

GURPS STAR FRONTIERS CONVERSION

The original idea for this conversion came from [this website](#), which was an attempt to make a process to convert pre-existing SF characters over to GURPS rules. It was a good start, but I felt there were a few things it could use, and a couple of the rules I disliked. So, working from the original, I created a set of rules that I think will work out a bit better for my needs.

These rules assume that you have some basic understanding of Star Frontiers universe. If you don't, go and grab the Star Frontiers ReMastered rules at [Star Frontiersman](#). You don't have to read all the rules obviously, but it would help to know something about the different races.

RACIAL TEMPLATES

Humans: No racial template is required. The humans gain their advantage by having more points to customize their character with.

Dralasites (37+ Points – Each extra limb a Dralosite takes costs an extra 10 points).

Attributes

*ST +1 [10]

*HT +1 [10]

*DX -1 [20]

Advantages

*Discriminatory Smell [15]

*Racial Talent (+3 to Detect Lies [6]

*Flexibility (Double Jointed) [15]

*Hermaphromorph [5]

*Stretching (1) [6]

*Dralasite Extra Limbs * [+10 per limb] (See Note below)

Perks

*Penetrating Voice [1]

Disadvantages

*Colorblindness [-10]

Dralasite Extra Limbs: Dralasitas, being the blobs that they are, can form extra limbs on demand. These can be either a Leg or an Arm, but it does not change what arm is dominate (in a Left/Right sense). Dralasitas can have a max of DX/2 # of limbs. This includes the original 4 that they start with. ie: A Dralosite with a DX of 12 can have a total of 6 limbs (2 legs + 2 arms + 2 extras).

The extra limbs can shift between Leg or Arm as the character wants. It takes 5 minutes to grow or absorb the extra limb.

Suggested Quirks (but not required, thus not included in the overall cost)

- *Philosophical, patient [-1]
- *Strange sense of humor [-1]
- *Love steam baths w/perfumes and/or intoxicants [-1]
- *Do not wear clothing (interferes with breathing through skin) [-1]
- *Fond of Vrusks [-1]

Vrusk: (53 points)

Attributes

ST -1 [-10]

HT -1 [-10]

DX +1 [20]

Advantages

- *Acute Senses (Taste & Smell) +1 [2]
- *Extra Legs (8) [15]
- *Double Jointed [15]
- *Ambidexterity [5]
- *Cultural Adaptability (All Types) [20]

Disadvantages

- *Racial Incompetence: Swimming -1 [-4]

Suggested Quirks (but not required, thus not included in the overall cost)

- *Loves Art, Beauty [-1]
- *Loves Peace and order [-1]

Suggested Disadvantages

Vrusk working for corporations will have Patrons, Duties, and possibly Sense of Duty (to company), Code of Honor (Businessvrusk). Those not in a company might have a -1 reaction from corporate Vrusk (Reputation: Loner, Maverick [-2]). Savior-Faire (Vrusk business world) seems an important skill; SF implies that this is very difficult for non-Vrusk to learn.

Yazirians (25 Points)

Attributes

ST -1 [-10]

HT -1 [-10]

DX +1 [20]

IQ +1 [20]

Advantages

*Night Vision 5 [10]

*Gliding [20]

Disadvantages

*Vow (Life 'Enemy'): [-10]

*Day Blindness [-5]

*Yazirian Battle Rage (Beserk [-10] - A Yazirian can go into YBR whenever they want to, not only when they get injured).

Day Blindness: This is a modified version of Night Blindness disadvantage. It represents the Yazirians inability to see correctly during the daytime. All the same modifiers apply, just during the daytime as opposed to nighttime. It has been reduced to a -5 as it can be mitigated by the Yazirian wearing a pair of basic sunglasses during the daytime.

SKILLS

In Gurps Star Frontiers there is no such thing as Primary Skill Areas. Players can take the skills they want and feel necessary to complete the concept that they have. This should lead to much more variety in character concepts. I won't attempt to translate the skills directly, but in case you want to know what might match what, here's a suggested list.

