Dex Bonus equal to  $5 - (\text{armor bonus})/2$ , rounded down.

## Other Equipment

With few exceptions, equipment will work as written in the new rules, but devices that provide an equipment bonus of greater than +2 should be very rare. In these cases, consider alternatives that reduce penalties instead of adding bonuses.

**Electronic Devices:** Most electronic devices that provide a skill bonus have an Intelligence of  $10 + (2 \times \text{bonus})$ , but very simple electronic devices (that is, those that don't provide a skill bonus) usually only have an Intelligence of 1.

# Vehicles and Starships

Converting vehicles and starships can be a little tricky because you need to determine statistics in a particular order. Follow the guidelines below in the order listed.

**Size:** A vehicle's new size is based on its old size (in character, starship, or station scale), as shown on Table 7: Vehicle Sizes. You'll need this when recalculating Reflex Defense, below.

TABLE 7: VEHICLE SIZES

Character Size	Starship Size	Station Size	New Size	Size Modifier
Fine			Fine	-10
Diminutive			Diminutive	-5
Tiny			Tiny	-2
Small			Small	-1
Medium			Medium	+0
Large	Fine		Large	+1
Huge	Diminutive		Huge	+2
Gargantuan	Tiny		Gargantuan	+5
Colossal	Small	Fine	Colossal	+10
	Medium	Diminutive	Colossal (frigate)	+10
	Large	Tiny	Colossal (frigate)	+10
	Huge	Small	Colossal (frigate)	+10
	Gargantuan	Medium	Colossal (cruiser)	+10
	Colossal	Large	Colossal (cruiser)	+10
		Huge	Colossal (station)	+10
		Gargantuan	Colossal (station)	+10
		Colossal	Colossal (station)	+10

**Speed:** A vehicle's speed is determined by its maximum velocity (in km/h). Generally, capital ships (that is, anything of Colossal [frigate] or greater size) do not have a character-scale speed rating; at this 1.5-meter-square scale, they don't move around *on* battlefields—they are battlefields.

Maximum Velocity	Speed*
less than 10 km/h	2 squares
10–29 km/h	4 squares
30–99 km/h	6 squares
100–299 km/h	8 squares
300–999 km/h	12 squares
1,000 km/h or more	16 squares

\* Reduce speed by one step for walkers of Gargantuan or greater size.

Maximum velocity itself does not change.

**Speed (starship scale):** For starships, fly speed (in space) is equal to one-half their maximum speed in space in the old rules (rounding down). Airspeeders also get a starship-scale fly speed (for battles up to suborbital altitudes), determined by their maximum velocity:

Maximum Velocity	Speed (in space)
less than 1,000 km/h	3 squares
1,000–1,199 km/h	4 squares
1,200–1,299 km/h	5 squares
1,300 km/h or more	6 squares

**Hit Points:** Hit points are determined by the vehicle's previous Hull Points. The exact formula is determined by the vehicle's class (starship vs. vehicle) and its previous Hull Points.

*Starship with 200 or more Hull Points:* Hit points = Hull Points × 3.

*Starship with less than 200 Hull Points:* Hit points = Hull Points.

*Other vehicle (including airspeeders):* Hit points = Hull Points × 2.

**Damage Reduction:** A vehicle's damage reduction is determined by its size: up to Huge, DR 5; Gargantuan, DR 10; Colossal or Colossal (frigate), DR 15; Colossal (cruiser) or greater, DR 20. Ground vehicles with 100 or more hit points add an additional +5 to their DR (maximum DR 20).

**Shield Rating (SR):** A vehicle's SR is equal to its Shield Points / 2, rounding down to the nearest multiple of 5).

**Strength:** A starship's Strength is determined by its hit points and size (both determined above). A vehicle's strength is determined by its hit points only.

*Starship, Colossal (station):* Strength = 98 + (hit points/75).

*Starship, Colossal (cruiser):* Strength = 74 + (hit points/75).

*Starship, Colossal (frigate):* Strength = 50 + (hit points/75).

*Starship, Colossal or less:* Strength = 26 + (hit points/7.5).

*Other vehicle, 100 or more hit points:* 18 + (hit points/10).

*Other vehicle, less than 100 hit points:* 10 + (hit points/5).

**Dexterity:** There is no direct analog to a vehicle's Dexterity in the previous rules. Use the guidelines below to estimate a vehicle's Dexterity, picking a specific value in the listed range based on how that vehicle compares with others. (When in doubt, give the vehicle the minimum Dexterity in a given range.)

A vehicle shouldn't have a Dexterity below 10 (unless it is an immobile space station).

