

d20 Revised to Fantasy Flight Games Conversion

Species

If you would like to convert a species from d20 Revised, calculate its adjustments to Characteristics based on their species ability modifiers. Use +1 or -1 to the base template (for a characteristic of 3 or 1, respectively), as very few species will have starting characteristics outside that range.

Example: A player wishes to play a Bartokk in FFG. Looking at their ability modifiers, they have bonuses to Strength and Constitution and penalties to Intelligence and Charisma. For their FFG characteristics, the gamemaster decides on Brn 3, Agl 2, Int 1, Cun 2 WP 2, Pre 1, since their bonus to both Strength and Constitution is analogous to Brawn, and the penalties to Intelligence and Charisma convert to Intellect and Presence, respectively.

For its special abilities/qualities, find species with similar traits from existing FFG species, or grant talents to best accommodate their capabilities.

In d20 Revised, Bartokk possess natural armor, damage reduction, extra limbs, claws, hive mind, regeneration, and compartmentalized biology. To convert the special qualities, several have existing examples in other species, such as claws (Trandoshans), and extra limbs (Harch). For natural armor and damage reduction, they are grant the Bartokk Defense 1 and Soak 1. For the regeneration ability, d20 Revised wound points work similar to WT, so the gamemaster rules that the FFG Bartokk can regenerate 1 point of lost WT each turn up to their maximum as a maneuver each round (not including Critical Injuries). As in d20 Revised, they can also regain lost body parts in several days, which doesn't require any game mechanics. Compartmentalized biology will work the same in FFG as there aren't any game mechanics involved. For the hive-mind trait, the GM decides that if Bartokk are within 500 meters of one another, they gain a bonus to Intellect depending on the number: two Bartokk - +1 Int, four Bartokk - +2 Int, eight Bartokk - +3 Int, 16 Bartokk - +4. This bonus cannot increase a Bartokk's Int characteristic beyond 6.

Since the species has far more special abilities than most in FFG, the GM lowers the starting experience to 20 XP, and decides on a starting WT of 10+Brn, and ST of 10+WP.

Characters:

Abilities to Characteristics

Convert the d20 Revised character's abilities to the FFG characteristics using the guidelines below:

d20 Ability	FFG Characteristic	d20 Revised Abilities	FFG Characteristic
11 or less	1	(Strength + Constitution)/2	Brawn
12-13	2	Dexterity	Agility
14-15	3	Intelligence	Intellect
16-17	4	(Charisma x2)+Dexterity/3	Willpower
18-19	5	(Wisdom x2)+Dexterity/3	Cunning
20+	6	Charisma	Presence

Skills Conversion

The tables below shows the equivalents for d20 Revised skills and how to convert the total number of ranks in a Revised character's skill to the equivalent number of points in FFG:

d20 Revised Skill	FFG Skill
Astrogate	Astrogation
Balance	Coordination
Bluff	Deception
Climb	Athletics
Computer Use	Computers
Craft (any)	Mechanics
Demolitions	Mechanics or Skullduggery
Diplomacy	Charm or Negotiation
Disable Device	Computers or Skullduggery

Disguise	Skullduggery
Escape Artist	Coordination
Forgery	Skullduggery
Gather Information	Streetwise
Handle Animal	Survival
Hide	Stealth
Intimidate	Coercion
Jump	Athletics
Kno (alien species)	Xenology
Kno (bureaucracy)	Education
Kno (history)	Lore
Kno (sciences)	Education
Kno (streetwise)	Underworld
Kno (tactics)	Warfare
Kno (world lore)	Core Worlds, Outer Rim
Listen	Perception
Move Silently	Stealth
Pilot	Piloting (Planetary or Space)
Repair	Mechanics
Ride	Survival
Search	Perception
Sense Motive	Discipline
Sleight of Hand	Skullduggery
Spot	Perception
Survival	Survival
Swim	Athletics
Treat Injury	Medicine
Tumble	Coordination

d20 Revised Skill Ranks*	FFG Skill Ranks
0 – 5	1
6 – 10	2
11 – 15	3
16 – 20	4
21 or more	5

*When converting d20 Revised skill ranks, include modifiers to the skill from feats (such as Alertness or Skill Emphasis), but not from ability modifiers, synergy bonuses, or equipment bonuses.

If multiple d20 Revised skills become the same skill in FFG, add all of the ranks of the skill to be converted to determine its FFG rating.

Example: The d20 Revised character has 7 ranks in Craft (blasters) and 9 in Repair. They both would convert to Mechanics with a rating of 4 in FFG (7+9=16 skill ranks).

If a d20 Revised skill becomes multiple skills in FFG, you can divide the converted ranks between them in any combination as long as they don't exceed the total number of points gained from conversion.

Example: A d20 Revised character has 12 ranks in Demolitions, which converts to 3 points in FFG between the Mechanics and Skullduggery skills. The player can apply the 3 points completely to either Mechanics or to Skullduggery, or have 2 points in one skill with one point in the other.

To find the rating of combat-related skills (Brawl, Gunnery, Lightsaber, Melee, Ranged [Heavy], and Ranged [Light]), the FFG character gains one rank for each of the following d20 Revised feats they possess listed below. Some feats can convert to multiple combat skills, but the FFG character only benefits from a single rank per feat.

