STAR WARS

Saga Edition
Conversion Guide

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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*. These 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.

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 + 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 the *Saga Edition* rulebook, page 36, for a list of class defense bonuses, and see each 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, page 15 of this document) 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), as shown in the chart below.

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

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: Weapon Proficiency (advanced melee weapons); 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, vehicle, 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.

If you have an additional movement type (for example, a climb speed or a 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 spend a lot of time training to achieve that distinction. 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 checks 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.

Droids

Droids are the one aspect of the new rules that are best converted by starting from scratch. Unlike the previous rules, *Saga Edition* presents a comprehensive system for designing and building new droids, so retaining the balance in the new rules can be 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, since 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, and 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 into 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, a 3PO protocol, or a B1 battle droid).

Classes and Prestige Classes

Classes and prestige classes are substantially changed from their previous versions (see Table 2: Classes and Prestige Classes, and Table 3: Class Features). Instead of having predetermined class features that are granted at particular levels, 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 makes converting an old character somewhat tricky.

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. 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.

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 Character 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, a medium bonus should be +2, and a low bonus 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, and +2—four points too many. Reducing the lowest class bonus first, we're left with +4 and +4 in the highest two—still two points too many. Removing points from them equally yields +3 and +3—a total of six points.

Class Features: Most class features can be left intact or used with slight adjustments. 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.

Table 3: Class Features

OLD CLASS FEATURE	NEW MECHANIC
Fringer	
Barter	Barter (talent: scout)
Bonus class skill	Skill Training (feat)
Bonus feat	Bonus feat (scout)
Jury-rig	Jury-Rigger (talent: scout)
Survival	Fringe Savant (talent: scout)
Force adept	
Bonus feats	Bonus feat (scout)
Comprehend speech	n/a
Force secret	Force Secret (feature: Force disciple)
Force talisman	Force Talisman (talent: Force adept)
Force training	Force Training (feat)
Force weapon	Attune Weapon (talent: Force adept), Empower Weapon (talent: Force adept)
Skill emphasis	Skill Focus (feat)
Jedi consular	
Block	*Negate energy* (Force power) or *rebuke* (Force power)
Bonus feats	Bonus feat (Jedi)
Deflect (attack)	Redirect Shot (talent: Jedi)
Deflect (defense)	Deflect (talent: Jedi)
Deflect (extend defense and attack)	Draw Fire (talent: soldier)
Force training	Force Training (feat)
Healing	Force Treatment (talent: Force adept)
Increase lightsaber damage	n/a
Jedi Knight	Bonus feat (Jedi)
Skill Emphasis	Skill Focus (feat)
Jedi guardian	
Block	*Negate energy* (Force power) or *rebuke* (Force power)
Bonus feats	Bonus feat (Jedi)
Deflect (attack)	Redirect Shot (talent: Jedi)
Deflect (defense)	Deflect (talent: Jedi)
Deflect (extend defense and attack)	Draw Fire (talent: soldier)
Force training	Force Training (feat)
Increase lightsaber damage	n/a
Jedi Knight	Bonus feat (Jedi)
Noble	
Bonus class skill	Skill Training (feat)
Bonus feats	Bonus feat (noble)
Coordinate	Coordinate (talent: noble)
Favor	Connections (talent: noble)
Inspire confidence	Inspire Confidence (talent: noble)
Inspire greatness	Ignite Fervor (talent: noble)
Resource access	Wealth (talent: noble)
Scoundrel	
Bonus feats	Bonus feat (scoundrel)
Illicit barter	n/a
Lucky	Knack (talent: scoundrel) or Lucky Shot (talent: scoundrel)
Precise attack	Sneak Attack (talent: scoundrel)
Skill Emphasis	Skill Focus (feat)

Table 3: Class Features (Cont.)

