

Anything written for **Beta 2026-2** needs a pass before it runs on 1.0. Most of it is find-and-replace; the parts that are not are listed below.

Terminology

Beta 2026-2	Frontiers 1.0	Notes
□ Finesse	☆ Deft	Renamed and re-iconed. Same role.
□ Acuity	● Acuity	Icon changed only.
✱ Resolve	△ Resolve	Icon changed only.
◆ Vigor	◆ Vigor	Unchanged.
⚡ Energy	⚡ Energy	Icon changed. The economy around it changed substantially; see below.
Reference Level	Capacity	Renamed, and its role is now the center of the ⚡ Energy economy.
Vector Marks	Pursuits and Marks	Split into two things: a Pursuit is the goal, a Mark is what advancing it grants.
Modifier	Rank	Renamed. Now always Score – 10, linear, with no stepped conversion.

Formulas

Value	Beta 2026-2	Frontiers 1.0
✚ Maximum HP	Per Level: ◆Vigor Mod + Archetype HP Mod	5 + ◆ Vigor Rank at Level 1; +2 + half (◆ Vigor + △ Resolve Ranks) per Level after
⊗ Maximum Wounds	1 + ◆Vigor Modifier	3 + 1 per 2 ◆ Vigor Rank, cap 5, floor 1
⊖ Maximum Fatigue	1 + ✱Resolve Modifier	3 + 1 per 2 △ Resolve Rank, cap 5, floor 1
□ Physical Defense	5 + higher of (◆Vigor or □Finesse Mod) + Equipment	10 + half the sum of ◆ Vigor and ☆ Deft Ranks

Value	Beta 2026-2	Frontiers 1.0
□ Mental Defense	5 + higher of (□Acuity or ✱Resolve Mod) + Equipment	10 + half the sum of ● Acuity and △ Resolve Ranks
⇒ Movement	3 + □Finesse Modifier	5 + ☆ Deft Rank, floor 1, in □ Units
► Initiative	Archetype base ± □Finesse Mod	Flat 10 + ☆ Deft Rank, or rolled, chosen per Encounter
⚡ Energy	Starts at 3, grows via advancement	Pool of 3, +1 per even Level; cost is Demand minus Capacity

Defense is the one most likely to break a converted document: 2026-2 took the **higher** of two Modifiers, 1.0 takes **half the sum** of two Ranks. Anything tuned against the old formula needs its numbers checked, not just renamed.

Removed

Two Derivatives no longer exist in 1.0:

- ● **Awareness** (1 + Acuity Modifier)
- ∞ **Intuition** (1 + Resolve Modifier)

In 1.0 these are handled by rolling the governing Attribute directly, with a Skill supplying Favor where one applies. An Awareness check becomes ● Acuity; an Intuition check becomes △ Resolve.

Changed in kind, not just in number

Three things are new rather than renamed, and are worth reading rather than converting:

The ⚡ Energy economy. Everything usable has a Demand, every character has a Capacity, and the cost is the difference. Anything at or below your Capacity is free.

Advancement. Vector Marks became two tracks: **Marks** from an Individual Pursuit, **Levels** from the Party Pursuit.

Equipment. Four item states, flat 10 Slots with Equipped items free, and held ⚡ Energy drain on powerful gear.

What did not change

Encounter, Exploration, and Endeavor; ♦ Actions and ✱ Activities; Favor and Disfavor; the Gradient; binary Skills granting Favor; Origin and Archetype. A 2026-2 document leaning on those rather than on specific numbers will mostly survive the port intact.