

Saga Edition to d20 Revised Conversion

Abilities: Abilities remain the same in d20 Revised as in *Saga Edition*.

Vitality Points: Subtract twice the maximum hit points your character would gain per level based on their first level from their total hit points to determine your vitality point total.

Example: A noble 6/soldier 2 would subtract 12 (twice their maximum hit points from 1d6 as a noble) from their hit point total to find their d20 Revised vitality total.

Defenses: The character's Fortitude, Reflex, and Will saves are calculated based on their class level, determined once their classes are converted (see below).

Speed: If your character has a speed of 6 squares, it becomes 10 meters. A speed of 4 squares converts to 6 meters, and a speed of 8 squares becomes 14 meters.

Classes/Levels:

Classes convert to Revised using the tables below. If a *Saga Edition* class converts to multiple d20 Revised classes, the character can select any number of them as long as they don't exceed the number of levels possessed in *Saga*. Levels, skills, and feats may have to be adjusted slightly to account for meeting minimum requirements in prestige classes.

| Saga Class: | d20 Revised Class(es): |
|----------------------------|--|
| Jedi | Force Adept, Jedi Guardian, Jedi Consular |
| Noble | Noble |
| Scoundrel | Scoundrel, Tech Specialist |
| Scout | Fringer, Scout |
| Soldier | Soldier |
| Non-heroic | Diplomat, Expert, or Thug |
| | |
| Saga Prestige Class | d20 Revised Prestige Class: |
| Ace pilot | Starship ace; deep space pilot, master gunner |
| Assassin | Sharpshooter |
| Bounty hunter | Bounty hunter |
| Corporate agent | Corporate troubleshooter |
| Crime lord | Crime lord; Black Sun Vigo, crime broker |
| Elite trooper | Elite trooper |
| Enforcer | Antarian Ranger, CorSec Officer, ISB Special Agent, Sector Ranger |
| Force adept | Baran Do sage, Force witch, dark side devotee, dark side marauder, Emperor's hand, Force warrior, Gand Findsman, Imperial Inquisitor, Jensaarai defender, Matukai adept, mystic agent, telepath, Zeishon Sha warrior |
| Force disciple | Same as Force adept |
| Gunslinger | Elite trooper, sharpshooter |
| Independent droid | Berserker droid, espionage droid |
| Infiltrator | Infiltrator, master spy |
| Jedi Knight | Jedi ace, Jedi healer, Jedi instructor, Jedi investigator, Jedi scholar, Jedi weapon master |
| Jedi Master | Jedi Master |
| Master arts master | Martial arts master |
| Medic | Tech specialist |
| Melee duelist | Master duelist |
| Military engineer | Chief engineer, Sienar engineer |
| Officer | Officer; naval officer |
| Sith apprentice | Sith acolyte, Sith warrior |
| Sith lord | Sith lord |

Skills:

Use the classes and levels selected along with the character's Intelligence modifier to determine the number of skill points (as well as class and cross-class skills).

The skills in which a character was trained in *Saga Edition* will guide which skills should receive skill points in d20 Revised. Using the character's Revised classes, species, and Intelligence modifier, you can determine the number of skill points gained and allocate them amongst the skill equivalents. Craft, Knowledge, and Profession are class skills to all the core classes, so these skills can be selected regardless of Saga trained skills.

| Saga Edition Skill | d20 Revised Equivalent(s) |
|---------------------------|--|
| Acrobatics | Balance, Escape Artist, Jump, Tumble |
| Climb | Climb |
| Deception | Bluff, Disguise, Forgery |
| Gather Information | Gather Information, Knowledge (streetwise) |

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|-----------------------------|--|
| Jump | Jump |
| Knowledge (bureaucracy) | Knowledge (bureaucracy, business, politics) |
| Knowledge (galactic lore) | Knowledge (alien species, geography, history, Jedi lore, streetwise, world lore) |
| Knowledge (life sciences) | Knowledge (biology, genetics, medicine) |
| Knowledge (physical sci.) | Knowledge (astronomy, chemistry, physics) |
| Knowledge (social sciences) | Knowledge (archeology, psychology, xenology) |
| Knowledge (tactics) | Knowledge (tactics) |
| Knowledge (technology) | Knowledge (engineering, technology) |
| Mechanics | Craft, Demolitions, Disable Device, Repair |
| Perception | Listen, Search, Sense Motive, Spot |
| Persuasion | Diplomacy, Intimidate |
| Pilot | Pilot |
| Ride | Handle Animal, Ride |
| Stealth | Hide, Move Silently, Sleight of Hand |
| Survival | Survival |
| Swim | Swim |
| Treat Injury | Treat Injury |
| Use Computer | Astrogate, Computer Use, Disable Device |
| Use the Force | Alter, Control, and Sense |