Example: A d20 Revised character possesses the Far Shot, Martial Arts, Rapid Shot, Weapon Focus (blaster pistols), and Weapon Specialization (blaster pistols) feats. When converting to FFG, he would gain Brawl 1 (from Martial Arts), and

Ranged (Light) 4 (from Far Shot, Rapid Shot, Weapon Focus, and Weapon Specialization). If they wished to, the player could use Far Shot as a rank of Ranged (Heavy) in place of one of the Ranged (Light) ranks, but not use it for a rank in each.

Brawl: Advanced Martial Arts, Advanced Martial Programming, Ambidexterity, Cleave, Combat Expertise, Defensive Martial Arts, Defensive Martial Programming, Echani, Echani Expertise, Echani Mastery, Great Cleave, Improved Bantha Rush, Improved Critical (unarmed strike), Improved Martial Arts, Improved Martial Prog, Improved Trip, Improved Two-Weapon Fighting, K'tara, K'tara Expertise, K'tara Mastery, K'thri, K'thri Expertise, K'thri Mastery, Martial Arts, Martial Programming, Power Attack, Spring Attack, Stava, Stava Expertise, Stava Mastery, Teräs Kāsi, Teräs Kāsi Expertise, Teräs Kāsi Mastery, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Whirlwind Attack, Wrruushi, Wrruushi Expertise, Wrruushi Mastery

Gunnery: Expert Gunner, Gunner, Pinpoint Accuracy, Rapid Gunner, Starship Point Blank Shot, Weapon Focus (heavy weapons or vehicle weapons), Weapon Specialization (heavy weapons or vehicle weapons)

Lightsaber: Ambidexterity, Cleave, Great Cleave, Improved Critical (lightsaber), Improved Two-Weapon Fighting, Power Attack, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (lightsaber), Weapon Specialization (lightsaber), Whirlwind Attack

Melee: Ambidexterity, Cleave, Great Cleave, Improved Critical (any melee weapon), Improved Two-Weapon Fighting, Power Attack, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (any melee weapon), Weapon Specialization (any melee weapon), Whirlwind Attack

Ranged (Heavy): Far Shot, Improved Critical, Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus, Weapon Specialization

Ranged (Light): Blasterslinger, Far Shot, Improved Critical Improved Two-Weapon Fighting, Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Two-Weapon Fighting, Weapon Focus, Weapon Specialization

Feats to Talents/Skills

The feats below from d20 Revised will convert to either skills or talents in the FFG system. If multiple options are listed, only one can be selected for each feat:

d20 Revised Feat	FFG Talent or Equivalent
Advanced Martial Arts	Feral Strength or +1 to Brawl
Advanced Martial Prog.	Feral Strength or +1 to Brawl
Agile Riposte	Counterstrike
Ambidexterity	Guns Blazing
Armor Familiarity	Armor Mastery
Blasterslinger	(Improved) Quick Draw or +1 to Ranged (Light)
Blind-Fight	Keen Eyed or +1 to Brawl/Melee
Chitinous	Enduring
Cleave	+1 to Brawl/Melee
Combat Expertise	Defensive Stance, Side Step, or Superior Reflexes
Combat Veteran (*)	Natural * (related to skill)
Contact	Informant or Know Somebody
Corporate Credit Line	Solid Investments
Cosmopolitan	Well-Rounded
Cybernetic Surgery	Cyberneticist
Defensive Martial Arts	Superior Reflexes
Defensive Martial Prog.	Superior Reflexes
Defensive Throw	Counterstrike
Diplomatic Immunity	Diplomatic Immunity
Dodge	Dodge or Tactical Evasion
Dual Strike	Coordinated Attack
Echani	+1 to Brawl
Echani Expertise	+1 to Brawl
Echani Mastery	+1 to Brawl
Endurance	Physical Training
Expert Gunner	Barrage
False Identity	Indistinguishable
Far Shot	Sniper Shot or +1 to Ranged (Heavy or Light)
Favored Customer	Black Market Contacts

