

SFSG to SAGA Conversion Chart

This document provides standards for converting White Wolf's Street Fighter: the Storytelling Game to TSR's Marvel Super Heroes Adventure Game (SAGA)

There are some basic problems in converting White Wolf's Storytelling game into Marvel SAGA standards. Chief among these problems is the different scopes of the gaming worlds. For example, in Street Fighter, the human maximum for the bench-press is set at 650 pounds, while in Marvel, the same benchmark is set at 800 pounds. This leads to two different standards for what is considered to be "superhuman" abilities (note: numbers in *bold italics* are considered to be superhuman). Also, strength in the Street Fighter world maintains a much more realistic limit than does the Marvel Universe. 8 dots is the maximum Strength in the SF world (a theoretical level – even the mighty Zangief has only 7), but its SAGA equivalent, 12, is relatively weak in Marvel terms, whose scale goes all the way up to 20 for mere mortals, and up to 30 for cosmic entities.

Strength

SFSG Dots	SAGA Score
1	2
2	4
3	6
4	8
5	9
6	10
7	11
8	12

Intelligence

SFSG Dots	SAGA Score
1	3
2	4
3	5
4	6
5	7
6	8
7	9
8	10

Agility (convert from Dexterity)

SFSG Dots	SAGA Score
1	2
2	3-4
3	5-6
4	7-8
5	9

6	10
7	11
8	12

Willpower

SFSG Dots	SAGA Score
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

Chi

SFSG Dots	SAGA Intensity*
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

*In SAGA, a player's Chi intensity cannot exceed his Willpower score.