Feats and Talents:

Most feats from *Saga Edition* will have equivalents in d20 Revised. Use the list below to find the d20 Revised version of the feat:

| <i>Saga Edition</i> Feat | d20 Revised Feat |
|---------------------------------|---|
| Acrobatic Strike | Agile Riposte |
| Armor Proficiency (light) | Armor Proficiency (light) |
| Armor Proficiency (medium) | Armor Proficiency (medium) |
| Armor Proficiency (heavy) | Armor Proficiency (heavy) |
| Bantha Rush | Improved Bantha Rush |
| Burst Fire | Multishot |
| Cleave | Cleave |
| Combat Reflexes | Combat Reflexes |
| Cybernetic Surgery | Cybernetic Surgery |
| Dodge | Dodge |
| Dual Weapon Mastery I | Ambidexterity |
| Dual Weapon Mastery II | Two-Weapon Fighting |
| Dual Weapon Mastery III | Improved Two-Weapon Fighting |
| Exotic Weapon Proficiency | Exotic Weapon Proficiency |
| Extra Second Wind | Stamina |
| Far Shot | Far Shot |
| Force Sensitivity | Force-Sensitive |
| Force Training | Skill Emphasis (Force skill) |
| Great Cleave | Great Cleave |
| Improved Damage Threshold | Toughness |
| Improved Defenses | Great Fortitude, Iron Will, or Lightning Reflexes |
| Improved Disarm | Improved Disarm |
| Linguist | Read/Write and Speak Language for each language |
| Martial Arts I | Martial Arts |
| Martial Arts II | Improved Martial Arts |
| Martial Arts III | Advanced Martial Arts |
| Melee Defense | Combat Expertise |
| Mobility | Mobility |
| Pin | Improved Grapple |
| Point Blank Shot | Point Blank Shot |
| Power Attack | Power Attack |
| Precise Shot | Precise Shot |
| Quick Draw | Quick Draw |
| Rapid Shot | Rapid Shot |
| Running Attack | Shot on the Run or Spring Attack |
| Skill Focus | Skill Emphasis |
| Skill Focus (Acrobatics) | Acrobatic, Nimble, or Steady |
| Skill Focus (Climb) | Athletic |

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|----------------------------------|---|
| Skill Focus (Deception) | Mimic, Nimble, Persuasive, or Trick |
| Skill Focus (Endurance) | Endurance |
| Skill Focus (Gather Information) | Trustworthy |
| Skill Focus (Initiative) | Improved Initiative |
| Skill Focus (Jump) | Athletic |
| Skill Focus (Mechanics) | Cautious or Gearhead |
| Skill Focus (Perception) | Alertness or Sharp-Eyed |
| Skill Focus (Persuasion) | Persuasive, Trustworthy |
| Skill Focus (Pilot) | Spacer |
| Skill Focus (Stealth) | Stealthy |
| Skill Focus (Survival) | Rugged |
| Skill Focus (Treat Injury) | Surgery |
| Skill Training | Cosmopolitan |
| Surgical Expertise | Surgery |
| Throw | Defensive Throw |
| Toughness | Quickness |
| Trip | Improved Trip |
| Triple Crit | Improved Critical |
| Vehicular Combat | Starship Operation |
| Weapon Finesse | Weapon Finesse |
| Weapon Focus | Weapon Focus |
| Weapon Prof (adv. melee weapons) | Weapon Group Proficiency (vibro weapons) |
| Weapon Prof (heavy weapons) | Weapon Group Proficiency (heavy weapons or vehicle weapons) |
| Weapon Prof (lightsaber) | Exotic Weapon Proficiency (lightsaber) |
| Weapon Prof (pistols) | Weapon Group Proficiency (blaster pistols or slugthrowers) |
| Weapon Prof (rifles) | Weapon Group Proficiency (blaster rifles or slugthrowers) |
| Weapon Prof (simple weapons) | Weapon Group Proficiency (primitive or simple weapons) |
| Whirlwind Attack | Whirlwind Attack |