Field Guide	Natural Outdoorsman or Outdoorsman
Finely Tuned	Combat Programming
Force-Sensitive	Force Rating
Frightful Presence	Terrify
Gearhead	Gearhead
Great Fortitude	Heroic Fortitude or Unstoppable
Gun Crew Chief	Barrage
Hutt Favor	Black Market Contact or Know Someone
Imperial Command Training	Master Leader
Improved Critical	Lethal Blows
Improved Grapple	Grapple or Pin
Improved Feint	Feint
Improved Initiative	Rapid Reaction
Improved Martial Arts	Feral Strength or +1 to Brawl
Improved Martial Prog.	Feral Strength or +1 to Brawl
Improved Overrun	Knockdown
Improved Trip	Headbutt
Inventor	Inventor or Known Schematic
Iron Will	Force of Will, Nobody's Fool, or Resist Questioning
Kit-Bashing	Contraption or Improved Detonation
K'tara	+1 to Brawl
K'tara Expertise	+1 to Brawl
K'tara Mastery	+1 to Brawl
K'thri	+1 to Brawl
K'thri Expertise	+1 to Brawl
K'thri Mastery	+1 to Brawl
Lightning Reflexes	Quick Fix, or Rapid Reaction
Low Profile	Indistinguishable
Maneuver Expertise	Master Pilot
Martial Arts	Feral Strength or +1 to Brawl
Martial Programming	Feral Strength or +1 to Brawl
Mobility	Moving Target
Mounted Combat	Soothing Tone
Off-Hand Parry	Defensive Training
Perfect Memory	Know it All
Pinpoint Accuracy	Heavy Hitter
Point Blank Shot	Point Blank or +1 to Ranged (Heavy or Light)
Precise Shot	+1 to Ranged (Heavy or Light)
Quick Draw	Quick Draw or +1 to Melee, Ranged (Heavy or Light)
Quickness	Grit
Rapid Shot	+1 to Ranged (Heavy or Light)
Redirect Attack	Counterstrike
Resist Poison	Blooded 2
Ride-by-Attack	Spur
Run	Freerunning
Shady Merchant	Black Market Contacts or Master Merchant
Shot-on-the-Run	(Improved) Freerunning or +1 to Ranged (Heavy or Light)
Spirited Charge	(Improved) Spur
Spring Attack	+1 to Brawl or Melee
Stamina	Rapid Recovery
Starship Dodge	Defensive Driving or Tricky Target
Starship Operation	+1 to Piloting (Space)
Starship Point Blank Shot	Dead to Rights
Starship Power Override	Overcharge

Stava	+1 to Brawl
Stava Expertise	+1 to Brawl
Stava Mastery	+1 to Brawl
Stunning Attack	Stunning Blow
Stunning Strike	Overbalance
Sunder	(Improved) Sunder
Superior Expertise	Dodge or (Improved) Dodge
Surefooted	Outdoorsman
Surgery	Surgeon
Teräs Käsi	+1 to Brawl
Teräs Käsi Expertise	+1 to Brawl
Teräs Käsi Mastery	+1 to Brawl
Toughness	Durable or Toughened
Track	Expert Tracker
Trade Route Familiarity	Galaxy Mapper
Two-Weapon Fighting	Guns Blazing or +1 to Brawl, Melee, Ranged (Heavy or Light)
Unbalance Opponent	+1 to Brawl
Underworld Connections	Black Market Contacts
Vehicle Dodge	Defensive Driving
Weapon Finesse	Targeted Blow or +1 to Brawl or Melee
Weapon Focus	Frenzied Attack or +1 to one combat-related skill
Weapon Group Proficiency	+1 to one combat-related skill
Weapon Specialization	Deadly Accuracy, Feral Strength, or +1 to one combat-related skill
Whirlwind Attack	Multiple Opponents or +1 to Brawl or Melee
Wruushi	+1 to Brawl
Wruushi Expertise	+1 to Brawl
Wruushi Mastery	+1 to Brawl

Class Features to Talents

Many d20 Revised class features convert to FFG talents – use the guidelines below to determine their equivalents:

d20 Class Feature	FFG Talent
Barter (Fringer)	Wheel and Deal
Contacts (Crime Lord, Jedi Investigator)	Informant or Street Smarts (one rank per contact)
Coordinate (Noble)	Command (one rank per each +1 bonus)
Deadly Strike (Elite Trooper)	Targeted Blow
Deflect (attack) (Jedi Reflect)	Reflect (each point adds +1 to the rating or add Improved Reflect)
Deflect (defense) (Jedi Parry)	Parry (each point adds +1 to the rating or add Improved Parry)
Deflect (extend defense and attack) (Jedi)	Defensive Circle
Evasion (Scout)	Time to Go
Evasion (Starship Ace)	Barrel Roll
Expert (Tech Specialist)	Know Somebody (one rank per selection)
Extreme Effort (Scout)	Natural Athlete
Familiarity (Jedi Ace, Starship Ace)	Rapid Recovery or Skilled Jockey (select one rank of each per each +1 bonus)
Favor (Jedi Investigator, Noble)	Know Somebody (one rank per +1 bonus)
Force Secret (Force Adept, Jedi Master)	Improve Battlemind - +10 points to Enhance; Improve Force Defense - +10 points to Suppress; Improve Heal Another - +10 points to Heal/Harm; Improve Heal Self - +10 points to Heal/Harm; Improve Force Skill - +10 to related Force power
Force Weapon (Dark Side Devotee, Force Adept)	Imbue Item
Healing (Jedi Consular)	Knowledgeable Healing
Illicit Barter (Scoundrel)	Black Market Contacts