OLD CLASS FEATURE	NEW MECHANIC
Scout	
Bonus feats	Bonus feat (scout)
Evasion	Evasion (talent: scout)
Extreme effort	Extreme Effort (talent: scout)
Heart	n/a
Skill mastery	Acute Senses (talent: scout), Improved Initiative (talent: scout), or Improved Stealth (talent: scout)
Trailblazing	Long Stride (talent: scout) or Surefooted (talent: scout)
Uncanny dodge	Uncanny Dodge I/II (talent: scout)
Soldier	
Bonus feats	Bonus feat (soldier)
Tech specialist	
Expert	Skill Focus (feat)
Instant mastery	Skill Training (feat)
Research	Trace (talent: scoundrel)
Skill Emphasis	Skill Focus (feat)
Tech specialty	Tech Specialist (feat)*, Fast Repairs (talent: scoundrel)*, Hot Wire (talent: scoundrel)*, Quick Fix (talent: scoundrel)*, Personalized Modifications (talent: scoundrel)*, Gimmick (talent: scoundrel), Master Slicer (talent: scoundrel), Demolitionist (talent: soldier)

OLD PRESTIGE CLASS FEATURE	NEW MECHANIC
Bounty hunter	
Sneak attack	Sneak Attack (talent: scoundrel)
Target bonus	Familiar Foe (feature: bounty hunter)
Crime lord	
Contact	Connections (talent: noble)
Exceptional minions	Attract Minion (talent: crime lord)
Inspire fear	Inspire Fear I/II/III (talent: crime lord)
Minions	Attract Minion (talent: crime lord)
Resource access	Wealth (talent: noble)
Dark side devotee	
Dark side Skill Emphasis	Embrace the Dark Side (talent: Force adept)
Dark side talisman	Force Talisman (talent: Force adept)
Force training	Force Training (feat)
Force weapon	Attune Weapon (talent: Force adept) and Empower weapon (talent: Force adept)
Dark side marauder	
Bonus feats	Bonus feat (soldier)
Force training	Force Training (feat)
Elite trooper	
Deadly strike	Devastating Attack (talent: soldier) and Greater Devastating Attack (talent: elite trooper)
Uncanny dodge	Uncanny Dodge I/II (talent: scout)
Weapon Focus	Weapon Focus (feat)
Weapon specialization	Weapon Specialization (talent: soldier)
Jedi ace	
Familiarity	Expert Gunner (talent: ace pilot)
Jedi Knight	Bonus feat (Jedi)
Starfighter defense	Vehicle Dodge (feature: ace pilot)
Starfighter evasion	Vehicular Evasion (talent: ace pilot)
Starship focus	Force Pilot (talent: Force)
Trust the Force	Hyperdriven (talent: scoundrel) or stellar warrior (talent: scoundrel)

OLD PRESTIGE CLASS FEATURE	NEW MECHANIC
Jedi investigator	
Bonus feat	Bonus feat (Jedi)
Contact	Connections (talent: noble)
Deflect (attack)	Redirect Shot (talent: Jedi)
Deflect (defense)	Deflect (talent: Jedi)
Favor	Connections (talent: noble)
Jedi Knight	Bonus feat (Jedi)
Profile	Nowhere to Hide (talent: bounty hunter)
Target bonus	Familiar Foe (feature: bounty hunter)
Jedi Master	
Bonus feat	Bonus feat (Jedi)
Deflect (attack)	Redirect Shot (talent: Jedi)
Deflect (defense)	Deflect (talent: Jedi)
Force secret	Force Secret (feature: Jedi Master)
Increase lightsaber damage	n/a
Officer	
Bonus feat	Bonus feat (noble or soldier)
Improved tactics	Tactical Edge (talent: officer)
Leadership	Inspire Confidence (talent: noble)
Requisition supplies	Connections (talent: noble)
Tactics	Deployment Tactics (talent: officer)
Uncanny survival	Shift Defense I/II/III (talent: officer)
Starship ace	
Familiarity	Expert Gunner (talent: ace pilot)
Improved starship evasion	Juke (talent: ace pilot)
Starship defense	Vehicle Dodge (feature: ace pilot)
Starship evasion	Vehicular Evasion (talent: ace pilot)

* See Saga Edition Web Enhancement 1, "The Tech Specialist," on Wizards of the Coast's *Star Wars* Web site.

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.

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.

