

Converting Saga to D6:

Guidelines on converting weapons, equipment, starships, vehicles, alien species, characters, droids, creatures, and Force powers

Introduction

The following guide is meant to help those of you who are working on your own Saga to D6 conversions. This is meant to provide consistency and clarity for anyone in the Rancorpit Forums (<http://www.rancorpit.com/forums>) who wish to assist in double checking the work of others that is posted for the conversion guides made on the site. However, it may help other D6 GMs not affiliated with the site and wanting to get a jump on making sense of statistics before our conversion books are released.

The most important thing to remember about doing conversions is that formulas will provide guidelines, never will they give you absolute rules. If there is something that seems overpowered or imbalanced, then common sense and game balance should come first. Though the guidelines will be accurate in reproducing something in D6 most of the time, you should always be mindful of creating a balanced result. Sometimes when dealing with some stat blocks, you should remember to try to capture the spirit of the Saga Edition stat block, and then recapture it in D6.

The conversion guidelines for weapons, equipment, starships and vehicles tend to be easier in terms of applying formulas. Those stat blocks require less “common sense interpretations.” Those statistics involving characters, creatures, and droids have some formula guidelines, but are often modified to fit a well-rounded D6 stat. There are no formulas for Force powers, and only general guidelines can be provided for re-interpreting those mechanics in D6.

Weapons and Equipment

Restrictions and availability

D20	D6
***	1, 2, or 3*
Licensed	F
Military	F or X
Illegal	X
Rare	3 or 4*
Restricted	R

† - In D6 the number represents how available the particular item is in the galaxy. You can determine this by statements in the flavor text, comparison to official D6 weapons, and determining game balance.

Ranged weapon damage

D20	D6
3d4	3D+1 – 3d+2
2d6	3D-3D+1
3d6	4D
2d8	4D+2 – 5D
3d8	5D
4d6	5D+1
3d10	5D+2 – 6D
3d12	6D – 6D+2

If the weapon is a repeating blaster, adjusting the damage up will be necessary, as D6 has no repeating blaster rules. Instead WEG seemed to assume the blaster would hit multiple times in one round, and thus they have a higher damage.

Range

The Saga edition has very little to indicate the range of weapons. Occasionally they may be designated as long range or short range. D6 will use the same range for a number of weapons. Therefore, it is best to find a similar weapon in a WEG book and copy the ranges directly.

Fire rate

Fire rate is best determined by finding a similar weapon in a WEG books and using the same fire rate.

Cost, ammo, and ammo cost

These statistics may be copied directly. This information may be found on a chart and in the weapon's flavor text.

Melee weapon damage

D20	D6
1d4	Str+1D
2d4, 1d6	Str+1D – Str+1D+2
2d6	Str+1D+1 – Str+2D
1d8, 2d8	Str+2D – Str+2D+1

2d8	Str+2D – Str+2D+2
2d10	Str+3D – Str+3D+1

Grenades

d20 damage	d20 burst radius	D6 damage	D6 blast radius
4d6	2 squares	5D/4D/3D/2D	0-2/4/6/10
8d6	4 squares	10D/8D/5D/2D	0-2/8/12/20

There are few examples where D6 and Saga have the same grenade. The two grenades above help show some comparison to grenade examples, but should not be taken as a conversion chart. Most grenade conversion will be a matter of reading flavor text, looking at damage, and then extrapolating a reasonable D6 damage and blast radius. There is no direct formula that can accurately equate d20 grenades to D6 and provide assurances of complete accuracy.

Game Notes

Any time you are doing conversions, game balance and “common sense” takes precedence over direct mathematical equation. Though we are not attempting to re-create existing equipment, the converted equipment should not be excessively more powerful, or underpowered when compared to official WEG stats. Any conversion should be done in comparison with existing equipment.

If the weapon does electrical damage, slashing damage, bludgeoning damage, etc, they need not be directly converted. However, if there is a special effect that the weapon has it is best estimate a similar effect in D6. For example, carbonite rifles will immobilize a target. Immobilization can be represented in D6. However, some weapons move targets down the condition track in d20. Since D6 doesn't have a direct condition track, the weapon's ability may not be able to be converted.

