

72+ people helped build this

Frontiers was written by one person and tested by a great many more.

Everyone drifting behind that number read, played, questioned, broke, or argued with some part of this engine on its way to 1.0. Several of the decisions in the Design Documentation are there because somebody on this page pushed back hard enough to change my mind.

A few are named below and most are not, which is why the count sits there instead of a roll call.

Special Thanks

Some people gave this project time it had not earned yet: airtime, attention, or an argument worth having. A few of them are below, and the rest know who they are.



7 Minute GM Alex Newman

Handing out GM craft in seven-minute pieces for years, and sat down with Frontiers early enough that it still needed explaining.

[](https://bsky.app/profile/skiesoffortune.bsky.social "Jess 'Syzer' McCord")

Jess "Syzer" McCord Lead Developer, Skies of Fortune

An indie tabletop RPG of airships, piracy, and adventure, and the Indie Spotlight TTRPG podcast. Generous with his time toward someone else's engine.



Mildra the Monk Lead designer, Final Fantasy TRPG: Legend Edition

Podcaster, reviewer, and interviewer. A thousand-plus interviews deep and still asking better questions than most.

If you contributed and would rather appear differently, or not at all, email contact@jaykepaver.me and it will be changed.

If you playtested or reported something and are not counted here, that is an oversight rather than a judgement. Get in touch and it will be corrected.