Improved Starship Evasion (Starship Ace)	Brilliant Evasion
Inspire Confidence (Noble)	Confidence (Improved)
Inspire Fear (Crime Lord)	Intimidating
Inspire Greatness (Noble)	Inspiring Rhetoric
Instant Mastery (Tech Specialist)	Knowledge Specialization (one rank per selection)
Jury-Rig (Fringer)	Jury-Rigged (one rank per +2 bonus)
Leadership (Officer)	Field Commander
Lucky (Scoundrel) or Natural Rogue (select one per +1 bonus)	Natural Charmer, Natural Marksman, Natural Negotiator,
Precise Attack (Scoundrel)	Deadly Accuracy (Ranged [Light])
Profile (Jedi Investigator)	Reconstruct the Scene
Research (Tech Specialist)	Researcher (one rank per selection)
Resource Access (Crime Lord, Noble)	Sound Investments
Skill Mastery (Scout)	Master (related skill)
Sneak Attack (Bounty Hunter)	Quick Strike (one rank per +1d6)
Starfighter Defense (Jedi Ace)	Intuitive Evasion (add two ranks if Jedi Ace 3+)
Starfighter Evasion (Jedi Ace)	Brilliant Evasion
Starship Defense (Starship Ace)	Defensive Driving (one rank per two Starship Ace levels)
Starship Evasion (Starship Ace)	Tricky Target
Survival (Fringer)	Forager (one rank per +2 bonus)
Tactics (Officer) Tactics)	Coordinated Assault (+1 additional rank for Improved
Target Bonus (Bounty Hunter)	Expert Tracker or Precise Aim (select one for each +1 bonus)
Tech Specialty (Tech Specialist)	Tinkerer (one rank per selection)
Trailblazing (Scout)	Outdoorsman or Swift
Trust the Force (Jedi Ace)	Exhaust Port
Uncanny Dodge (Elite Trooper, Scout)	Dodge (two ranks if cannot be flanked)
Uncanny Survival (Officer)	Ready for Anything 2
Weapon Specialization (Elite Trooper)	Deadly Accuracy

Class to Career/Specialization

Review the FFG careers and their specializations, and you can approximate the d20 Revised class equivalents. A character should have the same number or fewer of specializations in FFG as they did classes/prestige classes from d20 Revised. These tables should be used more as a guideline for converting classes, since a specialization's skills and talents may not completely match a d20 Revised character's concept or capabilities.

d20 Revised Class	FFG Career/Specialization
Force Adept	Mystic/Seer, Seeker/Hunter, Seeker/Pathfinder
Fringer	Explorer/Fringer
Jedi Consular	Consular/(any), Mystic/Advisor
Jedi Guardian Warrior (any)	Guardian/(any), Mystic/Makashi Duelist, Seeker/Ataru Striker, Sentinel/Shien Expert,
Noble	Colonist/Doctor, Colonist/Politico, Colonist/Scholar, Colonist/Entrepreneur, Colonist/Performer, Diplomat/(any), Commander/(any)
Scoundrel	Smuggler/(any)
Scout	Explorer/(any except Fringer), Soldier/Trailblazer, Spy/Scout, Spy/Courier
Soldier	Hired Gun/(any), Soldier/(any)
Tech Specialist	Technician/(any), Engineer/(any), Scavenger

d20 Revised

Prestige Class	FFG Career/Specialization
Antarian Ranger	Marshal, Vanguard
Baran Do Sage	Sage

Big-Game Hunter	Explorer/Big-Game Hunter
Black Sun Enforcer	Hired Gun/Enforcer
Blockade Runner	Ace/Hotshot, Ace/Pilot
Bodyguard	Hired Gun/Bodyguard
Bounty Hunter	Bounty Hunter/(any)
Chief Engineer	Engineer (any), Technician (any)
Corp. Troubleshooter	Courier
Crime Lord	Hired Gun/Enforcer, Smuggler/Scoundrel, Smuggler/Charmer, Colonist/Entrepreneur
Dark Side Devotee	Mystic/Advisor, Mystic/Magus, Seeker/Hermit, Force-Sensitive Emergent
Dark Side Marauder	Hired Gun/Marauder, Guardian/Warleader, Seeker/Executioner, Warrior/Aggressor, Warrior/Colossus, Warrior/Steel Hand Adept, Force Adherent
Deep Space Pilot	Fringer
Elite Trooper	Hired Gun/Bodyguard, Hired Gun/Mercenary Soldier, Hired Gun/Enforcer, Hired Gun/Heavy, Soldier/Commando, Soldier/Sharpshooter, Soldier/Heavy
Espionage Droid	Infiltrator, Slicer
Findsmen	Mystic/Seer
First Contact Specialist	Explorer/Scout, Explorer/Archaeologist
Force Warrior	Warrior/Colossus, Warrior/Steel Hand Adept
Force Witch	Ace/Beast Rider, Mystic/Seer, Magus/Prophet, Nightsister
Hologrid Star	Colonist/Performer
Imperial Inquisitor	Aggressor, Executioner, Hunter
Imperial Moff	Diplomat (any), Figurehead
Infiltrator	Spy/Infiltrator
ISB Special Agent	Enforcer
Jedi Ace	Seeker/Navigator, Warrior/Starfighter Ace
Jedi Artisan	Sentinel/Artisan
Jedi Healer	Consular/Healer
Jedi Instructor	Consular/Teacher
Jedi Investigator	Sentinel/Investigator
Jedi Master	Jedi/Master
Jedi Scholar	Consular/Sage
Jedi Weapon Master	Warrior (except Starfighter Ace)
Loyal Protector	Bodyguard
Martial Arts Master	Bounty Hunter/Martial Artist, Hired Gun/Marauder
Master Duelist	Commando, Marauder
Master Gunner	Ace/Gunner
Master Spy	Spy (any)
Mistryl Shadow Guard	Bodyguard, Mercenary Soldier
Naval Officer	Commander/Commodore, Commander/Tactician, Commander/Strategist, Republic Navy Officer, Separatist Commander
Noghri Bodyguard	Hired Gun/Bodyguard
Officer	Commander/(any)
Outlaw Slicer	Slicer
Priest	Prophet, Seeker
Privateer	Pirate, Ship Captain
Sector Ranger	Enforcer
Sharpshooter	Soldier/Sharpshooter
Sienar Engineer	Engineer/Shipwright
Sith Acolyte	Mystic/Advisor, Mystic/Alchemist, Mystic/Magus, Seeker/Hermit
Sith Lord	Seeker/Executioner, Warrior/Aggressor
Sith Warrior	Warrior/Aggressor, Warrior/Colossus