Guidelines on converting equipment

Equipment is much more art than science, and must always be done in comparison to existing WEG equipment. In general +2 in d20 roughly equates to +2 in D6. If the d20 equipment bonus grants a +6, then it is often converted to 2D (as 2D is equivalent to six pips).

However, game balance takes priority. In trying to determine the bonus a piece of equipment should grant, try to take cost into consideration, and compare the cost of the d20 equipment to similar WEG equipment. Adjust the conversion up or down based on the cost compared to the Existing equipment.

Armor Bonuses

d20 bonus	D6 armor bonus	D6 Dexterity penalty
+2 – +3	+1D physical +1 energy	***
+3 – +4	+1D physical +2 energy	***
+4 – +5	+1D physical +1D energy	-1D
+5 – +7	+2D physical +1D energy	-1D
+7 – +8	2D+1 physical +1D energy	-1D
+8 – +9	2D+1 physical +1D+1 energy	-1D+1
+9 – +10	2D+2 physical +1D+2 energy	-1D+1 – 1D+2

Like most conversions, there is no hard and fast rule as to exactly how much of a bonus should be applied. However, the chart above provides a fair sketch. Be careful to observe the flavor text and make modifications based on the description. For example, an armor like Fiber Armor may grant a +4, but is designed to be particularly effective against energy damage. In such cases, the physical damage resistance adjusted (or completely removed) to reflect this function. West End Games calculated the Dexterity penalty based on armor bonus, thus the armor bonus should grant the most sway when making the conversion. However, it may occasionally be beneficial to examine the Max Dexterity Bonus for a concept of how much to increase or decrease the D6 Dexterity penalty. Further, it is possible to find some examples of West End Games materials where the energy bonus exceeds the physical damage resistance bonus. For example, an armored space suit may grant +1D to physical, and +2D to energy. In such cases the Dexterity penalty stays at -1D.

D20 Max Dexterity Bonus	D6 Dexterity penalty
+5 (blast vest)	***
+3 (Stormtrooper Armor)	-1D
+1 (Mandalorean Neo-Crusader Armor)	-1D+2

Starships and Vehicles

Converting Starfighters

Many of the statistics remain the same, and those items that can be directly ported over will not be listed.

Length: There is no listing in Saga for length, one must estimate from clues in the favor text or find outside sources.

Skill: Must be inferred from the type of starship. It will be Starfighter piloting: [type of craft].

Crew Skill: The crew skill is more specific in D6 than saga, and the following chart should be used as a guideline for creating a set of crew skills.

d20 skill	D6 skill
Normal	Varies widely
Trained	3D-4D in relevant skills
Skilled	Between 4D-4D+2 in all relevant skills
Expert	5D-5D+2 in all relevant skills
Ace	5D+1-6D in all relevant skills

Maneuverability:

d20 dex	D6 maneuverability
+10	0D
+11	0D+1
+12	0D+2
+14	1D
+15	1D+1
+16	1D+2
+18	2D
+19	2D+1
+20	2D+2
+22	3D
+23	3D+1
+24	3D+2
+26	4D

Space: Fly speed x2

Atmosphere: max velocity/2.87; max velocity

Hull: HP/30

Shields: SR/15

Sensors: There is no direct conversion for sensors. You must find a similar ship in existing WEG stats and copy or adjust the sensors based on the flavor text.

Weapons: The only useful information concerning the weapons is the damage code and the ships intelligence. Take the first number of the d20 damage code and use that as the D6 die code. For example, if the damage of a proton torpedo is 9d10x2, then the damage is 9D. If the damage of a laser cannon is 4d10x2, then the damage is 4D. All other statistics should consult similar weapons from WEG sources.

To determine the highest fire control for the weapons (note that this will not tell you the fire control of all of the weapons, only the highest fire control) consult the intelligence rating of the ship and compare to the chart below:

Intelligence	Fire Control
10	0D
12	1D
14	2D
16	3D
18	4D

Converting Capital Ships

Many of the statistics remain the same, and those items that can be directly ported over will not be listed.

Length: There is no listing in Saga for length, one must estimate from clues in the favor text or find outside sources.

Skill: Must be inferred from the type of starship. It will be Capital ship piloting: [type of craft].

