

CONVERTING TO SE:20

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INTRODUCTION

This document is an unofficial guideline to converting creatures and characters from other game systems to the SE:20 RPG System. If you feel that your intellectual property rights have been infringed, please contact Author@SunderedEpoch.org

While this guide attempts to be thorough and accurate, it is unscientific and incomplete. Many RPG systems simply do not have analogous scores that can be directly transferred to the SE:20 system. If you have any questions or comments, please feel free to contact us via email.

ALIEN RPG BY FREE LEAGUE PUBLISHING

ATTRIBUTES

SE:20 Attribute	Alien Attribute
Agility	Agility
Physique	Strength
Focus	Wits
Guile	Empathy

Alien Att Score	SE:20 Att Score
2	-2
3	0
4	2
5	4
6	6
7	7
8	8
9	9
10	10

SKILLS

Alien Skill	SE:20 Skill
Close Combat	Melee Combat
Command	Intimidate, Persuasion
Comtech	Electronics Rep, Electronics Tech
Heavy Machinery	Mechanical Repair, Driving
Manipulation	Persuasion, Grapevine
Medical Aid	Medical Aid
Mobility	Initiative, Ranged Defense, Stealth, Acrobatics, Dancing
Observation	Perception, BS Meter
Piloting	Driving, Aircraft Piloting
Ranged Combat	Ranged Combat, Ranged Defense
Stamina	Stamina, Stun
Survival	Survivalist

Combat Skill Points	
Initiative SP = Mobility	Ranged Combat SP = Ranged Combat
Intimidate SP = Command	Ranged Defense SP = Mobility
Magic Defense SP = None	Stamina SP = Stamina
Melee Combat SP = Close Combat	Stealth SP = Mobility
Moxie SP = 2	Stun SP = Stamina

Noncombat Skill Points	
Aircraft Piloting = Piloting	Electronics Tech SP = ComTech
Acrobatics SP = Mobility	Grapevine = Manipulation
BS Meter SP = Observation	Mechanical Repair SP = Heavy Machinery
Culture SP = 2	Perception SP = Observation
Driving SP = Piloting	Persuasion SP = Command or Manipulation
Dancing SP = Mobility	Survival SP = Survival
Electronics Rep SP = ComTech	

Alien SP	% vs Average	SE:20 SP	SE:20 SA
1	17	2	-2
2	31	4	+1
3	42	6	+3
4	52	8	+5
5	60	9	+7
6	67	10	+8
7	72	11	+9
8	77	12	+10
9	81	13	+11
10	84	14	+12

NPCs/MONSTERS

Some NPCs, such as the Xenomorphs, only list the final score for certain skills rather than the Attribute and Skill.

Speed 1 = Movement SA 0, Speed 2 = Movement SA 6, Speed 3 = Movement SA 12

Health = Physique as converted above

Mobility = Agility as converted above

Observation = Perception SA

Armor Rating = TAR

TALENTS

Characters can have Talents in Alien, and each one can grant special actions or modifiers:

Banter – Resting near this character reduces Stress by 1d6 per 10 minutes.

Overkill – P104

Past the Limit – For every Merit Point spent on Heroic Actions based on Physique, the character gains 2d6 Control instead of 1d6. However, they gain +2 Stress for each bonus die.

Authority – Gain +1d6 Control when using Persuasion or Intimidate when issuing commands or orders.

Investigator – Gain +1d6 Control on Perception when investigating a crime scene.

Subdue – Gain +1d6 Control on Entanglement/Wrestling checks.

Cunning – For every Merit Point spent on Heroic Actions based on Guile, the character gains 2d6 Control instead of 1d6. However, they gain +2 Stress for each bonus die.

Personal Safety – If attacked, choose an allied character in the same Zone, and make a Persuasion or Intimidate contest vs. the target's Moxie. On a success, the attack target's the chosen ally. Both characters gain +1 Stress each time this is used.

Take Control – You can use Focus on Intimidate checks. You can also gain +1d6 Control on Intimidate checks but add +2 Stress each time you use this bonus on all characters affected.

Beneath Notice – In combat, you are rarely noticed and gain +1d6 Control on Luck Checks vs. traps, being attacked in combat, and other relevant situations.

Dodge – Ranged attacks against this character are Wrecked. Add +2 Stress when using this ability.

ARMOR

Armor Ratings for Aliens are identical to SE:20

WEAPONS

Bonus x2 = +/- X Glance

Damage x2 = Xd6 Glance

Armor Piercing = ½ Armor Rating

Armor Doubled = x2 Armor Rating

D&D 5.x

ATTRIBUTES

Begin with the D&D Attribute Modifier and follow the table below. Round decimals up.

D&D Attribute Mod	SE:20 Attribute
(Str + Con) ÷ 2	Physique
Dex	Agility
Int	Focus
(Wis + Cha) ÷ 2	Guile

SKILLS

Combat skills use the modifiers below. Any additional non-combat skills use the scores provided by the D&D monster stats. If there is a choice between two stats, use the higher value.

CR	Proficiency Bonus
0-4	+2
5-8	+3
9-12	+4
13-16	+5
17-20	+6

SE:20 Combat SA	D&D Score
Initiative	Initiative
Intimidate	Intimidate Skill or Physique/Guile
Magic Defense	Intelligence or Wisdom Save
Melee Combat	Melee Attack Mod
Moxie	Hit Dice ÷ 2, rounded up
Ranged Combat	Ranged Attack Mod or Agility
Ranged Defense	Dexterity + Proficiency Bonus
Stamina	Constitution Save or Physique
Stealth	Stealth
Stun	HP ÷ 10 (round normally) or Physique

SE:20 Non-Combat SA	D&D Score
Perception	Passive Perception – 10
Persuasion	Deception
BS Meter	Insight

MOVEMENT

D&D Movement	SE:20 Movement
5	½z
10-15	1z
20-25	2z
30-35	3z
+10	+1z

DAMAGE & GLANCE

Add up maximum damage from the dice used, not counting bonus damage due to Strength then divide by 6. Round normally.