- 10–13: Most freighters, dreadnoughts, heavy walkers
- 14–16: Most cruisers, most frigates, armed transports, heavy bombers, light walkers, heavy repulsorlift vehicles
- 17–19: Corvettes, most starfighters, light repulsorlift vehicles
- 20–23: Superiority fighters, combat airspeeders, older speeder bikes
- 24–26: Most speeder bikes, swoops, interceptors

**Intelligence:** A vehicle's Intelligence score is generally 10 + the best fire control bonus of all its weapons. For relatively modern vehicles with sophisticated on-board computers (that is, almost everything in the *Star Wars* galaxy except vehicles from underdeveloped planets), the minimum Intelligence should be 12 for ground vehicles and 14 for airspeeders and starships.

**Weapons:** Damage for starship weapons stays the same as in the previous rules. For other vehicles, weapon damage will change depending on the die type used:

*Damage #d10:* New damage is #d10×2.

**Damage #d8:** New damage is #d10.

**Any other damage dice:** No change except for dropping any modifiers (for example, 4d6+1 becomes 4d6).

**Grapple:** A vehicle's grapple modifier is equal to its pilot's base attack bonus + the vehicle's Strength modifier + the vehicle's special size modifier (Large +5, Huge +10, Gargantuan +15, Colossal +20, Colossal [frigate] +25, Colossal [cruiser] +30, Colossal [station] +35).

**Armor Bonus:** A vehicle's armor bonus is determined by its hit points, class, and size.

**Starship with 200 or more hit points:** Armor bonus = hit points/500 - size modifier, rounded down. For example, a Colossal (frigate)-sized starship with 1,000 hit points would have an armor bonus of +12 (1,000/500 = 2, 2 minus -10 = 12).

**All other vehicles:** Armor bonus = hit points/50 - size modifier, rounded down.

**Reflex Defense:** The vehicle's Reflex Defense is equal to 10 + size modifier + armor bonus (or pilot's heroic level) + Dexterity bonus.

**Fortitude Defense:** The vehicle's Fortitude Defense is equal to 10 + its Strength bonus.

**Damage Threshold:** Damage threshold is equal to Fortitude Defense + special size modifier (Large +5, Huge +10, Gargantuan +20, Colossal +50, Colossal [frigate] +100, Colossal [cruiser] +200, Colossal [station] +500).

## Creatures

While most of the guidelines under species, skills, and feats will apply to creatures, the following are a few specific tips that will make the transition a little easier.

**Class and Level:** All creatures convert their existing class and level into levels of the beast class.

**Hit Points:** Creatures' hit points are equal to their vitality points, and their hit points and base attack bonus may be adjusted upward or downward depending on their class in the old rules.

Creature Class	Hit Points
Herd Animal	+(2 × level)
Parasite	+(1 × level)
Predator	no change
Scavenger	+(1 × level)
Vermin	no change

**Base Attack Bonus:** All creatures now have a base attack bonus equal to their level × 3/4. This will decrease the base attack bonus for predators but increase it for herd animals and parasites.

**Size:** Creatures' sizes stay the same, but note that the size bonuses have changed and that size bonuses are no longer added to attack bonuses. Use the following chart to adjust the creature's Reflex Defense and attack bonuses:

	Reflex Defense	Attack Bonus
Colossal	-2	+8
Gargantuan	-1	+4
Huge	n/a	+2
Large	n/a	+1
Medium	n/a	n/a
Small	n/a	-1
Tiny	n/a	-2
Diminutive	+1	-4
Fine	+2	-8

**Natural Attacks:** A creature's natural attacks should be changed to match the description in the *Saga Edition* rulebook, pages 274–275. Note that a creature adds double its Strength modifier to its damage if it has only one type of natural attack, and beasts longer take a penalty for using secondary natural attacks.

**Natural Armor:** Creatures have natural armor equal to that listed in the old rules or their beast class level, whichever is less.

**Defenses:** Creature's defense scores are equal to 10 + the relevant ability modifier (Dexterity for Reflex Defense, Constitution for Fortitude Defense, and Wisdom for Will Defense). If the creature has natural armor, add its value to its Reflex Defense.

**Damage Threshold:** Creatures' damage thresholds are equal to its Fortitude Defense, plus a bonus for creatures of greater than Medium size: Large, +5; Huge, +10; Gargantuan, +20; Colossal, +50.

**Speed:** Adjust a creature's speed as described under species, above.

**Skills:** Adjust a creature's species bonus to different skills as described under species, above. In addition, you may convert a skill bonus into a bonus trained skill. (Most beasts will only have one trained skill normally.)

**Other Abilities:** Most special abilities can be used as written, but follow the guidelines under species, above, for converting anything unusual.