

Converting Characters Between Star Frontiers and MDRG

Base Score	≤34	35-39	40-44	45-49	50-54	55-59	60-64	65-69	70+
Value	1	2	3	4	5	6	7	8	9
Range Die	29+1d5	d5	d5	d5	d5	d5	d5	d5	69+1d5

A. Derive Values from the above table for each of the character's eight Ability Base Scores.

B. MDRG Quality from Star Frontiers Abilities:

1. Sum derived Values for Intuition, Logic, Personality and Leadership;
2. Divide by six, round up; then
3. Invert the result according to this chart:

Result	Quality
1	6+
2	5+
3	4+
4	3+
5	2+
6	2+

C. MDRG Combat from Star Frontiers Abilities:

1. Sum derived Values for Strength, Stamina, Dexterity and Reaction Speed;
2. Divide by six, round down, minimum one.

D. Star Frontiers Abilities from MDRG Quality:

1. Invert the Quality number according to this chart:

Quality	Inverse
6+	1
5+	2
4+	3
3+	4
2+*	5
2+*	6

*: For Quality of 2+ roll a d6 to determine if the inverse will be 5 or 6: if you roll a 6 the inverse is 6; all other results mean the inverse is a 5.

2. Multiply the inverse number determined above by 6;
3. Roll 1d5 and subtract the result;
4. Distribute the final total as Values between Intuition, Logic, Personality and Leadership; then

5. Convert those Values to Base Scores per the first table above; roll the appropriate Range Die to determine the exact number for each of the four Abilities.

E. Star Frontiers Abilities from MDRG Combat:

1. Multiply Combat by 6;
2. Roll 1d5 and add the result;
3. Distribute the final total as Values between Strength, Stamina, Dexterity and Reaction Speed; then
4. Convert those Values to Base Scores per the first table above; roll the appropriate Range Die to determine the exact number for each of the four Abilities.

F. Star Frontiers skills, racial abilities and high-tech weapons, armour and equipment are MDRG traits and vice versa.