Talents: A number of *Saga Edition* talents will convert to feats within the d20 Revised rules. Bear in mind that between converting a characters' feats and some talents to Revised feats may result in a character being eligible for more feats than the class and/or level can accommodate; balance the character's background with a feat's relevance to find a good balance between the two.

| Talent | Feat or Skill |
|--------------------------|----------------------------|
| Art of Concealment | Combat Veteran (Stealth) |
| Ataru | Form IV Mastery |
| Battle Meditation | Battle Meditation |
| Charm Beast | Beast Languages |
| Clear Mind | Force Stealth Force skill |
| Connections | Influence |
| Djem So | Form V Mastery |
| Equilibrium | Attuned |
| Expert Tracker | Track |
| Flight | Force Flight |
| Force Pilot | Force Dodge or Force Pilot |
| Full Throttle | Combat Veteran (Pilot) |
| Illusion | Illusion Force skill |
| Improved Armored Defense | Armor Familiarity |
| Improved Initiative | Improved Initiative |
| Improved Quick Draw | Blasterslinger |
| Juyo | Form VII Mastery |
| Keen Shot | Blind-fight |
| Lightsaber Defense | Lightsaber Defense |
| Makashi | Form II Mastery |
| Make Do | Improvisational Fighting |
| Niman | Form VI Mastery |
| Notorious | Infamy |
| Psychometry | Psychometry |
| Ranged Disarm | Ranged Disarm |
| Run | Run |
| Shien | Form V Mastery |
| Shii-Cho | Form I Mastery |

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|-----------------------|-----------------------|
| Skilled Advisor | Force Mind |
| Soresu | Form III Mastery |
| Spacehound | Zero-G Training |
| Spellcaster | Adept Spellcaster |
| Stunning Strike | Stunning Strike |
| Surefooted | Surefooted |
| Telekinetic Power | Malevolent |
| Unbalance Opponent | Unbalance Opponent |
| Vehicle Dodge | Starship Dodge |
| Weapon Specialization | Weapon Specialization |

The Force:

Force powers, secrets, and techniques can convert to different Force skills and Force feats within d20 Revised.

| Saga Force Power | d20 Revised Trait |
|-------------------------|---------------------------------------|
| Ballistakinesis | Force Whirlwind Force feat |
| Battle Strike | Battlemind Force skill |
| Cloak | Force Stealth Force skill |
| Corruption | Force Strike Force skill |
| Dark Rage | Rage Force feat |
| Drain Energy | Drain Energy Force skill |
| Energy Resistance | Dissipate Energy Force feat |
| Farseeing | Farseeing Force skill |
| Fear | Fear Force skill |
| Force Blast | Force Strike Force skill |
| Force Disarm | Move Object Force skill |
| Force Grip | Force Grip Force skill |
| Force Light | Force Light Force skill |
| Force Lightning | Force Lightning Force skill |
| Force Shield | Force Shield Force feat |
| Force Slam | Force Strike Force skill |
| Force Storm | Force Whirlwind Force feat |
| Force Thrust | Move Object Force skill |
| Force Whirlwind | Force Whirlwind Force feat |
| Hatred | Fear Force skill |
| Inertia | Up the Walls Force feat |
| Inspire | Inspire Force skill |
| Kinetic Combat | Kinetic Combat Force feat |
| Levitate | Force Flight Force feat |
| Lighting Burst | Force Lighting Force skill |
| Malacia | Malacia Force skill |
| Mind Trick | Fear or Mind Trick Force skill |
| Morichro | Morichro Force feat |
| Move Object | Move Object Force skill |
| Negate Energy | Dissipate Energy Force feat |
| Obscure | Force Stealth Force skill |
| Plant Surge | Plant Surge Force skill |
| Rebuke | Force Defense Force skill |
| Rend | Force Grip Force skill |
| Resist Force | Force Defense Force skill |
| Sever Force | Sever Force Force skill |
| Surge | Burst of Speed Force feat |
| Vital Transfer | Heal Another or Heal Self Force skill |
| Wound | Force Grip Force skill |

| Force Technique | d20 Revised Feat |
|------------------------|-------------------------|
| Force Point Recovery | Force Mastery feat |
| Improved Sense Force | Attuned |
| Improved Telepathy | Link |

| Force Secret | d20 Revised Trait |
|---------------------|--------------------------|
| Quicken Power | High Force Mastery feat |

