

Star Frontiers To FATE Core Conversion Document

v. 3.1

Starting New Characters

As per Fate Core, every character starts out with:

1. High Concept.
2. Trouble Concept
3. The standard 3 Aspects
4. An ADDITIONAL aspect that all character have but some races will use this the slot for a Racial Aspect.
5. The standard Skills Pyramid.

For non-human races here how to handle their abilities.

1. If that ability be covered by simply through purchasing a normal skill, go that route. With the original rules often the racial ability occurred so seldom that if a player didn't want to "pay: for that option there is no place in forcing it upon that player. For example, the Dralasites can detect lie 5% of the time...if that is important to player simply just purchase a Detect Lie stunt that bumps up rapport.
2. Ignore a given ability if it doesn't do anything significant in game terms. Yes, the Vrusks are ambidextrous and have swivel shoulders but that doesn't really matter for Fate mechanics. If you want to emphasize how that makes you better a XYZ...then simply buy a stunt.
3. Humans are going to be the baseline as far as abilities in this game. If the racial ability doesn't actually provide a noticeable advantage to that race over humans AND if it is possible that a GM could invoked/compelled that "ability" against that character, then simply make it a racial aspect and use it in the additional aspect slot. For example...low light vision. Those characters with it can see better at night but are blinded by bright light. For modern and sci-fi games, such characters can wear goggles to mitigate the problem of seeing in bright daylight. Since I don't see how this is much different than a human player wearing night-vision goggles, I think it fits as an additional aspect. There are plenty of situations that a GM can invoke or compel against that PC.
4. For those that add a significant improvement we will go with the "use a stunt slot and buy a skill"....as with flying.

RACES

Dralesites - Give the character the ELASTIC racial advantage.

Optional - DETECT LIE - use LIE WHISPERER stunt on page 113 of Fate Core

Vrusk - Give the character the LARGE AND 8 LEGGED racial advantage.

Optional - COMPREHENSION - As per EBB AND FLOW stunt in Legends of Anglerre p. 86. "read as a free action, looking for surface moods and other social cues, on one target of your choice. You may then act on your turn as usual."

Yazarians - Give the character the SENSITIVE EYES racial advantage.

Optional - BERSERK - player take a stunt that allows them to place a BERSERK aspect on their character. They get one free invoke and afterwards that aspect is available for invokes and compels.

Options - GLIDING - player takes a stunt that allows them to safely glide to the ground. If players wants to have a more controlled glide then take a GLIDE skill and use the number of shifts to indicate how many zones the character can move. [Personally, I don't care for the idea of gliding monkeys.]

Skill List

Here is the given basic skill list. I took all those listed in Star Frontiers, combined them with what was in FATE Core and then sprinkled in some from Diaspora and Bulldogs!. The second column is where to find the skill. Most of the skills, even though I got the names from Diaspora, fit within listings within FATE Core. I think there is a fine line between Burglary and Security Systems, and they may, indeed, be the same thing.

Skill	FATE Core
Athletics	Athletics
Notice	Notice
Security Systems	Burglary
Contacts	Contacts
Computer Systems	Craft
Deceit	Deceit
Demolitions	Craft
Drive Vehicles	Drive
Empathy	Empathy
Intimidation	Intimidation
Investigation	Investigation
Lore	Lore
Medical	[Bulldogs!]
Pilot Aircraft	Drive
Pilot Spacecraft	Drive
Drive Vehicles	Drive
Physique	Physique
Scientist	Lore
Rapport	Rapport
Resources	Resources
Engineering	Craft

Ship Gunnery	Shooting
Vehicle Gunnery	Shooting
Gun	Shooting
Martial Arts	Fighting
Stealth	Stealth
Survival	Lore
Will	Will
Languages	Diaspora

Converting NPCs

For Stat conversion of STR/STA or DEX/RS it is best to do an average. For the others, pick whatever seems appropriate. Lore could be any sort of engineering/computer/knowledge/etc skill from the skill list.

SF Stat	Fate Skill
Strength	Physique
Stamina	Physique
Dexterity	Athletics
Reaction Speed	Athletics
Intelligence	Lore
Logic	Investigation/Notice
Personality	Rapport/Deceit/Empathy
Leadership	Will/Intimidation

Stat Range	Effect
0-24	Negative Aspect
25-44	+0
45-54	+1
55-64	+2
65-74	+3
75-84	+4
85-99	+5
100-109	+6

For the skills just sideways convert keeping the same level as they closely correspond to FATE

Star Frontiers	Star Frontiers Fate Conversions
Military Skills	
Beam Weapons	Firearms
Gyrojet Weapons	Firearms
Melee Weapons	Melee Weapons
Projectile Weapons	Firearms
Thrown Weapons	Thrown Weapons
Demolitions	Demolitions*
Martial Arts	Martial Arts
Biosocial Skills	
Medical	Medical
Environmental	Survival/Tracking/Stealth
Psychosocial	Empathy/Rapport
Technological Skills	
Technician	Mechanics*/ Security Systems*
Robotics	Engineer
Computers	Computer Systems*