Star Frontiers Skill	GURPS Skill
Beam Weapons	Beam Weapons (All types)
Gyrojet Weapons	Guns (Gyroc, Grenade Launcher, LAW, etc)
Melee Weapons	Covers almost all GURPS hand weapon skills
Projectile Weapons	Choose freely from Guns and Gunner specialties, as well as Bow.
Thrown Weapons	Throwing & Thrown Weapon
Energy Weapons	Gunner (Beams)
Rocket Weapons	Gunner (Rockets)
Demolitions	Explosives (Demolition, Explosive Ordinance Disposal)
Martial Arts	Karate, Judo, Boxing, Brawling, etc
Computer	Computer Operation, Computer Programming, Computer Hacking, Electronics Repair (Computer)
Robotics	Computer Operation, Computer Programming, Mechanic (Robotics, Engineer (Robotics))
Technician	Driving (All types), Boating (All Types), Piloting (Atmospheric and Aerospace), Mechanic (All but Robotics), Electrician, Electronics Repair (except computers), Electronics Operation, and Lockpicking.
Environmental	Biology (ecology), Navigation (Land), Survival, Tracking, Stealth, Electronics Operation (Sensors), and numerous Scientific skills.
Medical	Physican, Surgery, First Aid, Diagnosis
Psycho-Social	Hypnosis, Gesture, Pyschology, Diplomacy
Piloting	Piloting (Low & High Performance Spacecraft)
Astrogation	Navigation (Space, Hyperspace)
Spaceship Engineering	Engineer (Starship), Armoury
Gunnery	Gunner

EQUIPMENT

The setting for GURPS Star Frontiers is at a Technology Level 9, with some TL 10 items (clear these items with your GM). For the most part players can purchase items from the GURPS sourcebooks and they will work just fine. Keep in mind however that some items will need to be renamed (IE, there's no Colt 1911 Pistol, rather it'd be called simply 'Auto Pistol').

This section contains 3 lists. The first list is equipment sections that would be of particular interest to player characters. The second list is an attempt to 'translate' some traditional Star Frontiers weapons to their GURPS equivalent. This second list will not be perfect, it's merely a suggestion (it's easier then reinventing the wheel here). The third list is new items that are particular to Star Frontiers that I have converted.

Equipment Sections of Interest

Players should look through the Basic rulebook, High Tech, Ultra Tech, and Space sourcebooks for potential equipment. This list is meant to bring attention to equipment that will be of use in a Star Frontiers setting.

Weapons

Ultra-Tech Firearm Table (B280)

Explosives (UT88)

Beam Weapons (UT113-116 - *TL10 Beam Weapons allowed*)

Sonic Weapons (UT125-126 - *TL10 Sonic Weapons allowed*)

Conventional Weapons (UT135-139 - Note: Conventional, projectile weapons do still exist, but are less popular then Beam weapons (bullets have a nasty habit of penetrating spaceship hulls).

Gas Powered Air Guns (UT139-140)

Gyrocs (UT144-145)

Armor

High & Ultra Tech Armor Table (B284)

Body Armor (UT171-174 - includes Reflective armor)

Equipment

Power Cells (UT19)

Scientific Equipment (UT66 - specifically the Portable labs are useful for explorers).

Survival Gear (UT73 to 76)

Tool Kits (UT82)

Medical Equipment (UT196-200)

Cybernetic implants are very rare in the Frontier and a GM should think twice about allowing them. Cybernetic replacements for injuries are more common.

Star Frontiers Equipment and GURPS Equivalent

Star Frontiers Weapon	GURPS Weapon	Book
Electrostunner	Stun Gun	B271
Laser Pistol	Laser Pistol	B280
Laser Rifle	Laser Rifle	B280
Sonic Disruptor	Sonic Stun Rifle	UT126
Sonic Stunner	Sonic Stun Pistol	UT126
Sonic Stunner	Stun Gun	B271
Heavy Laser	Semi Portable Laser	UT116
Sonic Devastator	Sonic Stun Cannon	UT126
Automatic Pistol	TL 9 Auto Pistol	B278
Automatic Rifle	Assault Rifle 5.56mm	B278
Needler Pistol	Needler	UT140
Needler Rifle	Needler Rifle	UT140
Machine Gun	Light Machine Gun, 7.62mm	B281
Recoilless Rifle	A mounted Bazooka?	B281
Gyrojet Pistol	Gyroc Pistol	UT145
Gyrojet Rifle	Gyroc Carbine	UT145
Grenade Rifle	Integral 25mm Grenade Launcher	B281
Grenade Mortar	Mortar, 60mm	HT146
Rocket Launcher	ATGM, 115mm	B281
Doze Grenade	Stun Grenade	B277
Frag Grenade	TL 7 Frag Grenade	B277
Incendiary Grenade	Molotov Cocktail	B277
Poison and Smoke Grenades	Chemical Grenade	B277
Tangler Grenade	25mm Tangler Grenade	UT155
Vibroknife	Vibroblade	UT164