Weapons:

If a weapon or piece of armor isn't found in d20 Revised supplements, use the tables below to convert them to *Saga Edition*.

Cost: The cost of a weapon remains the same in d20 Revised.

Damage: The damage dice listed in *Saga Edition* remain the same in d20 Revised.

Critical: Most energy-based rifles, repeating blasters, personal-scale heavy weapons, and lightsabers have a threat range of 19-20, with nearly all others using a threat range of 20.

Range Increment: Use the table below to determine a weapon's range, based on the type and its associated traits:

| <i>Saga Edition</i> Weapon Type | d20 Revised Range Increment | |
|------------------------------------|--------------------------------|--|
| Heavy | 60m | |
| Heavy (inaccurate) | 40m | |
| Heavy (accurate) | 100m | |
| Pistol | 10m | |
| Pistol (inaccurate) | 8m | |
| Pistol (accurate) | 12m | |
| Rifle | 30m | |
| Rifle (inaccurate) | 20m | |
| Rifle (accurate) | 40m | |
| Simple | 8m | |
| Simple (inaccurate) | 4m | |
| Simple (accurate) | 12m | |
| Thrown | 4m | |
| Thrown (inaccurate) | 2m | |
| Thrown (accurate) | 6m | |

Weight: This will be the same as listed in *Saga Edition*.

Stun Fort DC: Hold-out blasters have a DC of 10; sporting and light blaster pistols are DC 12; blaster pistols, blaster carbines, and sporting blaster rifles are DC 15; blaster rifles are DC 18. Melee weapons capable of stun usually are DC 15.

Type: The type will be the same as listed in *Saga Edition*.

Multifire/Autofire: *Saga Edition* weapons listed as having an autofire setting gain the multifire trait in d20 Revised, and those only able to fire in autofire will have the autofire trait in d20 Revised.

Size: The size of a weapon will remain the same in d20 Revised as in *Saga Edition*.

Group: Most *Saga Edition* Weapon Proficiency feats convert to similar ones in d20 Revised (refer to the Feats table above). A few exceptions are any slungthrowers, which convert to its own Weapon Group Proficiency, as do primitive weapons (including most low-technology weapon such as spears, slings, and bows).

Armor:

Damage Reduction (DR): The damage reduction of armor in d20 Revised is equal to (its *Saga Edition* armor bonus -1) if 3 or higher, (armor bonus -2) if 5 or higher, or (armor bonus -3) if 7 or higher.

Max Dexterity Bonus: Armor's maximum Dexterity bonus is equal to (7 – the armor's DR).

Armor Check Penalty: An armor's check penalty is the same as the armor's DR for light, medium, and heavy armor. For powered armor (which is considered any armor that grants equipment bonuses to Strength, Dexterity, or Constitution checks), the armor check penalty is generally one less than the armor's DR, but this varies depending on the armor so feel free to adjust this for particularly bulky suits.

Speed*: Light armor has a maximum speed of 10m/6m, medium armor is 8m/4m, and heavy armor is 6m/2m. Powered armor has a maximum speed of 8m/4m unless it weighs over 20kg, in which case its move is 6m/2m.

*The number before the slash is the maximum speed for Medium-size characters, and after the slash is for Small-size characters.

Vehicles:

The Size, Passengers, Cargo Capacity, Max Velocity, and Cost carry over from *Saga Edition* without a need for any further conversion.

Class: This can be derived from the vehicle's method of movement, and should be read as Wheeled, Tracked, Walker, or Speeder [Ground].