OLD SKILL	NEW MECHANIC
Appraise	Knowledge (technology) (skill)
Astrogate	Use Computer (skill)
Balance	Acrobatics (skill)
Bluff	Deception (skill)
Climb	Climb (skill)
Computer Use	Use Computer (skill)
Craft	Mechanics (skill) or Knowledge (technology) (skill)
Demolitions	Mechanics (skill) and Demolitionist (talent: soldier)
Diplomacy	Persuasion (skill)
Disable Device	Mechanics (skill)
Disguise	Deception (skill)
Entertain	Persuasion (skill)
Escape Artist	Acrobatics (skill)
Forgery	Deception (skill)
Gamble	Gambler (talent: scout)
Gather Information	Gather Information (skill)
Handle Animal	Persuasion (skill) or Knowledge (life sciences) (skill)
Hide	Stealth (skill)
Intimidate	Persuasion (skill)
Jump	Jump (skill)
Knowledge (alien species)	Knowledge (life sciences) (skill) or Knowledge (social sciences) (skill)
Knowledge (archaeology)	Knowledge (galactic lore) (skill) or Knowledge (social sciences) (skill)
Knowledge (architecture)	Knowledge (technology) (skill)
Knowledge (astronomy)	Knowledge (physical sciences) (skill)
Knowledge (biology)	Knowledge (life sciences) (skill)
Knowledge (bureaucracy)	Knowledge (bureaucracy) (skill)
Knowledge (business)	Knowledge (bureaucracy) (skill)
Knowledge (chemistry)	Knowledge (physical sciences) (skill)
Knowledge (engineering)	Knowledge (technology) (skill)
Knowledge (forensics)	Knowledge (physical sciences) (skill)
Knowledge (genetics)	Knowledge (life sciences) (skill)
Knowledge (geography)	Knowledge (galactic lore) (skill)
Knowledge (history)	Knowledge (galactic lore) (skill)
Knowledge (Jedi lore)	Knowledge (galactic lore) (skill)
Knowledge (medicine)	Knowledge (life sciences) (skill)
Knowledge (physics)	Knowledge (physical sciences) (skill)
Knowledge (politics)	Knowledge (social sciences) (skill) or Knowledge (bureaucracy) (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)
Listen	Perception (skill)
Move Silently	Stealth (skill)
Pilot	Pilot (skill)
Profession	n/a
Read/Write Language	Linguist (feat)
Repair	Mechanics (skill)

OLD SKILL	NEW MECHANIC
Ride	Ride (skill)
Search	Perception (skill)
Sense Motive	Will Defense and/or Perception (skill)
Sleight of Hand	Deception (skill)
Speak Language	Linguist (feat)
Spot	Perception (skill)
Survival	Survival (skill)
Swim	Swim (skill)
Treat Injury	Treat Injury (skill)
Tumble	Acrobatics (skill)
OLD FORCE SKILL	**NEW MECHANIC**
Affect Mind	*Mind trick* (Force power)
Battlemind	*Battle strike* (Force power)
Drain Energy	n/a
Empathy	Force Perception (talent: Force) and/or Force Persuasion (talent: Jedi)
Enhance Ability	n/a
Enhance Senses	Use the Force (skill) and/or Force Perception (talent: Force)
Farseeing	*Farseeing* (Force power)
Fear	*Mind trick* (Force power)
Force Defense	*Rebuke* (Force power)
Force Grip	*Force grip* (Force power)
Force Lightning	*Force lightning* (Force power)
Force Stealth	Clear Mind (talent: Jedi)
Force Strike	*Force slam* (Force power) and/or *Force thrust* (Force power)
Friendship	Force Persuasion (talent: Jedi) and/or Charm Beast (talent: Dathomiri Witch)
Heal Another	*Vital transfer* (Force power)
Heal Self	*Vital transfer* (Force power)
Illusion	n/a
Move Object	*Move object* (Force power)
See Force	Use the Force (skill)
Telepathy	Use the Force (skill)

