*Frontier Entrepreneur*

Converting Alpha Dawn (and Knight Hawks)

Mechanics to D20 Modern/Future

This document provides context for converting existing SFAD and SFKH material to D20 Modern/Future mechanics, and vice-versa.

**Primary Attributes**

The distribution of *eight* primary attributes in Star Frontiers—prior to bonuses and penalties—ranges from 0 to 100 along a rough bell curve centered at 45 and 50, per the Alpha Dawn ruleset. Values between 30 and 70 represent the *normal* range of dralasite, human, vrusk, and yazirian ability. By contrast, the distribution of *six* primary attributes in D20 Modern ranges—prior to bonuses and penalties—from 3 to 18 for a starting PC, with 20 being a value that represents the limits of Frontiersfolk with no technical augmentations.

While there are direct analogs—such as Strength and Strength—between the two attribute clusters, some conversional anomalies apply. For one, Stamina in SFAD represents Hit Points in D20, but HPs are not in the same metric as primary attributes, and thus must be treated with a different conversion consideration. SFAD caps Stamina at 100, while D20 applies no universal ceiling to the value, which continues to increase as levels are gained.

In addition, the values of Personality and Leadership are rolled up into Charisma in D20, while Reaction Speed is analogous to Initiative, which is partly dependent on Dexterity. Intuition and Logic are loose analogs for Wisdom and Intelligence, respectively.

**Racial Abilities**

The various SFAD racial abilities can be converted by remaining in percentile metrics, with special Skills and Feats introduced that add prowess with said abilities.

**Measurement Units**

All canon equipment is already weighed and calibrated in the Imperial system germane to the D20 Modern ruleset. For anything not in this inventory (including vehicles, spaceships, etc.), use standard Metric-to-Imperial conversions.

**Skills & Feats**

The biggest margin of difference between these two systems lies in the Skills and Feats available. SF has no Feat equivalent, and the setting assumes certain space-adventuring specializations. D20’s setting versatility allows for a many-to-many relationship between D20 Classes and Zebulon Professions. A crosswalk is presented below for all recommended Advanced Classes:

|  |  |
| --- | --- |
| **D20 Class** | **Profession** |
| Archaic Weaponsmaster | Enforcer |
| Bionic Agent | Enforcer |
| Bodyguard | Enforcer |
| Bughunter | Enforcer |
| Daredevil | Enforcer |
| Dogfighter | Enforcer |
| Dreadnought | Enforcer |
| Engineer | TechEx |
| Explorer | Explorer |
| Field Medic | SciSpec |
| Field Officer | Enforcer |
| Field Scientist | SciSpec |
| Gunslinger | Enforcer |
| Helix Warrior | Enforcer |
| Infiltrator | Enforcer |
| Investigator | Enforcer |
| Martial Artist | Enforcer |
| Negotiator | Explorer |
| Soldier | Enforcer |
| Space Monkey | TechEx |
| Speed Demon | TechEx |
| Star Law Officer | Enforcer |
| Street Warrior | Enforcer |
| Swindler | Explorer |
| Techie | TechEx |
| Technosavant | TechEx |
| Thrasher | Enforcer |
| Tracer | TechEx |
| Xenophile | SciSpec |

**Weapons & Armor**

Range, damage, and Armor Class are the only directly convertible mechanics related to equipment. Range conversions can be rounded to the nearest meter. A balanced damage conversion rubric follows:

1d10 1d6

2d10 1d8

3d10 1d10

4d10 2d8

5d10 2d10

6d10 2d12

7d10 3d10

8d10 3d12

9d10 4d12

10d10 5d12

Every point of AC beyond 10 constitutes a 5% absorption rate and adds 10 points of potential damage before the armor is destroyed.