D&D Damage	SE:20 Glance
1-3	1d6 Temporary
4-8	1d6
9-14	2d6
15-20	3d6
21-26	4d6
27-32	5d6
33-38	6d6 (etc)

ABILITIES

Creature abilities can be used as printed from the D&D stats using the converted skills above. If a Saving Throw is noted, use an appropriate SE:20 skill for the scenario.

MOTHERSHIP

ATTRIBUTES

MS Attribute	SE:20 Attribute
Speed	Agility
Strength	Physique
Intellect	Focus
Combat	

MS Att Score	SE:20 Att Score
0-5	-5
6-10	-4
11-15	-3
16-20	-2
21-25	-1
26-30	0
31-35	1
34-40	2
41-45	3
46-50	4
51-55	5
56-60	6
65	7
70	8
75	9
80	10
85	11

SKILLS

Trained = +2 SP, Expert = +3 SP, Master = +4 SP

MS Skill	SE:20 Skill
Archaeology	Archaeology
Art	Artistic Ability
Athletics	Acrobatics
Biology	Science
Chemistry	Science
Computers	Electronics Tech
Driving	Driving
First Aid	Medical Aid
Geology	Science
Heavy Machinery	Driving
Hydroponics	Science
Linguistics	Linguistics
Mathematics	Science
Mechanical Repair	Mechanical Repair
Military Training	Melee Combat, Ranged Combat, Ranged Defense
Piloting	Aircraft Piloting
Rimwise	Grapevine
Scavenging	Mechanical Repair, Electronics Repair
Theology	Religion
Zero-G	Acrobatics
MS Expert Skills	SE:20 Skill
Asteroid Mining	Science, Driving, Mechanical Repair, Electronics Repair
Astrogation	Piloting
Botany	Science
Close-Quarters Combat	Melee Combat
Engineering	Mechanical Repair, Electronics Tech, Electronics Repair
Explosives	Explosives
Firearms	Ranged Combat
Genetics	Science
Gunnery	Ranged Combat
Hacking	Electronics Tech
Jury-Rigging	Mechanical Repair
Mysticism	Religion
Pathology	Medical Aid
Physics	Science
Planetology	Science
Tactics	Ranged Combat, Ranged Defense, Melee Combat
Vehicle Specialization	Driving, Piloting, Mechanical Repair
MS Master Skills	SE:20 Skill
Artificial Intelligence	Mechanical Repair, Electronics Tech, Electronics Repair
Command	Persuasion, Intimidation
Cybernetics	Mechanical Repair, Electronics Tech, Electronics Repair
Hyperspace	Piloting, Science
Robotics	Mechanical Repair, Electronics Repair, Electronics Tech
Sophontology	Psychology, Linguistics
Surgery	Medical Aid
Weapon Specialization	Ranged Combat, Melee Combat, Ranged Defense
Xenobiology	Xenobiology
Xenoesotericism	Religion

MERCS

Mothership Mercs/Monsters use minimal stats:

SE:20 Attribute	MS Attributes
Agility	Speed
Focus, Guile	Instinct
Physique	Hits %

SE:20 Skill Points	MS Skills
Initiative	Speed ÷ 10
Intimidate	Combat ÷ 10
Magic Defense	Instinct ÷ 10
Melee Combat	Combat ÷ 10
Moxie	Instinct ÷ 10
Ranged Combat	Combat ÷ 10
Ranged Defense	Instinct ÷ 10
Stamina	Hits #
Stealth	Instinct ÷ 10
Stun	Hits #
Acrobatics	Speed ÷ 10
Perception	Instinct ÷ 10
Weapon Damage	1d6 per 1d10

STAR WARS – FANTASY FLIGHT

ATTRIBUTES

SW Attribute	SE:20 Attribute
Agility	Agility
Brawn	Physique
Intellect or Willpower	Focus
Cunning or Presence	Guile

SW Att Score	SE:20 Att Score
1	-2
2	0
3	1
4	3
5	5
6	6

MORALITY

Choose 2 positive motivations and 2 opposite negative motivations

SKILLS

Skill Level = +2 per point

SW Skill	SE:20 Skill
Astrogation	
Athletics	Acrobatics
Charm	Persuasion
Coercion	Intimidation
Computers	Electronics Tech
Cool	Moxie
Coordination	Acrobatics
Deception	Persuasion
Discipline	Moxie
Leadership	Persuasion
Mechanics	Mechanical Repair or Electronics Repair
Medicine	Medical Aid
Negotiation	Persuasion
Perception	Perception
Piloting, Planetary	Piloting
Piloting, Space	Piloting
Resilience	Stamina
Skulduggery	Locksmithing or Legerdemain
Stealth	Stealth
Streetwise	Grapevine
Survival	Survivalist
Vigilance	Initiative or Preparation
Brawl	Melee Combat
Gunnery	Ranged Combat
Lightsaber	Melee Combat
Melee	Melee Combat
Ranged – Light	Ranged Combat
Ranged – Heavy	Ranged Combat
Core Worlds	Culture
Education	
Lore	
Outer Rim	
Underworld	
Xenology	Xenobiology
Force: Heal	
Force: Move	
Force: Sense	

If character has two skills that convert, use highest value x2 then add +1 for every point in the lower skill.

If a skill can be split between two SE20 skills, either choose one SE20 skill or choose both skills at half the converted rate.