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# Version 5

## 5.02->5.03 (Sept 15, 2022)

### Getting Started

Added a printable Welcome to Starfinder Society section.

### Player Basics

Clarified rules regarding player pawns.

### Game Master Basics

Explained issuing chronicles better.

### Starships

Added ranges for weapons (and speed and capacity for tracking weapons.)

## 5.01->5.02 (August 30, 2022)

### Playable Species

As of the upcoming publication of *Starfinder Interstellar Species*, Paizo will use the term "playable species" going forward for what had been called "playable race" in prior publications. References throughout this Guide have been updated with the change. The following pages have been updated:

- Players: [Player Basics](#), [Character Creation](#), [Player Rewards](#), [Factions and Reputation](#), and [Retired Rewards](#)
- Other: [Changelog](#)

## 5.00->5.01 (August 20, 2022)

### Getting Started

### Community Standards and Expectations

Revise 'no Character vs Character combat' rule (no PvP) & include more examples.

## Players

### Player Basics

Specify no crafting is allowed during adventures (only in Downtime).

### Character Creation

- Clarify that always-available [species from Alien Archive](#) do not require ownership of Alien Archive.
- Specify that **any deity or philosophy** from a source on the Character Options page may be worshipped (subject to normal access and sourcebook ownership rules).
- Specify that multiple deities or philosophies may be worshipped, but only one can give a mechanical benefit.

### Player Rewards

Correct AcP earned for Bounties at Premiere events (1.25 AcP, not 1).

### Factions and Reputation

- Add remaining new boons for Advocates, Cognates, and Manifold Host factions.
- Add one new boon for each Second Seekers faction:
  - [Well-Traveled](#) (Ehu)
  - [Augmented Shields](#) (Jadnura)
  - [Pass the Torch](#) (Luwazi)

## Game Master

### Game Master Basics

- Clarify notes on [retired boons](#).
- Add typical XP awarded [note](#).

### Additional Adventures

Specify all Starfinder Bounties are repeatable.

### GM Rewards

Specify GMing one AP volume counts at 2 GM credits

for novas.

## Pending Year 5 notes

Year 5 began in May; notes about what would change when it started are outdated. Such notes removed and any related adjustments made to:

- Getting Started >> [The Pact Worlds](#)
- Players >> [Character Creation](#)
- Players >> [Factions and Reputation](#)

## Minor Edits

Minor edits for typos, grammar, clarity, etc. made to:

- Getting Started: [Welcome to Starfinder Society](#)
- Players: [Player Basics](#), [Playtest Rules](#), [Player Rewards](#), [Factions and Reputation](#), and [Retired Rewards](#)
- Game Master: [Game Master Basics](#), [Additional Adventures](#), [Table Variation and Creative Solutions](#), and [Dealing with the Unexpected](#)
- [Starships](#)
- Volunteer: [Event Coordinator Basics](#)

## 4.21 -> 5.00 (May 5, 2022)

### The Pact Worlds

Add Minor Factions for season 5: The Advocates, The Cognates, The Manifold Host.

### Community Standards and Expectations

Fix out of date sentence implying that engaging in PvP awards infamy. Non-consensual PvP is never allowed.

Update Campaign Leadership list.

### Player Basics

Clarify that you can buy items on a chronicle sheet even if they are not normally allowed in play.

Fix link to mnemonic editor boon.

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## Version 4

### 4.2 -> 4.21 (March 1, 2022)

### Players

#### Player Basics

- Include in main body of Guide existing [rule](#) (limit one companion) from current place in glossary (definition of "companion")
- Add [text](#): 2- and 3-player tables receive the 4-player adjustments
- Add [text](#): Bounties do not grant Downtime

#### Character Creation

- Add [note](#): see FAQ for more information on species accessed with a boon that have since become always available

#### Player Rewards

- Add SF Bounties to typical AcP rewards [table](#)

### Game Masters

#### Additional Adventures

- Add information on SF Bounties to [Sanctioned Adventures](#)
- Remove temporary section on revised rewards (for some adventures published before August 2021) since the affected sanctioning documents have all been updated

#### GM Rewards

- revise and extend GM Credit [text](#), aligning with PFS2 Guide and clarifying
- Remove SFS #1-39 from 5-Nova Qualifying [list](#) (sunset date: March 1, 2022)

## Glossary

- Add page navigation links
- Revise definition of "companion" (not limited to class features; does include purchased creatures)

## 4.03 -> 4.2 (February 1, 2022)

### Getting Started

#### Welcome to Starfinder Society

- Minor revisions to character and pregen references for clarity and succinctness

#### Community Standards and Expectations

- Added rules for rebuilding PCs when changes are made to "class features for which there are multiple options (such as a biohacker's field of study)"

### Players

#### Player Basics

- Restored and revised rules on default 2 chronicles per player (1 as a PC, 1 as a GM)

#### Factions and Reputation

- Extensive revisions due to the elimination of Fame / transition to AcP
- Year of the Scoured Stars boon now available with AcP (and re-added here)
- Clarify that Starfinder Body Recovery is for situations when your party cannot feasibly recover your body themselves

#### Retired Rewards

- Remove Year of the Scoured Stars boon; reactivate and restore to [Factions and Reputation](#)
- Add Fame boons not converted to AcP boons
- Add *Alien Archive Admittance* boon

## Game Masters

### GM Rewards

- Listed Nova-qualifying scenarios, including SFS #1-39 sunset as of March 1, 2022.

### Starships

- Restored Tier 6 Drake Port coilgun.

## Glossary

- Added Character, Evergreen, and NPC definitions
- Revised Fame, PC, and Sanctioned Adventure definitions

## 4.02 -> 4.03 (Nov 11, 2021)

### Pact Worlds

- Added note regarding additional information for each faction.

### Player Basics

- Added Note regarding Updated Adventure Rewards for early adventures.

### Player Rewards

- Updated to reflect transition to AcP

### Factions and Reputation

- Updated "End of Fame" link in first paragraph to point to most recent announcement.

### Additional Adventures

- Added Note that Chronicles for Adventure Mode adventures are assigned at the end of an adventure
- Added revised adventure reward section to

bring early adventures up to similar rewards as later adventures.

## Starships

- Fixed some weapon entries on the Pegasus that referenced a weapon that did not exist

## 4.01 -> 4.02 (Aug 3rd, 2021)

### Main Page

- fixed copy -paste error.

### The Pact Worlds

- Degendered text

### Recent History

- Minor gramatical edits

### Player Basics

- Degendered text
- Added references to AcP
- removed a reference to "gold"
- Added instructions for downloading chronicle boons

### Character Creation

- Minor gramatical edits
- Degendered text

### Playtest Rules

- Added Evolutionist playtest.
- Updated playtest rules to re-insert the requirement that playtest characters must be single-classed.
- Updated the expected date for Galactic Magic.

## Player Rewards

- Degendered text

## Factions and Reputation

- Degendered text
- Added AcP costs
- Clarified replay boons.

## Game Master Basics

- Updated "Where to buy" to include new product lines.
- Cleaned up grammar and generally clarified "Filling out Chronicle Sheets"

## Additional Adventures

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

## GM Rewards

- Degendered text
- Added limitation that a given special can not account for more than three of the 10 specials needed to qualify for 5 novas

## Table Variation and Creative Solutions

- Degendered text
- Added AcP references

## Dealing with the Unexpected

- Degendered text

## Starships

- Fixed minor errors on Azata.
- Incorporated Azata into the Starship overview

section.

added (free at HQ)

## 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

### 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

- Hiring 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 choose mutually exclusive rewards on chronicles.

