

“Straight”  
Conversion

Fighting + 1 rank if MA  
-2 Int -1 CS if Sharp Eye Max In or use will for Int  
Body  
Armor

DC AP Rating	STR, Other Attacks	Dex to I/Ag	Body to End	Body from Body/RV	Mental	Land Speed	Air Speed
1	Fe - Pr	Fe - Pr	Fe - Pr	-	Fe - Pr		
2	Ty	Ty	Ty	-	Ty		
3	Gd	Gd	Gd	-	Gd		
4	Ex	Gd	Ex	-	Gd	Fe	
5	Ex	Ex	Ex	-	Ex	Pr	Fe
6	Rm	Ex	Rm	-	Ex	Ty-Gd	Pr
7	Rm	Rm	In	Pr	Rm	Ex-ShX	Ty-Gd
8	In	Rm	In	Ty	Rm	ShY-ShZ	Ex-Rm
9	In	In	In	Gd	In	CI1000- CI2000	In-Mn
10	In/Am	In	Am	Ex	In	CI5000	Un-ShX
11	Am	Am	Am	Rm	Am		ShY
12	Mn	Am	Mn	In	Am		ShY
13	Un	Mn	Un	Am	Mn		ShZ
14	Un	Mn	Un	Mn	Mn		ShZ
15	ShX	Mn	ShX	Un	Mn		ShZ
16	ShX	Un	ShX	Un	Un		CI1000
17	ShX	Un	ShX	ShX	Un		CI1000
18	ShY	Un	ShY	ShX	Un		CI1000
19	ShY	ShX	ShY	ShX	ShX		CI1000
20	ShY	ShX	ShY	ShY	ShX		CI1000
21	ShY	ShX	ShY	ShY	ShX		CI1000
22	ShZ	ShY	ShZ	ShY	ShY		CI1000
23	ShZ	ShY	ShZ	ShY	ShY		CI1000
24	ShZ	ShY	ShZ	ShZ	ShY		CI1000
25	ShZ	ShZ	ShZ	ShZ	ShZ		CI1000
						29 Aps:	CI3000
						35+ Aps:	CI5000

Dex/Mental stay the same.  
 Use Intuition for Influence.  
 "Proportionate" Psyche becomes Will, Mind and Spirit. Adjust as appropriate.  
 Conversion Guess Aura.

DC AP Rating	STR, Other Attacks	Body to End	Body Armor from Body/RV	Land Speed	Air Speed	Resources
1	Fe - Pr	Fe - Pr		Fe		Fe-Pr
2	Ty	Ty		Pr		Ty
3	Gd	Gd		Ty		
4	Ex	Ex		Gd	Fe	Gd
5	Ex	Ex		Ex		
6	Rm	Rm		Rm	Pr	
7	Rm	Rm		In	Ty	Ex
8	Rm	In		Am	Gd	
9	Rm	In	Pr	Mn	Ex	
10	In	In	Pr	Un	Rm	Rm
11	In	In	Ty	ShX	In	
12	In	In	Ty	ShX	Am	
13	In	Am	Gd	ShY	Mn	
14	In	Am	Gd	ShY	Mn	In
15	Am	Am	Ex	ShZ	Un	
16	Am	Am	Ex	ShZ	Un	
17	Am	Am	Rm	ShZ	ShX	
18	Am	Mn	Rm	CI1000	ShX	Am
19	Mn	Mn	In		ShY	
20	Mn	Mn	In		ShY	
21	Mn	Mn	Am		ShY	
22	Mn	Un	Am	CI3000	ShZ	Mn
23	Un	Un	Am		ShZ	
24	Un	Un	Mn		ShZ	
25	Un	Un	Mn		ShZ	Un
				29 Aps:	CI1000	
				45 Aps:	CI3000	
				60 Aps:	CI5000	