Crew Skill: The crew skill is more specific in D6 than saga, and the following chart should be used as a guideline for creating a set of crew skills.

d20 skill	D6 skill
Normal	Varies widely
Trained	3D-4D in relevant skills
Skilled	Between 4D-4D+2 in all relevant skills
Expert	5D-5D+2 in all relevant skills
Ace	5D+1-6D in all relevant skills

Maneuverability:

d20 dex	D6 maneuverability
+10	0D
+11	0D+1
+12	0D+2
+14	1D
+15	1D+1
+16	1D+2
+18	2D
+19	2D+1
+20	2D+2
+22	3D
+23	3D+1
+24	3D+2

+26	4D
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Space: Fly speed x2

Atmosphere: max velocity/2.87; max velocity (if any atmosphere rating is listed) Hull:

HP/300

Shields: SR/50

Sensors: There is no direct conversion for sensors. You must find a similar ship in existing WEG stats and copy or adjust the sensors based on the flavor text.

Weapons: The only useful information concerning the weapons is the damage code and the ships intelligence. Take the first number of the d20 damage code and use that as the D6 die code. For example, if the damage of a proton torpedo is 9d10x10, then the damage is 9D. If the damage of a laser cannon is 4d10x10, then the damage is 4D. All other statistics should consult similar weapons from WEG sources.

Note that if a weapon is labeled as point defense and has a damage of ?d10x2 then the weapon is starfighter scale.

To determine the highest fire control for the weapons (note that this will not tell you the fire control of all of the weapons, only the highest fire control) consult the intelligence rating of the ship and compare to the chart below:

Intelligence	Fire Control
14	1D
16	2D
18	3D
20	4D

Converting Vehicles

Many of the statistics remain the same, and those items that can be directly ported over will not be listed.

Length: There is no listing in Saga for length, one must estimate from clues in the favor text or find outside sources.

Scale: Can be inferred from type of vehicle or flavor text and sometimes weapon damage. Some large repulsorlift vehicles will be walker scale. An onboard weapon with a damage rating that has a x2 multiplier (such as 3d10x2) indicates that the weapon (and probably the vehicle) is walker scale. A weapon without a multiplier (such as 4d10) indicates that the weapon (and probably the vehicle) is speeder scale.

Skill: Must be inferred from the type vessel. It will be Walker operation: [type of craft] or repulsorlift operation: [type of craft]

Crew Skill: The crew skill is more specific in D6 than saga, and the following chart should be used as a guideline for creating a set of crew skills.

d20 skill	D6 skill
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Normal	Varies widely
Trained	3D-4D in relevant skills
Skilled	Between 4D-4D+2 in all relevant skills
Expert	5D-5D+2 in all relevant skills
Ace	5D+1-6D in all relevant skills

Maneuverability:

d20 dex	D6 maneuverability
+10	0D
+11	0D+1
+12	0D+2
+14	1D
+15	1D+1
+16	1D+2
+18	2D
+19	2D+1
+20	2D+2
+22	3D
+23	3D+1
+24	3D+2
+26	4D

Cover:

d20 cover	D6 cover
No cover	$\frac{1}{4}$
Partial	$\frac{1}{2}$
Improved	$\frac{3}{4}$
Full	Total

Move: max velocity/3; max velocity (if any atmosphere rating is listed)

Body Strength: The hull conversion depends upon the number of hit points a vehicle has

D20 HP	D6 speeder scale	D6 walker scale
20	1D	***
40	2D	+1
80	3D	1D
120	4D	2D
160	5D	3D

200	6D	4D
240	7D	5D
280	8D	6D

Weapons: The only useful information concerning the weapons is the damage. Take the first number of the d20 damage code and use that as the D6 die code. For example, if the damage of a blaster is 3d10, then the damage is 3D. If the damage of a laser cannon is 4d10x2, then the damage is 4D. All other statistics should consult similar weapons from WEG sources. Note that the multiplier for weapon damage is an indication of a weapon's scale. ?d10x2 will indicate that the weapon (and probably vehicle itself) is walker scale. ?D10 (with no multiplier) will indicate that the weapon is speeder scale.