Table 5: Feats

OLD FEAT	NEW MECHANIC
Acrobatic	Skill Focus (Acrobatics) (feat)
Advanced Martial Arts	Martial Arts III (feat)
Alertness	Skill Focus (Perception) (feat)
Ambidexterity	Dual Weapon Mastery I (feat)
Armor Proficiency (heavy)	Armor Proficiency (heavy)
Armor Proficiency (light)	Armor Proficiency (light)
Armor Proficiency (medium)	Armor Proficiency (medium)
Armor Proficiency (powered)	n/a
Athletic	Skill Focus (Climb) and/or Skill Focus (Jump)
Blind-Fight	Keen Shot (talent: scout)
Cautious	Skill Focus (Mechanics) (feat)
Cleave	Cleave (feat)
Combat Expertise	Melee Defense (feat)
Combat Reflexes	Combat Reflexes (feat)
Defensive Martial Arts	n/a
Dodge	Dodge (feat)
Endurance	Endurance (skill)
Exotic Weapon Proficiency	Exotic Weapon Proficiency (weapon) (feat) or Weapon Proficiency (lightsabers) (feat)
Fame	n/a
Far Shot	Far Shot (feat)
Force-Sensitive	Force Sensitivity (feat)
Frightful Presence	n/a
Gearhead	Skill Focus (Mechanics) (feat)
Great Cleave	Great Cleave (feat)
Great Fortitude	Improved Defenses (feat)
Headstrong	n/a
Heroic Surge	n/a
Improved Bantha Rush	Bantha Rush (feat)
Improved Critical	Triple Crit (feat)
Improved Disarm	Improved Disarm (feat)
Improved Initiative	Initiative (skill)
Improved Martial Arts	Martial Arts II (feat)
Improved Trip	Trip (feat)
Improved Two-Weapon Fighting	Dual Weapon Mastery III (feat)
Infamy	n/a
Influence	Connections (talent: noble)
Iron Will	Improved Defenses (feat)
Lightning Reflexes	Improved Defenses (feat)
Low Profile	n/a
Martial Arts	Martial Arts I (feat)
Mimic	Skill Focus (Deception) (feat)
Mobility	Mobility (feat)
Multishot	Burst Fire (feat)
Nimble	Skill Focus (Acrobatics) (feat) or Skill Focus (Deception) (feat)
Persuasive	Skill Focus (Deception) (feat) or Skill Focus (Persuasion) (feat)
Point Blank Shot	Point Blank Shot (feat)
Power Attack	Power Attack (feat)
Precise Shot	Precise Shot (feat)

OLD FEAT	NEW MECHANIC
Quick Draw	Quick Draw (feat)
Quickness	Toughness (feat)
Rapid Shot	Rapid Shot (feat)
Rugged	Skill Focus (Survival) (feat)
Run	Run (talent: scout)
Sharp-Eyed	Skill Focus (Perception) (feat)
Shot on the Run	Running Attack (feat)
Skill Emphasis	Skill Focus (feat)
Spacer	Skill Focus (Pilot) (feat)
Spring Attack	Running Attack (feat)
Stamina	Extra Second Wind (feat)
Starship Dodge	Vehicle Dodge (feature: ace pilot)
Starship Operation	Vehicular Combat (feat)
Steady	Skill Focus (Acrobatics) (feat)
Stealthy	Skill Focus (Stealth) (feat)
Sunder	n/a
Surgery	Skill Focus (Treat Injury) (feat)
Toughness	Improved Damage Threshold (feat)
Track	Expert Tracker (talent: scout)
Trick	Skill Focus (Deception) (feat)
Trustworthy	Skill Focus (Persuasion) (feat) or Skill Focus (Gather Information) (feat)
Two-Weapon Fighting	Dual Weapon Mastery II (feat)
Weapon Finesse	Weapon Finesse (feat)
Weapon Focus	Weapon Focus (feat)
Weapon Group Proficiency (blaster pistols)	Weapon Proficiency (pistols) (feat)
Weapon Group Proficiency (simple)	Weapon Proficiency (simple) (feat)
Weapon Group Proficiency (blaster rifles)	Weapon Proficiency (rifles) (feat)
Weapon Group Proficiency (vibro weapons)	Weapon Proficiency (advanced melee weapons) (feat)
Weapon Group Proficiency (heavy weapons)	Weapon Proficiency (heavy weapons) (feat)
Weapon Group Proficiency (slugthrowers)	Weapon Proficiency (pistols) (feat) and Weapon Proficiency (rifles) (feat)
Weapon Group Proficiency (vehicle weapons)	Weapon Proficiency (heavy weapons) (feat)
Whirlwind Attack	Whirlwind Attack (feat)
Zero-G Training	Spacehound (talent: scoundrel)
OLD FORCE FEAT	**NEW MECHANIC**
Alter	Use the Force (skill)*
Attuned	Equilibrium (talent: Force)
Aware	Improved Sense Force (Force technique)
Burst of Speed	*Surge* (Force power)
Compassion	*Vital transfer* (Force power)
Control	Use the Force (skill)*
Dissipate Energy	*Negate energy* (Force power)
Focus	Disciplined Strike (talent: Force)
Force Flight	Flight (talent: Dathomiri Witch)
Force Mastery	Quicken Power (Force secret)
Force Mind	Battle Meditation (talent: Jedi)
Force Speed	*Surge* (Force power)
Force Whirlwind	Improved Move Light Object (Force technique)
High Force Mastery	Force Point Recovery (Force technique)