Starship Ace	Ace/Pilot, Ace/Hotshot
Treasure Hunter	Explorer/Archaeologist
Vehicle Ace	Explorer/Driver, Ace/Beast Rider, Ace/Driver

Professional Classes: Treat characters with only non-heroic levels as rivals in FFG (see *Edge of the Empire RPG Core Rulebook* pg. 389). If they also have heroic levels, the following are a list of recommended classes to accommodate them:

Diplomat	Colonist/Politico, Colonist/Entrepreneur, Diplomat/(any), Commander/(any)
Expert	Doctor, Scholar, Entrepreneur, Performer, Trader, Thief, Archaeologist, Driver, Demolitionist, Pilot,
	Beast Rider, Technician (any), Rigger, Engineer (any)
Thug	Bounty Hunter (any), Hired Gun (any), Commando

The Force:

Find the number of ranks in a Force skill and convert using the multipliers on the table below to adapt the skill to a FFG Force Power. Include modifiers from feats when multiplying ranks (like Link or Malevolent), but not synergy bonuses or ability modifiers. This becomes the amount of points granted to the associated Force Power in the FFG system. The points can then be used to purchase the basic power and available upgrades. If the number of points converted is insufficient to purchase the basic power (see the specific FFG power's description for the basic power cost), then the power is not gained.

Example: A Jedi character has Affect Mind at a +13 modifier: 8 from skill ranks, 2 from their Charisma bonus, and 3 from the Skill Emphasis feat. Subtracting the Charisma bonus (since it is a ability modifier) leaves a total of 11, which when multiplied by the table below (5 points per rank) becomes the Influence power with 55 point to spend on purchasing the basic power and upgrades.

d20 Revised Force Skills	FFG Force Powers
Affect Mind	Influence [5 points per rank]
Battlemind	Enhance [4 points per rank]
Battle Influence	Battle Meditation [8 points per rank]
Empathy	Sense [5 points per rank]
Enhance Ability	Enhance [4 points per rank]
Enhance Senses	Farsight [5 points per rank]
Farseeing	Foresee [4 points per rank]
Force Defense	Suppress [4 points per rank]
Force Grip	Heal/Harm [9 points per rank]
Force Lightning	Protect/Unleash [9 points per rank]
Force Stealth	Misdirect [8 points per rank]
Heal Another	Heal/Harm [9 points per rank]
Heal Self	Heal/Harm [9 points per rank]
Illusion	Misdirect [8 points per rank]
Inspire	Battle Meditation [8 points per rank]
Malacia	Ebb/Flow [5 points per rank]
Move Object	Move [6 points per rank]
Plant Surge	Alter [7 points per rank] or Bind [9 points per rank]
See Force	Sense [5 points per rank]
Sever Force	Suppress [4 points per rank]
Telepathy	Sense [5 points per rank]

Force Feats:

If the character possesses any Force feats in d20 Revised, use the following table to convert them to FFG. Feats will convert to either talents or Force powers, and if the latter it will show the number of points granted to purchase the related power or use for upgrade.

d20 Revised Feat	FFG Talent or Effect
Battle Meditation	Battle Meditation Force Power (+15 points)
Beast Language	Animal Empathy

Burst of Speed	Quick Movement
Cure Disease	Heal/Harm (+20 points)
Cure Poison	Heal/Harm (+20 points)
Dissipate Energy	Protect/Unleash Force Power (+25 points)
Doppelganger	Misdirect (+25 points)
Enhanced Danger Sense	Sense Danger
Force Dodge	Intuitive Evasion
Force Mastery	The Force is My Ally
Force Shield	Force Protection or Protect/Unleash Force Power (+15 points)
Form I Mastery	Resist Disarm, Sum Djem
Form II Mastery	Makashi Technique
Form IV Mastery	Ataru Technique
Form V Mastery	Djem So Expertise
Form VII Mastery	Juyo Savagery
Kinetic Combat	Move Force Power (+15 points)
Lightsaber Defense	Defensive Training
Niman Mastery	Niman Technique
Psychometry	Sense the Scene
Rage	Ravage

Force Rating: Add the number of Force-user levels the character has from d20 Revised to the ability bonuses (if positive) from Constitution, Intelligence, Wisdom, and Charisma. Add +1 to the total if they have the Force Mastery feat, and an additional +1 if they have the High Force Mastery feat. Divide the total by 4 (rounding down) to determine the character's Force Rating.