Character-Related Conversions

The next segment will cover how to convert alien species, characters, droids, and creatures. Conversions of this nature will be far less precise and will require much more creative interpretation of d20 rules as they transition into D6. The Saga edition has several mechanics that are not represented in D6, such as abilities to re-roll skill rolls, the ability to "take ten," and so on. Such mechanics may be interpreted as simple skill bonuses as it applies to D6 stat blocks. Also, any conversion within this section requires attribute and skill level conversion. To get a rough estimate of Saga and D6 attributes, you may use the chart listed below:

Attribute Conversion Table

d20	d6	d20	d6	d20	d6	d20	d6
0d	12	2d+2	20	5d+1	28	8d	1
2-3	0d+1	13	3d	21	5d+2	29	8d+1
4-5	0d+2	14	3d+1	22	6d	30	8d+2
6-7	1d	15	3d+2	23	6d+1	31	9d
8	1d+1	16	4d	24	6d+2	32	9d+1
9	1d+2	17	4d+1	25	7d	33	9d+2
10	2d	18	4d+2	26	7d+1	34	10d
11	2d+1	19	5d	27	7d+2	35	10d+1

Converting Alien Species

Attribute Dice: There is a basic assumption that the general species template should have 12D in attribute dice. However, for particularly stronger species, you may increase that to as much as 13D, or drop it to 11D for weaker species.

Attribute Minimum and Maximum Ranges: All species have an attribute rating of 10, unless otherwise noted. If a species has any bonuses or penalties to an attribute, add that to or subtract that from 10. If, for instance a species has a -2 to Dexterity, then the Dexterity rating will be 8. Once you have determined the rating for each, follow the formula below to determine the average D6 attributes:

d20	D6
Dexterity	Dexterity
Intelligence+ Wisdom/2	Knowledge
Dexterity + Intelligence/2	Mechanical
Charisma + Wisdom/2	Perception
Strength + Constitution/2	Strength
Intelligence	Technical

Now, to find the minimum and maximum you may add 2D to find the maximum, and leave the minimum as you had calculated from the chart comparison. If the minimum seems high, you may subtract as much as -2 to find a more acceptable minimum.

Take special note to examine story factors and flavor text to adjust the species minimum and maximum. For example the text may say that the species is very technologically inclined. However, Saga has no Technical attribute, so it may be necessary to increase the minimum and maximum Technical attribute range.

Special Abilities: When trying to calculate special abilities bonuses, you may have to use creative interpretation. Examine which skills or feats the species may have, or special game notes that apply to the species. One may attempt to recreate one of many options WEG has provided as bonuses at character creation. For example, WEG provided several species where you could gain +2D for every +1D spent at character creation only. Alternatively, in select cases when species were particularly adept at a certain skill, they applied bonuses to every time someone of that species rolled that skill. Consider substituting a bonus for opportunities to re-roll.

Given the vast variety of game mechanics available in d20 and poor direct translation into D6, special ability conversions are very much a matter of creative interpretation and adaptation. Attempt to capture the spirit of what the species can do, and find a way to recapture it in D6. No set of formulas will perfectly catch all of the various mechanics represented in both systems.

Converting Characters

Converting characters is some of the most difficult work. The result must be modified with an eye for game balance and a sense of intuition as to what makes a reasonable and well-rounded character. Likewise, some skills will have to be filled in which are not necessarily represented in the d20 version. The general principle is to try to capture the spirit of the character represented in the Saga version, and try to recapture it in D6.

Attributes: Much like species, you must begin by converting the attributes. First do the addition and division necessary to create the scores appropriate for D6 attributes. Next use the Attribute Conversion Table to find the D6 attributes. Note that heroic characters such as Han Solo, or Lando Calrissian will have 18D in attributes. Minor characters may have fewer, though even a Stormtrooper will have 12D in attributes. You may need to bump attributes up or down to make them fit the character properly

Explicitly Expressed Skills: Skills are generally fairly easy in principle, but are often extraordinarily messy in application (which is why character conversion is so seldom done). The first task is to find a D6 skill that is represented in the Saga Edition skill. However, the skills in the Saga edition are very broad. Pilot

may be repulsorlift operations, starfighter piloting, space transports, or even aquatic vehicle operation. Likewise, Mechanics could be starfighter repair, droid programming/repair, Part of the task is to understand the flavor text, and then to find what skills the character would have if one were to try to express it in D6. Occasionally a formula will yield helpful results. Every +2 in a skill represents one pip in a D6 skill. If someone has +8 for their blaster, then you can count on them having at least 1D+2 in their blasters skill over the attribute level. However, if the results are too high or too low, then it may be best to modify the skill to try to capture the spirit of the character.