Speed: This is converted to meters using the vehicle's Max Velocity and the table below:

| Max Velocity (km/h) | Speed (meters) | | | | |
|------------------------|-------------------|-----|-----|-------|-----|
| 10 | 3 | 160 | 55 | 650 | 225 |
| 15 | 5 | 200 | 70 | 750 | 260 |
| 20 | 7 | 230 | 80 | 800 | 280 |
| 25 | 8 | 260 | 90 | 850 | 295 |
| 30 | 10 | 300 | 105 | 950 | 330 |
| 35 | 12 | 315 | 110 | 1,000 | 350 |
| 40 | 14 | 330 | 115 | 1,050 | 365 |
| 45 | 16 | 360 | 125 | 1,150 | 400 |
| 50 | 18 | 400 | 140 | 1,200 | 415 |
| 60 | 21 | 430 | 150 | 1,250 | 435 |
| 70 | 25 | 460 | 160 | 1,300 | 450 |
| 75 | 26 | 500 | 175 | 1,350 | 470 |
| 80 | 28 | 530 | 185 | 1,400 | 485 |
| 90 | 30 | 560 | 195 | 1,450 | 505 |
| 100 | 35 | 580 | 200 | 1,500 | 520 |
| 130 | 45 | 600 | 210 | | |

Round the resulting Speed up to the nearest 10m increment

Crew: The number of crew is unchanged from *Saga Edition*, but the statistics associated with crew quality are changed to the following: untrained (attack bonus -2, check modifier -4), normal (attack bonus +0, check modifier +2), skilled (attack bonus +2, check modifier +4), expert (attack bonus +4, check modifier +8), ace (attack bonus +8/+3, check modifier +12).

Initiative: Add the crew quality check modifier to the vehicle's size modifier.

Maneuver: Add the crew quality check modifier to the vehicle's size modifier.

Defense: 10 + (vehicle size modifier) + (vehicle's armor rating). The vehicle's armor rating is determined by taking the vehicle's Strength bonus in *Saga* and dividing it by two. For cover, no cover is treated the same in d20 Revised, normal cover (+5) is converted to one-half cover, improved cover (+10) converts to three-quarter cover, and total cover is treated the same in Revised.

Shield Points: Double a vehicle's shield points for the d20 Revised equivalent. If it possesses shields, it's DR equals the hull point DR.

Hull Points: Divide a vehicle's hit points by 2 to find the d20 Revised hull point total. DR is 5 for Large vehicles, 10 for Huge, 15 for Gargantuan, 20 for Colossal; subtract 5 from the DR rating if the vehicle is not intended for battle or military purposes.

Weapons: Fire Arc may need some research to determine on a particular vehicle since *Saga Edition* doesn't make this distinction, but assume this is Front if not otherwise indicated. Attack bonus is (size modifier) + (crew attack bonus) + (fire control). The fire control on a vehicle will be the *Saga* vehicle's Intelligence modifier bonus.

Weapon damage changes from (d10x2) to (d10), and from (d10) to (d8). Its range increment is determined using the following guidelines:

| Weapon | d20 Revised Range Increment |
|-------------------------|--------------------------------|
| Blaster cannon | 100 m |
| Blaster cannon (medium) | 200 m |
| Grenade launcher | 20 m |
| Laser cannon | 20 m |
| Laser cannon (medium) | 100 m |
| Laser cannon (heavy) | 300 m |

Starships:

A starship's Hyperdrive, Passengers, Cargo Capacity, Consumables, Crew, and Cost are the same in d20 Revised as in *Saga Edition*.

Class: This will match the description of the ship in *Saga*, usually indicated after the craft's size.

Size: Convert the ship's size using the table below:

| <i>Saga Edition</i> Ship Size | d20 Revised Starship Size | Length |
|----------------------------------|------------------------------|-----------|
| Large | Fine | 2.5 to 5m |
| Huge | Diminutive | 6 to 10m |

| | | |
|--------------------|------------|-------------|
| Gargantuan | Tiny | 11 to 20m |
| Colossal | Small | 21 to 50m |
| Colossal (frigate) | Medium | 51 to 100m |
| Colossal (frigate) | Large | 101 to 250m |
| Colossal (frigate) | Huge | 251 to 500m |
| Colossal (cruiser) | Gargantuan | 500 to 1km |
| Colossal (cruiser) | Colossal | 1km or more |