Example: A d20 Revised character is a Jedi Consular 11 with Constitution 13 (+1 bonus), Intelligence 16 (+3 bonus), Wisdom 15 (+2 bonus), and Charisma 16 (+3 bonus), and has the Force Mastery feat. Their Force Rating in FFG would be $(11+1+3+2+3+1=21, 21/4=5.25)$ 5 ranks.

Dark Side Score: If the character is Force-sensitive or is otherwise utilizing the Morality trait in FFG, use the following formula to convert their Dark Side Score: $50 - [(Dark Side \div character's\ Wisdom\ score) \times 20]$, rounding down.

Example: A d20 Revised character has a Wisdom of 14 and a Dark Side Score of 3. Using the formula converts to $50 - [(3 \div 14) \times 20]$, or $50 - [(.21) \times 20]$, or $50 - 4.2$, which yields 45.8, rounding down to a Morality score of 45 in FFG.

Difficulty Equivalents:

d20 Revised Difficulty	FFG Difficulty
Very Easy/Easy (0-9)	Simple (-)
Average/Tough (10-19)	Easy (♦)
Challenging (20-24)	Average (♦♦)
Formidable (25-29)	Hard (♦♦♦)
Heroic (30-34)	Daunting (♦♦♦♦)
Super Heroic (35-39)	Formidable (♦♦♦♦♦)
Nearly Impossible (40+)	Impossible (♦♦♦♦♦ + Destiny Point)

Item Availability/Rarity:

d20 Revised Availability	FFG Rarity
Prevalent	0-1
Common	2-5
Specialized	6-7
Rare	8-10
Restricted/Illegal	10

Weapons:

If a weapon is not published in the existing FFG supplements or rulebooks, use the following guidelines for conversion.

Skills: Ranged weapons designed for one-handed operation use the Ranged (Light) skill (most pistols, grenade-like weapons, simple weapons, and primitive weapons), while two-handed weapons use the Ranged (Heavy) skill (rifles and some heavy weapons). Weapon designed for use against vehicles and are too large for a single person (heavy repeating blasters and missile weapons) use the Gunnery skill, as do weapons mounted on vehicles and starships.

Damage: Use the tables below:

d20 Revised Damage	FFG Damage	Weapon Example
2d6	4	Slugthrower pistol
3d4	5	Hold-out blaster
3d6	6	Blaster pistol
2d8	7	Slugthrower rifle
3d8	7-9	Heavy blaster pistol, blaster rifle
3d10	10-11	Bowcaster, heavy blaster rifle
4d8	12-15	Heavy repeating blaster, rotary blaster cannon

d20 Revised Damage	FFG Damage	Melee Weapon Example
1d4, 2d4	+1	Knife, vibrodagger
1d6, 1d8, 2d6	+2	Baton, spear, vibrosword
1d10, 2d8	+3	Force pike, vibro-axe
2d10	+4	Greatsword, vibrosaw
2d12	+5	Arg'garok

Critical: Bludgeoning melee weapons have critical ratings of 4 or 5. Most other melee weapons have ratings of 3 (for one-handed weapons) or 2 (for powered and large unpowered weapons). Small blaster pistols (like hold-out blasters) have ratings of 4, most others pistols and rifles are 3, and disruptors are 2. Ion weapons and slugthrowers have a critical rating of 5.

Range: Ranged weapons with range increments of 5m or less convert to Short range, 6m to 25m convert to Medium range, 26m to 40m convert to Long range, and over 40m increments (or if designed for extended range like a sniper rifle) converts to Extreme range.

Encumbrance: Convert the weapon's weight in kilograms to Encumbrance.

HP: Use a weapon's WP in place of HP.

Price: Same as d20 Revised cost.

Rarity: See Item Availability/Rarity above.

Special: Read the description for a weapon in d20 Revised and use the guidelines below to account for special qualities:

Accuracy: If the weapon has an equipment bonus to attack checks, use this trait with a rank equal to the bonus.

Auto-Fire: Weapons with the autofire description in d20 Revised gain the Auto-fire trait in FFG.

Blast: For weapons that cause damage or have effects over an area, use the Blast trait with a rating of (area of weapon effect in meters x 2).

Breach: Weapons that ignore personal damage reduction (such as lightsabers) gain the Breach trait. If the amount of DR bypassed is less than 10, use the Pierce trait (see below).

Burn: Flame and acid weapons gain the Burn trait with a rating of 3.

Concussion: Sonic pistols gain Concussion 1, sonic and concussion rifles gain Concussion 2, and missiles/rockets/explosives which deal 10 or more Damage gain the Concussion trait with a rank of (weapon damage - 10).

Cortosis: Apply the Cortosis trait to weapons or armor if lightsabers do not ignore their damage reduction.

Cumbersome: Large-size weapons have a Cumbersome of (number of damage dice + 1). Some Medium-size weapons may also gain the Cumbersome trait if unusually large (like quarterstaves or very long-barreled rifles).

