

FRONTIERLITE

A STAR FRONTIERS CONVERSION FOR THE MICROLITE20 SYSTEM.

Note: This is a **conversion**, not a full supplement. For legal reasons, it would be unwise to reprint large sections of copyrighted material. If you want copies of the original rules, They can be easily found on the Internet.

Stats/Skills:

use M20 modern

Classes:

Strong Hero gain +1 to Physical.

Smart Hero gain +1 to Knowledge.

Cunning Hero gain +1 to Subterfuge.

Charismatic Hero gain +1 to Communication.

Occupation:

Enforcer: +3 phys., +1 all attack and damage rolls. this increases at 5th level and every 5 levels on.

Explorer: +2 phys. , +3 to any roll dealing with survival in a natural environment.

Techex: +2 know, +2 on any roll to figure out, or repair / disable a device.

Scispec: +2 know, +3 for rolls dealing with chosen scientific field (computers, medicine, etc.)

Spacer: +2 sub,no penalties in weightlessness, one additional language

Diplomat: +2 sub, 2 free languages.

Mentalist: -3 phys +2 mind, may use 4x5 "mental abilities"

Races:

Human (+1 all skill rolls)

Dralisite (-2 dex, +2 physical, darkvision)

Vrusk (-1 str, +1 dex, +1 smell)

Yazirian (-1 str, -1 physical, +1 dex, +1 mind, low light vision, rage[+4 str,+6 HP till end of encounter, or unconscious])

NPC Races:

Mechanon

Warrior +2 mind,+3 str, -3 sub,low light vision, built in weapon.

Thinker +3 mind, -2 str, +1 sub, low light vision

Sathar -1 dex, +2 communication, Hypnotism as per suggestion spell DC 18

Weapons and Gear:

See M20 modern and M20 core rules.

Also the original Star Frontiers books have tons of equipment for the intrepid adventurer. To convert the weapons, use the following guidelines:

Weapons

-Unarmed = 1d4

-Light Weapons = 1d6

-Medium Weapons = 1d8

-Heavy Weapons = 1d10

-Light Ranged = 1d6, 10ft.

-Medium Ranged = 1d8, 20ft.

-Heavy Ranged = 1d10, 30ft.

Armor

-Light = +2 AC

-Medium = +4 AC

-Heavy = +6 AC

Mental Abilities:

Adapted from: Four by Five Magic by greywulf. A variant magic system inspired by [FUDGE Four-by-Five magic](#) [1], Ars Magica, Harry Potter and the Belgariad.

Mentalists begin play at 1st level knowing three "Mental Constructs" - either Two Actions and One Realm, or Two Realms and One Action. They learn one new "Mental Construct" every three levels (3,6,9,etc).

The Four Actions

- **Enhance** : Strengthen, Heal, Enlarge, Repair, Sharpen, etc.
- **Diminish** : Weaken, Damage, Injure, Reduce, Break, Dull, Deteriorate, etc.
- **Communicate with** : Sense, Read,

Seek, Inform, Determine, Understand, etc.

- **Control** : Shape, Hold, Command, Form, Direct, Dictate, etc. Control is difficult to learn, and you may not learn Control spells until you have learned all of the other Actions

The Five Realms

- **Body** : Living body of sentient beings, animals, plants.
- **Mind** : That which normally inhabits and animates a body
- **Spirit** : The essence or soul. Spirit is difficult to learn, and you may not learn Spirit spells until you have learned at least three other Realms and three Actions
- **Energy** : Fire, water, air, electricity, etc. - and, if the GM is willing, time.
- **Matter** : Solid material with no mind - stone, metal, wood, leather, paper, [plastic, etc.]

Powers are used by combining a Realm with an Action and successfully making a Power (Level+MIND) check.

The DC for the check is dependent on the target of the spell.

Target	DC
Self	10
Willing	15
Inanimate organic	20
Unwilling	25
Inanimate inorganic	35

Each spell cast that day increases the DC by +2.

Powers that affect inanimate objects are generally permanent; an enlarged pebble will stay large, a broken belt will stay mended. Mentally created fires, etc, will die down naturally. Living creatures will eventually (Mentalist level+1 rounds) revert back to their normal form, though any healed damage stays healed.

Every 5 (or part) points of success is equal

to 1d8 effect. This can take the form of damage, healing or transformation; to turn one thing into another the total effect rolled must equal the difference between the two hit point totals.

Examples

Adric Cole, a Mentalist -1 knows the Mental Constructs for Enhance, Communicate and Energy. his stats are STR10, DEX12 and MIND16. His Power check is $1 + 3 = +4$. He suspects Poryn Bane, his enemy, is in the next room, so uses Communicate (sense) Energy to detect any energy sources in the area. He rolls a 16, just reaching DC of 20. He senses the burning flare held by his enemy.

Adric slips into the room, concentrating on the flare. He uses the Constructs Enhance and Energy. He rolls a natural 20, getting 24. The DC of the torch 22 (there's a +2 because it's his second power use today), so it explodes for maximum damage (a critical). Bane takes 8 points of damage, staring in surprise at his opponent's sudden arrival.

Starships and space travel:

Faster than light (FTL) travel is always 1 day/Light Year (LY). For travel and combat in space, use the *Microlite20 Spacecraft* rules by greywulf.