

Converting MERP to Savage Worlds

Stat	Merp	SW
	1-9	d4
	10-59	d6
	60-89	d8
	90-97	d10
	98-100	d12
	101-102	d12+1
	103-104	d12+2
	105-106	d12+3

Strength = Strength

Constitution = Vigor

Agility = Agility

Intelligence = Smarts

Spirit in SW = an average of MERP Intuition and Presence.

Bonuses: Each +10 = +1, usually rounded down (though items below a 10 might be rounded up).

For instance, a +15 sword would be a +1 sword, a +20 sword would be a +2 sword, etc.

Fighting/Shooting:

Merp Melee/Missile OB	Fighting/Shooting
0	None
1-49	d4
50-79	d6
80-99	d8
100-119	d10
120-139	d12
140-159	d12+1
160-179	d12+2
180-199	d12+3
200-219	d12+4
220-239	d12+5
etc	

Rank:

MERP level	Rank
1-4	Novice
5-10	Seasoned
11-15	Veteran
16-25	Heroic
26+	Legendary

Incomplete samples:

Beorn

Agility d12

Smarts d8

Spirit d10

Strength d12+1

Vigor d12

Fighting d12+2, Shooting d12+1

Legolas

Agility d12

Smarts d10

Spirit d8

Strength d12

Vigor d10

Fighting d8 Shooting d12 (pre LotR)

Fighting d12+4, Shooting d12+6 (post LotR)

Khamul the Nazgul

Agility d10

Smarts d8

Spirit d12

Strength d10

Vigor d12

Pace: 6; Parry: 10; Toughness: 8

Fighting d12+4 Shooting d12+3