Other Equipment

This is a list of other equipment common to Star Frontiers and their Gurps equivalents

Star Frontiers Equipment	Gurps Equipment	Book	Notes
Chronocom	Tiny Radio Communicator	UT44	Range 1 mile, wrist watch style
Freeze Field	Hibernation Chamber	UT198	
Poly-Vox	Universal Translator Program (TL10)	UT48	An early version of the TL11 program. This version takes 3 times as long to translate.
Sungoggles	N/A	N/A	None listed, but assume they are basic sunglasses in goggle form. Cost \$10

New Equipment

Defensive Power Screens

All power screens are worn like belts around the waist. Special adapters are provided for Dralasites at no extra cost. Only one power screen can be worn or used at one time. Putting on or taking off a power screen takes five rounds. When a screen runs out of power, it has no effect.

Defensive Power Screens are essentially TL9 versions of Force Screens (UT190). Each screen can protect against a specific type of damage.

Albedo Screens protect against Beam Weapons. When activated it has a silvery aura about it.

Gauss Screens protect against Electrical and Stun attacks. The screen is invisible when activated, but there is a flash of light whenever struck.

Inertia Screens protect against Ballistic and Melee damage. A faint blue aura surrounds the user, with the screen turning a darker blue when and where it gets struck.

Sonic Screens protect against Sonic attacks. This screen is invisible when used, however no sound can come in or out of it, leaving the user in a strange silence. They must use radios or hand signals to communicate with others.

Energy Usage: Defensive Screens use D sized Power Cells (UT19, \$100).

Each Power Cell can absorb 50 points of Damage before being completely drained. It takes 3 rounds to replace a battery in a suit.

For every minute that a Defensive Screen is activated, it uses up 1 point of Energy from a power cell (thus it can not remain on indefinitely).

Each type of screen costs \$5000 and weights 2 pounds.

Defensive Suits

SF Defensive Suits convert to Regular Body Armor (B284) and Laser-Resistant Armor (UT173)

CHARACTER IDEAS

What follows is a list of some possible character ideas to give players some ideas of what they could create. Because GURPS does not have a character class system, PC's can make anything they can think of. Some of these ideas come from GURPS Space.

Soldier	Sniper	Demolitions Expert	Special Forces/Commando	Space Knights
Scientist	Engineer	Space Marine	Starship Gunner	Pilot
Explorers	Scout	Survivalist	Hunters	Medics/Doctors
Missionaries	Diplomats	Journalists	Bodyguards	Spies/Secret Agents
Astronauts	Tramp Freighter Crew	Merchants	Robotics Expert	Bounty Hunter
Colonist	Con Man	Detective	Security Officer	Space Worker
Technician	Thief			

Gurps Character Assistant Program

A thing of note: The Gurps Character Assistant Program starts out with only the Basic Ruleset loaded. Make sure to go in and add the Space and Ultra Tech datafiles. This will make it much easier to get all the options for creating your character.

And don't forget to change the default Tech Level from 3 to 9.

Sample Characters

Human Explorer (143 points)

ST 12 [20]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Damage 1d-1/1d+2; BL 29 lbs.; HP 15 [6]; Will 12 [0]; Per 12 [0]; FP 15 [9].

Basic Speed 6 [0]; Basic Move 6 [0]; Block 0; Dodge 9; Parry 0.

Social Background TL: 9 [0]. CF: Languages:

Advantages

Absolute Direction [5]; Fearlessness 2 [4]; Outdoorsman 1 [10].

Disadvantages

Curious (12 or less) [-5]; Honesty (12 or less) [-10]; Loner (12 or less) [-5]; Overconfidence (12 or less) [-5]; Stubbornness [-5]; Workaholic [-5].

Skills

Beam Weapons/TL9 (Pistol)-12 (DX+0) [1]; Biology/TL9 (Earthlike)-11 (IQ-1) [4]; Cartography/TL9-12 (IQ+0) [2]; Driving/TL9 (Automobile)-12 (DX+0) [2]; Electronics Operation/TL9 (Scientific)-12 (IQ+0) [2]; First Aid/TL9 (Human)-12 (IQ+0) [1]; Geography/TL9 (Earthlike)-12 (IQ+0) [4]; Guns/TL9 (Rifle)-12 (DX+0) [1]; Hiking-12 (HT+0) [2]; Navigation/TL9 (Land)-15 (IQ+3) [1]; Survival (General)-12 (Per+0) [1]; Swimming-12 (HT+0) [1]; Writing-12 (IQ+0) [2].

