

LIVING FORCE Hero Conversion Guidelines *(August 2002)*

Ready to convert your LIVING FORCE hero from the original edition to the *Star Wars Roleplaying Game Revised Core Rulebook (SWRPG-RCR)*? Here are the rules you need to make your existing hero playable after August 12, 2002 (the day after US GenCon 2002). It's easy and relatively painless. We promise.

Step 1: The Basics

You need a copy of the *Star Wars Roleplaying Game Revised Core Rulebook* and a copy of the latest LIVING FORCE Character Creation Guidelines.

Step 2: Hero Info

Your hero must keep the same name, gender and species.

Step 3: Attributes

Re-calculate your hero's ability scores based on the new "point buy" method described in the sidebar on pg. 15 of the *SWRPG-RCR*. Each hero has 28 points to purchase attributes at 1st character level. Additional ability points are gained through level advancement as detailed in the Revised Core Rulebook. You no longer receive an additional stat point at 2nd level. Any ability points gained via scenario play remain valid (and do not change).

Step 4: Class

Your hero retains all character levels gained through playing LIVING FORCE scenarios to this point. Experience point totals do not change. You may, however, re-assign classes as you see fit. For example: Tova was a Scoundrel 2/Force Adept 3 before conversion. Tova's player decides to convert him to a Fringer 1/Force Adept 4 to better reflect Tova's personality and development.

Note that this is a one-time opportunity. Once you convert your hero, you must live with the results.

Please note that the rules on multiclassing have changed. You must choose one of the first level feats for each class beyond the first, instead of receiving all of them.

Step 5: Skills and Feats

All skills and feats may be re-assigned based on any switching of classes. Skills and feats not allowed in the character creation guidelines cannot be selected. If use of a skill or feat would result in an automatic dark side point, you may not take ranks in those skills, or choose those feats. If you had ranks in Dark Side skills before conversion, please select another skill. If you have a certificate granting you ranks in skills that are no longer available or allowed, please contact convert@living-force.net and we'll get it straightened out for you.

Step 6: Money and Equipment

All existing credits and equipment possessed by the hero remain after conversion. There are no changes here. Please note that possession of certain equipment (generally items listed as restricted in the rule book) may bring legal penalties (including fines and confiscation) if discovered in play.