Station Sizes: For immobile space stations and capital ships larger than 5 km, use the following table to determine the converted size:

| <i>Saga Edition</i> Vessel Size | d20 Revised Station Size | Size |
|------------------------------------|-----------------------------|--------------|
| Colossal | Fine | 21 to 50m |
| Colossal (frigate) | Diminutive | 51 to 100m |
| Colossal (frigate) | Tiny | 101 to 250m |
| Colossal (frigate) | Small | 251 to 500m |
| Colossal (cruiser) | Medium | 501 to 1km |
| Colossal (cruiser) | Large | 1 to 5km |
| Colossal (station) | Huge | 5 to 20km |
| Colossal (station) | Gargantuan | 20 to 100km |
| Colossal (station) | Colossal | 100 to 200km |

Crew: The number of crew is unchanged from *Saga*, but the statistics associated with crew quality are changed to the following: untrained (attack bonus -2, check modifier -4), normal (attack bonus +0, check modifier +2), skilled (attack bonus +2, check modifier +4), expert (attack bonus +4, check modifier +8), ace (attack bonus +8/+3, check modifier +12).

Initiative: Add the crew quality check modifier to the vehicle's size modifier.

Maneuver: Add the crew quality check modifier to the vehicle's size modifier.

Defense: 10 + (vehicle size modifier) + 10 armor

Shield Points: Double a vehicle's shield points for the d20 Revised equivalent. If it possesses shields, its DR equals the hull point DR.

Hull Points: Starfighters and space transports convert hit points to hull points with no change needed. For capital ships, divide their hit points by 3 to convert them to d20 Revised hull points. A ship's DR depends on its size in d20 Revised: Fine, Diminutive, and Tiny ships have DR 10; Small ships have DR 20; Medium-size ships have DR 30; Large and Huge ships have DR 40; Gargantuan ships have DR 50; Colossal ships have DR 60.

Maximum Speed in Space: Double a *Saga Edition* starship's fly (starship scale) speed for the d20 Revised speed in squares/action. Its speed category is based on the maximum squares travelled per action: docking (1), cruising (2-4), attack (5-8), ramming (9+)

Atmospheric Speed: Find a starship's maximum velocity in *Saga Edition* and compare it to the table below to find a starship's atmospheric speed in d20 Revised:

| <i>Saga Edition</i> Max Velocity | d20 Revised Atmospheric Speed |
|-------------------------------------|----------------------------------|
| 500-640 kmh | 10 squares |
| 650-690 kmh | 11 squares |
| 700-740 kmh | 12 squares |
| 750-800 kmh | 13 squares |
| 810-890 kmh | 14 squares |
| 900-940 kmh | 15 squares |
| 950-980 kmh | 16 squares |
| 990-1040 kmh | 17 squares |
| 1050-1100 kmh | 18 squares |
| 1110-1160 kmh | 19 squares |
| 1170-1240 kmh | 20 squares |
| 1250-1290 kmh | 21 squares |
| 1300-1350 kmh | 22 squares |
| +50 kmh | +1 square |

Weapons: Fire Arc may need some research to determine on a particular vehicle since *Saga* doesn't make this distinction, but assume this is Front if not otherwise indicated. Attack bonus is (size modifier) + (crew attack bonus) + (fire control). The fire control on a vehicle will be the *Saga* vehicle's Intelligence modifier bonus. Damage values are unchanged to d20 Revised. Starship weapon ranges use the following table:

| Starship Weapon | Maximum Range |
|--------------------|---------------|
| Blaster cannon | Short |
| Triple blaster | Short |
| Point laser cannon | Point Blank |

| | | |
|--------------------------|------|--------|
| Laser cannon | | Short |
| Quad laser cannon | | Short |
| Turbo quadlasers | | Short |
| Double turbolaser cannon | Long | |
| Medium turbolaser | | Long |
| Quadlasers | | Long |
| Turbolaser | | Long |
| Light ion cannon | | Short |
| Ion cannon | | Medium |
| Tractor beam projector | | Short |

Missile and torpedo systems use a missile quality statistic that the weapon uses to re-attack targets. Assume that most stock military ships have Ordinary (+10) weapons, older military vessels have Marginal (+5) systems, and cutting-edge military or custom private craft have Good (+15) weapons.