Dralasite Technician (101 points)

ST 11 [10]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0].

Basic Speed 5 [0]; Basic Move 5 [0]; Block 0; Dodge 8; Parry 0.

Social Background

TL: 3 [0].

CF:

Languages:

Advantages

Discriminatory Smell [15]; Double-Jointed [15]; Eidetic Memory [5]; Extra Arms 1 [10]; Gizmo 1 [5]; Hermaphromorph [5]; Racial Skill Bonus (Detect Lies) 3 [6]; Single-Minded [5]; Stretching 1 [6].

Perks: Penetrating Voice [1].

Disadvantages

Colorblindness [-10]; Indecisive (12 or less) [-10].

Skills

Beam Weapons/TL3 (Pistol)-11 (DX+1) [2]; Computer Operation/TL3-12 (IQ+1) [2]; Computer Programming/TL3-9 (IQ-2) [1]; Electrician/TL3-12 (IQ+1) [4]; Electronics Repair/TL3 (Scientific)-12 (IQ+1) [4]; Lockpicking/TL3-10 (IQ-1) [1]; Scrounging-13 (Per+2) [4].

Vrusk Merchant (134 points)

ST 9 [-10]; DX 11 [20]; IQ 12 [40]; HT 9 [-10].

Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 12 [0]; Per 12 [0]; FP 9 [0].

Basic Speed 5 [0]; Basic Move 5 [0]; Block 0; Dodge 8; Parry 0.

Social Background

TL: 3 [0].

CF:

Languages:

Advantages

Acute Taste and Smell 1 [2]; Ambidexterity [5]; Cultural Adaptability (Xeno-Adaptability)

[20]; Double-Jointed [15]; Extra Legs (7+ Legs) [15]; Language Talent [10]; Unfazeable [15].

Disadvantages

Chummy [-5]; Duty (to Employer) (9 or less (fairly often)) [-5]; Greed (12 or less) [-15].
Quirks: Incompetence (Swimming) [-1].

Skills

Accounting-12 (IQ+0) [4]; Administration-12 (IQ+0) [2]; Beam Weapons/TL3 (Pistol)-13 (DX+2) [4]; Current Affairs/TL3 (Business)-12 (IQ+0) [1]; Diplomacy-13 (IQ+1) [8]; Finance-10 (IQ-2) [1]; Leadership-13 (IQ+1) [4]; Merchant-14 (IQ+2) [8]; Savoir-Faire (Vrusk)-14 (IQ+2) [4]; Streetwise-12 (IQ+0) [2].

Yazarian Bounty Hunter (131 points)

ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 10 [0].

Damage 1d-1/1d+1; BL 24 lbs.; HP 12 [2]; Will 11 [0]; Per 11 [0]; FP 10 [0].

Basic Speed 5.5 [0]; Basic Move 5 [0]; Block 0; Dodge 9; Parry 11 (Brawling).

Social Background

TL: 3 [0].

CF:

Languages:

Advantages

Combat Reflexes [15]; Danger Sense [15]; Flight (Gliding) [20]; Legal Enforcement Powers 1 [5]; Night Vision 5 [5].

Disadvantages

Bad Temper (12 or less) [-10]; Berserk (12 or less) [-10]; Callous [-5]; Code of Honor (Professional) [-5]; Day Blindness [-5]; Vow ("The One that Got Away") (Major) [-10].

Skills

Beam Weapons/TL3 (Pistol)-14 (DX+2) [4]; Beam Weapons/TL3 (Rifle)-13 (DX+1) [2]; Brawling-14 (DX+2) [4]; Criminology/TL3-12 (IQ+1) [4]; Fast-Draw (Pistol)-14 (DX+2) [2]; Fast-Talk-11 (IQ+0) [2]; First Aid/TL3 (Yazirian)-12 (IQ+1) [2]; Guns/TL3 (Gyroc)-14 (DX+2) [4]; Intimidation-11 (Will+0) [2]; Law (Star Law)-12 (IQ+1) [8]; Research/TL3-11 (IQ+0) [2]; Shadowing-12 (IQ+1) [4]; Streetwise-12 (IQ+1) [4].