Defensive: Add the Defensive trait if a weapon or armor provides a Defense bonus against melee attacks (ranks = bonus).

Deflective: Add the Deflective trait if a weapon or armor provides a Defense bonus against ranged attacks (ranks = bonus).

Disorient: If a weapon can cause the fatigued condition (*Star Wars Roleplaying Game: Revised Core Rulebook*, pg. 288), grant it the Disorient trait with ranks equal to the duration of fatigue in rounds (or 3, if none given in description).

Entangled: If a weapon can cause the entangled condition (*Star Wars Roleplaying Game: Revised Core Rulebook*, pg. 288), use the Entangled trait with a rank of (Str DC required to break free, divided by 4).

Guided: Personal-scale missile systems have Guided 2, as do any weapons that can move independently of the wielder (like a boomerang).

Inaccurate: Any weapon with a penalty to attack has the Inaccurate trait with ranks equal to the penalty.

Inferior: Any weapon with a penalty to its damage has this trait, as does any armor with reduced damage reduction due to an equipment-based penalty.

Ion: Weapons that deal ion damage use this trait.

Knockdown: Use the Knockdown trait on any weapon that can render a target prone.

Limited Ammo: Use this trait on weapon systems with expensive ammunition or are equipped with less than 10 rounds.

Linked: When using two weapons simultaneously or using a fire-linked weapon system, assign it the Linked trait with a rating of (total weapons used – 1).

Pierce: If a weapon can ignore a target's damage reduction, give this trait with a rank equal to the amount of damage reduction ignored.

Slow-Firing: Any weapon that cannot fire at least once per round has this trait with a rank equal to (number of rounds between firing), so a weapon that can only fire every other round would have a Slow-Firing rank of 1.

Stun: If a weapon deals stun damage concurrently with normal damage, it gains the Stun trait.

Stun Damage: Used for any weapon capable of dealing stun damage.

Superior: If a weapon or piece of armor is of mastercraft quality, use the Superior trait.

Vicious: On weapons with improved critical threat ranges, use the Vicious trait with a rank of 1 for each point of threat range beyond 20 in d20 Revised (i.e. a critical rating of 18-20 would grant a Vicious rating of 2).

Armor:

For personal armor, if the d20 Revised value of its damage reduction is between 1 to 4, assign a Soak of 1 in FFG. With a DR of 5-7, use a Soak of 2. If its DR is over 7, also give it one point of Defense.

The Encumbrance of the armor in FFG is equal to the square root of the gear as it is in kilograms in d20 Revised.

An armor's Hard Points total is equal to the square root of half the armor's weight in kilograms in d20 Revised (*i.e. if armor has a weight of 8 kg, it would have $(8/2 = 4, \sqrt{4} = 2)$ 2 Hard Points*).

For Cost, the d20 Revised should be the same in FFG.

Special: If the armor's information describes it as being effective by deflecting blows rather than absorbing damage, exchange one or more of its Soak ranks to Defense. In particular, armor relying on energy shields to deflect or avoid hits should have most (if not all) of its Soak converted to Defense (but not to exceed a score of 3).

Vehicle/Starship Conversion:

Silhouette:

Find the overall length of a vehicle or starship in d20 Revised and use the table below to determine its Silhouette in FFG:

d20 Revised Size:	FFG Silhouette:
Fine (2.5-5m)	2
Diminutive (6-10m)	3
Tiny (11-20m)	3
Small (21-50m)	4
Medium (51-100m)	5
Large (101-250m)	5
Huge (251-500m)	6
Gargantuan (501-1km)	7 (up to 900m) or 8 (900m-3km)
Colossal (1km+)	8 (up to 3km) or 9 (3km+)

Speed:

For vehicles, use the table below to convert their speed to FFG:

d20 Revised	FFG
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Max Velocity	Speed
1-90 kmh	1
91-330 kmh	2
331-600 kmh	3
601-1,000 kmh	4
1,001-1,300 kmh	5
1,301 kmh+	6

For starships, divide the Maximum Speed in Space (listed in squares/action) by two to determine Speed in FFG.

Handling:

Refer to the tables below to find the FFG Handling rank for vehicles and starships, based on the categories of each:

d20 Vehicle Maneuver Score	FFG Handling (Speeders)	FFG Handling (Ground/Walkers)
-6 or less	-2	-3
-4 to -1	-1	-2
+0		-1
+1		0
+2		0
+3		+1
+4 or higher	+3	+1

The speeder category encompasses airspeeders, landspeeders, speeder bikes, and swoops. Ground/walkers includes all walkers, wheeled ground vehicles, and tracked vehicles.

d20 FFG (Maneuver + Speed) Handling	Space Transport FFG Handling	d20 Starfighter (Maneuver + Speed)	FFG Handling	d20 Capital Ships (Maneuver + Speed)
8 or less Less than 0		-3	7 or less	-3
9-10 -2	0-4	-2	8-9 -2	
11-12 5 or more		-1	10-11 -1	-1
13-14		+0	12-15	+0
15-17		+1	16-17	+1
18-20		+2	18-19	+2
21 or more		+3	20 or more	+3

Vehicles:

Defense total: Wheeled/tracked vehicles, skiffs/repulsorsleds, aquatic craft, walkers, podracers, speeder bikes, and swoops are 0/-/-0. For landspeeders and airspeeders, if their description notes being equipped with ablative armor or shields, their Defense is 1/-/-1, with +2 to the forward arc for especially reinforced vehicles; otherwise give them 0/-/-0.

