

Table of Contents

- sfsguide._Changelog** 1
- 4.01 -> 4.02 (Aug 2nd, 2021) 1
- 4.00 -> 4.01 (July 1st, 2021) 1
- 3.00 -> 4.00 1

sfsguide._.Changelog

4.01 -> 4.02 (Aug 2nd, 2021)

Starships

- Fixed minor errors on Azata.

Playtest Rules

- Added Evolutionist playtest.

Additional Adventures

- Added: When playing an adventure using a SFS character, the chronicle *must* be assigned to that character.

4.00 -> 4.01 (July 1st, 2021)

Full Guide

- Fixed spelling error.

Starships

- Added Azata Tiers 2, 4, 6, 8, 10, 12
- Added ranges to starship weapons

Changelog

- Added missing change in changelog 3.00 -> 4.00
The maximum table size has been reduced to 6.
(Tables of 7 players are no longer legal.)

3.00 -> 4.00

Getting Started

- No Rules Changes

Player Basics

Major Changes

- Players are responsible for Downtimes
- Pregen / GM Downtimes use the skills of the character applied to.
- Purchased condition removal automatically succeeds
- The maximum table size has been reduced to 6.
(Tables of 7 players are no longer legal.)

Minor Changes

- Negative Condition removal clarified and consolidated.
- Applying/transferring weapon fusions text added (free at HQ)

Character Creation

Minor Changes

- Characters can pick (Named?) worlds from the Veskarium / Near Space

Rewards

Minor Changes

- Added "Boons which unlock over time" section for boons with checkboxes. Two options drafted.

Reputation Boons

Minor Changes

- Hireling text along the lines of PFS text, re: Hirelings can only perform recall knowledge checks in combat, nothing else.

Retired Player Rewards

Minor Changes

- Season Boons are Cumulative boons, not capstone boons.

Game Master Basics

- No Rules Changes

Game Master Rewards

Minor Changes

- GMs may not chose mutually exclusive rewards on chronicles.

Additonal Adventures

- Page created to host rules for running Sanctioned Adventures
 - Sanctioned Adventures
 - Modes of Play
 - Character Types
 - Sanctioning Documents

<HR>