Hidden Skills: There are some skills that will not be expressed as skills in Saga. If characters have feats such as Pin or Trip, consider adding to the character’s brawling skill. There are some feats that have implications on advanced skill, such as a character with the Cyborgnetic Surgury feat will necessarily have a first aid skill of at least 5D, and have some training in (A) Medicine: Cyborgnetics. Also, defensive skills are not expressed as skills. In d20 systems, a dodge, melee parry or brawling parry are done in terms of Reflex Defense. Take the reflex defense, and compare that number to the Attribute Conversion Table above.

Filling the Gaps: Once you have arrived at this stage, you are likely to have a character that with many of proficiency, but distinctively lacking in other areas. For example, you may have a starfighter pilot with no starship gunnery skill. It requires some comparison to existing WEG stats of similar characters of about the same skill level to interpret what sort of skill bonuses the D6 character should have. Also, a little use of common sense can help you in determining that if a character is supposed to be a slicer, then they are probably going to have a high security skill as well as a high computer programming/repair skill.

Force Skills and Powers: The only Force skill in Saga is Use the Force, and so one must use that to extrapolate someone’s proficiency with their Force skills. There are very few characters where we have a stats for that person at equivalent times. For example, we may have stats for Obi-Wan Kenobi at the end of Episode III in d20, but not during Episode IV. In D6 the reverse would be true. With only a handful of examples of stat blocks representing characters in the same time frame, we must extrapolate what information we can. Consider the table below:

Name	Use the Force	Total Force Skills	D6 Skills / Use the Force ratio
Tremayne	16	13D	0.8125
Luke	16	25D	1.5625
Palpatine	24	42D	1.75
Darth Vader	17	33D	1.9412
Yoda	24	37D	1.5167
Thon	19	34D	1.7894

The average D6 to Use the Force ratio is 1.56205. This serves as a fair guideline to determining a character’s total number of D6 Force skills if we add together their control, sense, and alter. So, multiply the Use the Force skill by 1.56205. For example, if a character has a Use the Force of +20, it would yield approximately 31.24. Round that to the nearest .3, and you can determine that they would have 31D+1

to split between their Force skills. Examine their distribution of Force powers to determine what priority you should give to their D6 Force skills. Remember that most Jedi have a higher control or sense than they do alter for philosophical reasons. Some characters may require a lower ratio to make them fit the dynamics of the character. For example, if converting an Emperor's Shadow Guard from The Force Unleashed Campaign Guide you may want to use a ratio closer to the 0.8125 than the 1.56205.

Once you have determined the person's Force skills, examine the list of Force powers, talents, feats and secrets in order to construct a list of Force powers that appear to be likely D6 equivalents. Double check to make sure that once you have assigned a D6 Force power, try to make sure that you have filled in all necessary prerequisites.

Force Points, Dark Side Points, and Character Points: Though Destiny points are roughly the equivalent of Force Points in terms of game mechanics, Saga characters tend to carry fewer Destiny Points than D6 characters carry Force Points. For particularly heroic character, consider providing additional Force points. Such decisions are best made by comparing the intended result with similar characters that are officially represented in WEG supplements.

You may transition over the same number of Dark Side points from one system to the other, Saga will assign Dark Side points for evil acts such as torture or killing of an innocent. However, there are no Dark Side points given for use of powers such as Force Choke or other Force powers used to harm living things.

There are no tables to help calculate character points. Character points tend to be collected in higher pools in heroic characters than non-heroic. Minor NPCs may have anywhere from 0-5 Character Points, though heroic characters will often have 20 or more.