Weapons

Weapons	Damage	Range	Notes
Beam Weapons			
Electrostunner	2	0.5	Non-Lethal
Laser Pistol	2	2	
Laser Rifle	2	4	Long Range
Sonic Disruptor		-	
Sonic Stunner	2	1	Non-Lethal
Sonic Devastator		-	
Heavy Laser	2	5	Scale
Projectile Weapons			
Automatic Pistol	1	2	Autofire
Automatic Rifle	1	3	Autofire, Long Range
Needler Pistol	1	1	Needler
Needler Rifle	2	2	Needler
Machine Gun	1	4	Scale
Recoilless Rifle	1	5	Scale
Gyrojet Weapons			
Gyrojet Pistol	1	2	
Gyrojet Rifle	2	3	Long Range
Grenade Rifle	As per grenade	2	
Grenade Mortar	As per grenade	5	
Rocket Launcher	2	5	Scale

Grenades			
Doze Grenade	2	1	Non-Lethal, Aspect: "Sleep Gas Cloud"
Frag. Grenade	4	1	
Incendiary Grenade	4	1	Scene Aspect: "On Fire"
Poison Grenade	4	1	Scene Aspect: "Poison Gas Cloud"
Smoke Grenade	-	1	Scene Aspect: "Obscuring Gas Cloud"
Tangler Grenade	-	1	Great (+4) to overcome, Aspect: "Entangled"
Archaic Weapons			
Axe	1	0.5	
Bow	1	2	
Knife	1	0.5	
Musket	1	1	
Spear	1	1	
Melee Weapons			
Brass Knuckles	1	1	
Electric Sword	2	2	
Nightstick	1	1	
Polearm	2	2	
Shock Gloves	1	1	
Sonic Knife	2	2	
Sonic Sword	3	3	
Stunstick	2	2	Non-Lethal
Sword	2	2	

Vibroknife	1	1	
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Notes:

Non-Lethal - Consequences need to take into account that physical damage is not being done.

Long Range - You can use your weapons skill, vs Mediocre to gain a Free Aspect:"Using Scope" to gain +1 to range.

Scale: This are set at one level higher than the character in scale. When shooting at individuals they are +4 damage but characters get +4 to their Defensive rolls. [Need to adjust Machine Gun}

Charges (assumed) - Every gun and powered melee weapon uses charges of some sort, be it bullets/gernades/rockets/SEUs and thus can be given the Aspect:"Out of Ammo"

Needler - These guns shoot in two modes: Normal and Sleep. In both cases the weapon damage must EXCEED the armor value or no damage occurs. Thus a needler pistol will never affect a person wearing even the lowest grade of armor.

+ Normal - Stress is figured normally

+ Sleep -

(Option #1) The character makes a Physique Overcome obstacle roll FAIR (+2) and takes and shifts against the MENTAL STRESS track. Character also takes the Aspect: "Drugged".

(Option #2) The Stress if is figured out normally, but if it creates a consequence then it is written up with being "Non-Lethal". Character is tagged with the Aspect:"Drugged"

(Option #3) The Stress if is figured out normally, but is figured against the MENTAL STESS TRACK. Character is tagged with the Aspect:"Drugged"

Conversion Notes:

Damage: The number of D10's rolled for Star Frontier damage and divided by two rounding up. For Laser Pistol/Rifle I assumed a constant 4d10 setting.

For large damage weapons I just eyeballed it and consider using the SCALE rules found in FATE Core.

Range: the longest distance and divided by 100 meters, rounding up. For those that came out below .5, those need to be in reasonably close proximity..not edge to edge on map. Perhaps opportunity for using Aspects.

I compared the results to Diaspora and Bulldogs! and made adjustments to my logic accordingly.

Defenses

Option 1

The way Star Frontiers handles defenses is a bit different . The Inertia Skeinsuits transfer half the damage to the players and take half the damage itself until it reaches a threshold and then it is destroyed.

The Albedo Suit is ablative, in that it takes ALL the damage and then is destroyed.

The Inertia Screen works like the skeinsuit in that it takes on only 1/2 the damage. The rest of the screens remove all damage, but sometimes at a energy cost per hit.

It may make sense for certain types of fails (like by -3) to automatically indicates a loss of a shield.

I tried to maintain the "feel" of SF at this point but it may not make sense for your game

Armor	Shift Boxes	Notes
Civilian Skeinsuit	3	Aspects : "Looks like Normal Clothes", "Destroyed", Half damage (rounded up) goes to suit, the other half to the Player
Military Skeinsuit	3	Aspect: "Destroyed"
Albedo Suit	3	Aspect: "Destroyed", All damage goes to suit, player can choose to take damage instead.
Power Screens		
Albedo		Aspect: "Out of Charges", "Blocks Lasers"
Gauss		Aspect: "Out of Charges", "Blocks Guassian"
Inertia		Aspect: "Out of Charges", "Blocks 1/2 Inertia Damage"
Sonic		Aspect: "Out of Charges", "Blocks Sonics"

Option 2

There are no shift boxes. Armor only protects versus Inertia and screens only protect versus all other energy except Inertia. Shield lose charges over time AND with every hit. It may make sense for certain types of fails (like by -3) to automatically indicates a loss of a shield.

Armor	Armor	Notes
Civilian Skeinsuit	1	Aspects : "Looks like Normal Clothes"
Police/Military Skeinsuit	2	
Armored Skeinsuit	3	Aspect: "Bulky"
Power Screens		
Civilian	2	Aspect: "Out of Charges"
Military	3	Aspect: "Out of Charges"

Option 3. The armor protects against both physical and energy attacks. For military armor perhaps add some aspects with maybe a free invoke: "extra bullet proof" or "extra laser proof" etc.