

Every version of the Frontiers documentation lives here, and none of it gets deleted. Old releases stay readable so the lineage of the system stays intact, and so that anything built against an older version keeps a stable reference to work from.

For a single view of what changed between versions, see the Changelog. For a document-by-document listing across every version, see the Version Index.

Current

Frontiers 1.0

The first full release, and the finished form of the ideas worked out across the 2026 betas. Three Rulesets on a single chassis, with the design documentation that explains them.

- **The d18 Ruleset** — 1d12 + 1d6 summed, with the d6 read a second time as the Gradient. It curves toward the middle, and the rest of the engine is tuned around it.
- **The d20 Ruleset** — one flat d20 with an independent d10 Gradient. The swing is much wider, and it runs on the die most tables already own.
- **The d100 Ruleset** — percentile, roll-under, with the units die read as the Gradient. Granular enough to be precise about how competent somebody is.
- **Designing with Frontiers** — seven documents on why the engine works the way it does.
- **Starter Sets** — three complete, playable games, one per Ruleset: Wasteland on the d18, Fantasy on the d20, and Sci-Fi on the d100. A written adventure for each arrives in September 2026.
- **Modules** — optional subsystems that bolt onto any Ruleset, both Official and Community-Submitted.
- **Extras** — character sheets, the conversion reference, and where to send feedback.

Archive

Archived versions: transferred and superseded

Everything below is kept for reference and is no longer maintained.

These versions were transferred from the original hosting page on HackMD, so there may be bugs or formatting errors that did not fully survive the move. If you spot one, let me know and I will fix it.

They also predate Frontiers 1.0, which renamed a number of core terms and rewrote several core formulas. Anything written against them will need converting before it runs on 1.0, and the conversion reference lists what changed.

Beta 2026-2

The previous public iteration, structurally complete at the engine level, with Core and Design documentation, two Quickstarters and two Modules.

Beta 2026-1

The earliest public documentation set. Uses the older "Expanded Documentation" structure rather than the Design Documentation one that replaced it.