Improved Force Mind	Battle Meditation (talent: Jedi)
Knight Defense	Lightsaber Defense (talent: Jedi)
Knight Mind	Battle Meditation (talent: Jedi)
Knight Speed	*Surge* (Force power)
Lightsaber Defense	Lightsaber Defense (talent: Jedi)
Link	Improved Telepathy (Force technique)
Malevolent	Telekinetic Power (talent: Force)
Master Defense	Lightsaber Defense (talent: Jedi)
Master Mind	Battle Meditation (talent: Jedi)
Master Speed	*Surge* (Force power)
Mettle	*Battle strike* (Force power) or *rebuke* (Force power)
Mind Trick	*Mind trick* (Force power)
Rage	*Dark rage* (Force power)
Sense	Use the Force (skill)*

* Optionally, you might take a talent from the Force talent tree of the same name (Alter, Control, Sense).

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, translating multifire/autofire into the new rules, and (occasionally) changing damage dice.

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 (see Table 6: Accurate and Inaccurate Weapons by Range Increment).

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.

Threat Range

Note that all weapons inflict critical hits at the same rate in the new rules, so the critical threat range in the previous rules is not used.

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, 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 points of damage. Its maximum damage is 40; dividing by 6 and rounding down, we get 6. Thus, in *Saga Edition*, the DF-D1 deals 6d6 points of damage.

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

Blasters: All blasters deal 3 dice of damage. Add the weapon's maximum damage to its minimum damage, and look up the result on the following chart:

MAX DAMAGE	NEW DICE
12 or less	3d3
13–18	3d4
19–24	3d6
25–30	3d8
31–36	3d10
37 or more	3d12

Example 1: An A-280 blaster rifle deals 3d8+3 points of damage. Its maximum damage is 27, and its minimum damage is 6, yielding a total of 33. According to the chart, the A-280 blaster rifle deals 3d10 points of damage in the new rules.

Example 2: A DY-225 heavy blaster deals 3d8–2 points of damage. Its maximum damage is 22, and its minimum damage is 1, yielding a total of 23. According to the chart, the DY-225 heavy blaster deals 3d6 points of damage in the new rules.

Slugthrowers and Powered Melee Weapons: All slugthrowers and powered melee weapons deal 2 dice of damage. Add the weapon's maximum damage to its minimum damage, and look up the result on the following chart:

MAX DAMAGE	NEW DICE
7 or less	2d3
8–11	2d4
12–15	2d6
16–19	2d8
20–23	2d10
24 or more	2d12

Example 1: A great force pike deals 3d8 points of damage. Its maximum damage is 24, and its minimum damage is 3, yielding a total of 27. According to the chart, a great force pike deals 2d12 points of damage in the new rules.