Converting Droids

Droids are very similar to characters with the exception that most droids do not have very high attributes that do not pertain directly to their purpose. For example, a mining droid will not have a very high Knowledge or Technical attribute. Reduce such attributes to 1D. Also, droids in Saga do not have a Constitution attribute. When calculating the D6 Strength attribute, simply examine the d20 Strength attribute and compare that to the Attribute Conversion Table.

Converting Creatures

Converting creatures is very similar to converting characters. However, the only attributes that you need to concern yourself with are Dexterity, Perception, and Strength. Most of the creatures you attempt to convert will require the use or creation of special abilities. If the descriptions of the beasts are already similar to special abilities that are already in use in official WEG books, it is best to take your lead from them. Otherwise, you will have to capture the spirit of the ability, much as one would for converting material in the Alien Species section.

Force Powers

Force powers are the least formulaic conversions one can do. Generally speaking, it requires a solid grasp and deep familiarity with existing WEG Force power mechanics and Force power descriptions as they appear in official sources. First, one must determine which Force skills the power will require. If a

power requires the Jedi to control something within his or her own body (or within someone else) it will require the control skill. If it deals with heightening the senses, or sensing something through the Force, it will require a sense roll. If a power manipulates matter or energy around the Jedi, then the power requires an alter roll. Remember, it may require one, two, or all three skills to operate the converted power.

Once you have determined which skills are in use, then you must determine the difficulty of the powers. If the result is particularly spectacular, then try to balance the power with a higher difficulty. If the power has more subtle effect, or has a graded effect (having more effect with a higher roll), then start with a lower difficulty. Also make note of whether the Force power should be modified by proximity or relationship.

After a difficulty has been established evaluate whether the power is innately evil. This would award the user of the power with an immediate Dark Side point (DSP). Powers such as Rage fit in this category. Also, WEG powers assigned a DSP to any person who used the Force to do damage. Since the dawn of the prequel trilogy, players have taken a somewhat more lenient view of determining whether or not a power awards Dark Side points. Purists will award a DSP to any person using the Force to do damage (other than through Lightsaber Combat), though others will allow Force power to do damage to droids with no penalty (only awarding the DSP if the power is used to harm a living being). To remain consistent with the spirit of what has been established in WEG materials, it is encouraged to at least hold the standard of awarding a DSP to those players who use the power to harm another living being.

Next, one must determine the time to use. If the power has particularly grandiose effects, then consider a longer time to use, such as two rounds, five rounds, or one minute. Also, note whether the power can be “kept up” or not.

In creating the effect section, you will be emulating the D6 expression of how the power works. It may be necessary to invent mechanics to describe how the power operates in game terms. Clearly this is the least formulaic section of the least formulaic kind of conversion. The best you can hope for is a creative interpretation of the idea that was meant to be expressed in Saga

Concluding Notes

First, it's clear that though this document is getting more distribution than I had originally intended. It was meant to be a community guideline, though it has gotten hundreds of downloads. Remember that conversions are seldom a one-person job, and that having others to review and confirm the transition is very helpful. Second, it is very helpful to have a good grasp of both Saga and D6 systems before you begin converting. If you have not played in both systems, or have not become fluent in the rules in both systems, the conversions will be difficult.

As of February of 2011, it was announced that the last Saga book will be released in April. The Rancorpit Forums have succeeded in converting every book to date, and it is likely that the final book, The Unknown Regions will be converted shortly after its release. I encourage you to download our conversion guides and use them freely. However, there are a number of NPC stats that we have not yet converted, and way may never convert. I hope that this document will help you in doing so. Also,

should you find our conversions somehow dissatisfying, you are encouraged to simply use our conversions as a guideline and house rule your own stats. Of course, everyone is encouraged to double-check our work and do their own conversions. This document should also help you do that as well. However this document could not have existed without the work of several others who began the work of conversion in the days of the original d20 Core Rulebook. Many mechanics are based off of the charts in that book, as well as the conversion notes provided by Gary Astleford at his website <https://web.archive.org/web/20190414142552/http://www.verminary.com/rebellion/> . Likewise TheNarrator's guide to converting D6 into d20 has allowed us to reverse engineer quite a few stats for starships <https://web.archive.org/web/20170522194559/http://www.d20seproject.vanguardcomplex.net:80/> .