Armor: Civilian vehicles will have Armor 0 unless modified. If it is a military-intended airspeeder/landspeeder, the vehicle's Armor rating is (Silhouette rating -1), unless a tank or troop transport then it will be (Silhouette+1). Walker's Armor rating is (Silhouette+1). Speeder bikes/swoops have Armor 0 unless modified or specifically noted in their description as being heavily armored.

HT: For landspeeders, walkers, and ground/tracked vehicles, divide the d20 Revised vehicle's HP by 4 to determine their FFG HT. For airspeeders, divide their HP by (vehicle's Silhouette +1) to determine its HT. Speeders and swoops have between 2 – 4 HT.

SS: If HT is 10+, SS is 80% of HT. If HT is less than 10, add Sil to HT for SS.

Starfighters:

Defense total: Divide SP by 30, rounding up. Subtract -1 from the converted score if an interceptor or an outdated model; add +1 for heavy fighters or bomber profiles.

Armor: For Diminutive size craft, use Armor 2, Tiny size craft are Armor 3.

HT: Divide HP by 10

SS: If 100 HP or higher, SS is 10. If less, SS is 8.

Space Transports/freighters:

Defense total: 1/-/-1, unless the craft has more than 150 HP, then use 2/-/-1.

Armor: Divide HP by 35, rounding up if a military or combat-oriented craft.

HT: Assign between 15 (for antiquated or unarmored civilian craft) to 25 (heavily armored or modified craft), with 20 as an average.

SS: Add the craft's HP to SP, then divide by 10.

Capital ships:

Defense total: Divide both the HP and SP by 200, rounding down. Each value will be used for two of the defense values.

Armor: Divide the HP by 60, rounding down.

HT: If the Silhouette is 6 or less, multiply the Silhouette by 10 for HT. If Silhouette 7 or higher, use (Silhouette x 10) + (HP divided by 100).

SS: Use (Damage Reduction – 10) for SS. If vessel is a type of Star Destroyer, use its Damage Reduction as SS.

Hull Type/Class: Classification of the craft's function/Class or series of vessel (i.e Starfighter/TIE-series)

Manufacturer: Name of the company or group responsible for the craft's original construction.

Hyperdrive: Rating of a starship's hyperdrive, if any (as well as any backup hyperdrive). Same as the rating in d20 Revised.

Navicomputer: If the starship has a navigational computer for calculating hyperspace jumps. Assume it does if the ship has a hyperdrive unless otherwise mentioned.

Sensors: Starfighters and shuttles will be Close, light freighters will be Short, medium freighters and most customized craft will be Medium, light cruisers, corvettes, and frigates will be Long, and most capital ships (Silhouette 7 or more) will be Extreme.

Ship's Complement: This should be the same as Crew from d20 Revised.

Encumbrance Capacity: Even after hours of pouring through a mountain of stats, I have no bloody idea. Any suggestions are welcome on this one, lads.

Passenger Capacity: This will be the same number as Passengers from d20 Revised.

Price/Rarity: Price will be the same as Cost in d20 Revised. d20 Revised doesn't use a rarity-style method, but here are some guidelines: light freighters, transports and the like will usually have a rarity of 4-6, starfighters will be 7-9 (although a point or two lower if it's a common model or the line was overproduced), patrol craft are 5-7, shuttles 5-6, and frigates 7-9. In general, if the craft would be in high demand add +1. If in doubt, go by the guidelines in the *Age of Rebellion Rulebook* on page 164.

Customization Hard Points: This is another value that has no real equivalent in d20 Revised and will require some guesswork for conversion. Most starfighters will have a HP of between 0 and 3, and the smaller and faster it is the fewer the points. Patrol craft have 2-4, shuttles 2, most transports between 0 and 5, and capital ships between 0-4. In general, military vessels will have fewer points since their designs are less likely to have had modifications in mind when constructed. And if converting a starship that has already undergone some custom modifications, lower the estimated HP value accordingly.

Weapons: To make the process easier, check existing vehicle descriptions to ensure that the weapon system you're converting is not already covered (or something similar) in a FFG supplement, in which case use as listed.

Convert damage dice in d20 Revised to Damage ranks in FFG, adding one to the value (i.e. if weapon damage is 6d10x2, it becomes 6, adding +1 for a total of 7).

For ranges, if the max range able to be fired in d20 Revised is Point-Blank, it becomes Close; Short, Medium, and Long are the same in FFG.

For critical ratings, treat as 3, unless the weapon is a torpedo/missile system (which is 2) or deals ion damage (which is 4).

If multiple weapons are fire linked, give a Linked rating of (total number of linked weapons – 1).

Massive: For ships over Silhouette 6, add one rank of the Massive trait per point of Silhouette over 6.