Example 2: A vibrorapier deals 2d6+2 points of damage. Its maximum damage is 14, and its minimum damage is 4, yielding a total of 18. According to the chart, a vibrorapier deals 2d8 points of damage in the new rules.

Nonpowered Weapons: All other nonpowered weapons should only deal a single die of damage. Add the weapon's maximum damage to its minimum damage, and look up the result on the following chart:

MAX DAMAGE	NEW DICE
4 or less	1d3
5–6	1d4
7–8	1d6
9–10	1d8
11–12	1d10
13 or more	1d12

Armor

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

Armor Bonus to Reflex Defense: The armor bonus to Reflex Defense is equal to the armor's previous Damage Reduction. Add +1 to the armor bonus if the suit had a DR of 3 or more, add +2 to the armor bonus if the suit had a DR of 5 or more, and add +3 to the armor bonus if the suit had a DR of 7 or more.

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 (12 – 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 or add capabilities instead of adding bonuses.

For example, a camouflage poncho might grant the ability to have concealment as long as you are in the poncho's designated terrain type and you are either prone or adjacent to an object that would grant concealment or cover. Camo scout armor might do the same thing in any terrain. A shadowsuit might take this a step further and allow the wearer to reroll Stealth checks (keeping the second result, even if it is worse).

Electronic Devices: Most electronic devices that provide a skill bonus have an Intelligence of 10 + (2 × bonus), but very simple electronic devices—that is, those that don't provide a skill bonus—usually 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.

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.

MAX 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 airspeeders and starships with a maximum velocity rating (in km/h), determine the vehicle's speed in space using the following chart:

MAX VELOCITY	SPEED (IN SPACE)
less than 800 km/h	1 square
800–949 km/h	2 squares
950–1,049 km/h	3 squares
1,050–1,199 km/h	4 squares
1,200–1,299 km/h	5 squares
1,300 km/h or more	6 squares

If a starship does not have a maximum velocity rating, its new speed in space is equal to 1/2 its space speed in the previous rules.

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 Large, DR 5; Huge or Gargantuan, DR 10; Colossal or Colossal (frigate), DR 15; Colossal (cruiser) or greater, DR 20. Ground vehicles with 150 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).

Constitution: Any living vehicle (such as Yuuzhan Vong technology) will have a Constitution equal to its Strength score. This doesn't affect hit points or Fortitude save, but it can be useful for determining if a coralskipper or another living vehicle dies after being reduced to 0 hit points. Living vehicles automatically have all appropriate environmental immunities. For example, a coralskipper is not subject to vacuum, atmospheric, or radiation hazards because it is a starship designed to function in such hostile environments.

All nonliving vehicles (that is, the vast majority of *Star Wars* technology) have no Constitution score at all.

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 score below 10 unless it is an immobile space station.

DEXTERITY	VEHICLE
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.

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

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).

Autofire: Turbolasers, heavy cannons, single laser cannons (that is, those that aren't fire-linked, double cannons, or quad cannons), ion cannons, tractor beams, and missile/torpedo/grenade launchers are single-shot only. All other vehicle weapons have autofire capability.

Capital Ships: Capital ships have half as many batteries (round down) as in the previous rules. This accounts for the lack of fire arcs and the somewhat messy issue of batteries, which had a different meaning in the older d6 version of the game than in the later d20 versions.

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 is equal to 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 is equal to 2, and 2 minus –10 is equal to 12).

All other vehicles: Armor bonus is equal to 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 (or Constitution bonus, for living vehicles).

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 apply to creatures, the following tips will make conversion 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 the size bonuses have changed, and size bonuses are no longer added to attack bonuses. Use the following chart to adjust the creature's Reflex Defense and attack bonuses:

SIZE	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 no 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 their 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 (page 2 of this document).

Skills: Adjust a creature's species bonus to different skills as described under Species (page 2). In addition, you may convert a skill bonus into a bonus trained skill. Normally, most beasts will have only one trained skill.

Other Abilities: Most special abilities can be used as written, but follow the guidelines under Species (page 2) for converting anything unusual.