Changelog

Post-Release

v1.1.6 (2022-03-09) - Money Money Money

- Updated Factions and Clout to explain how we're dealing with Currency.

v1.1.5 (2022-03-07) - Getting Meta

Updates

- Added setting information about holodecks.
- Added rules for running encounters or entire missions within a holodeck.
- Changelog now with more unnecessary subtitles.

v1.1.4 (2022-02-15) - Clarity Minor

Clarifications

- Minor clarifications of little note.

v1.1.3 (2022-02-06) - Feedback Loop

Changes

- SCAN <X> must always be followed by a qualifier.
- Heartbleed nerfed - it now takes 30s to trigger a 10s period in which you can call HEAL for every damage you inflict (but relaxed the restriction to allow it to work for ranged damage).

Updates

- Added more Ship Hearts to Worlds for clarity.
- Added first Nemesis NPC to Aces World.
- Added Altarian Dynastic Order in Keter Borderlands to NPCs page.
- Made some more things explicit on the Social Contract, in particular:
    - Players should contact the GM to express interest in playing.
    - Attendees are expected to Monster as much as they Play (if not moreso).
    - The GM's ruling can be questioned once (with the co-GM present) but then should be taken as final and brought up with the Refs after the event if that's still not satisfactory.
    - Emphasised avoiding running Missions in areas of the game you have characters in.
    - Emphasised that Monsters should try to make their behaviour understandable to Players

to maximise their ability to interact with the Encounter.

Clarifications

- Attempted to clarify Character Advancement for banking XP when you've not played a character.
- Added clarification about Ship Heart range to Staying Safe from Decay.
- Clarified that Granted Barrier isn't used by Commandos for spending hits for Abilities.

v1.1.2 (2022-01-26) - Various Tweaks

Changes

- Added HARVEST FAQs for Various Harvesting.
- HARVEST must be called on a dead/unconscious character within 5 minutes after they are knocked out / killed.
- Hulking Form now confers a +5s increase to BURN duration.
- Advanced Thermal Countermeasures now provides a utility fire extinguishing ability.
- Renamed Various skill that applies MEND and GAIN BREAK to Patchwork Armoury.
- Removed previous iteration of Patchwork Armoury as overly complicated.
- Re-introduced Jury Rig as a Various Ability that gives access to a once-per-mission Tinkering.
- Hardpoints Mean Prizes requires roleplay for the 1s of aiming if used for a ranged weapon in order to make it clear what's going on.
- Added Mechanic Background that provides a use of Tinkering and a Downtime ability to take something apart to see how it works.

Clarifications

- Charging a Ranged Weapon does not need to be uninterrupted.
- Added notes to The Various page that if a duration is reduced to 0s you call PING when you would take the call.
- Clarified that you cannot use Meditate or Guidance to grant access to calls you can't reach with gesture alone.
- Clarified that you cannot use Overload or Meditate/Guidance on Switch or Starlight Fade.

Housekeeping

- Removed deprecated reference to TAUNT from Combat Rules.
- Removed deprecated reference to the Altarian Federation from Backgrounds.

v1.1.1 (2022-01-20) - Learning from Experience

- XP gains reduced by 1 globally to slow speed of Advancement.
- Various respeccing must maintain rank and Ability prerequisites.

v1.1.0

Changes

- Added a 60s cooldown to the Startouched top tier abilities that give you unlimited uses of a call.
- CLUNK works on unsuspecting individuals out of combat even if they are armed.
- BURN prevents striking for damage.

Clarifications

- Clarified Character Advancement onto its own page.
- Clarified top tier Startouched abilities that let you freely make calls require the gesture constantly.
- Clarified that Overload only works for abilities that normally use one hand.
- Clarified YOU LOT destroying cover.

Release! v1.0.0

Pre-Release

v0.9

- Added introlarp and introgame pages.
- Expanded Glossary.
- Added Credits.
- Cribbed Social Contract from Animus.
- Cribbed Running a Mission from Memento Mundi.
- Swapped GM XP reward for running a mission.
- Added Discrimination on the basis of national / planetary identity to Themes.
- Added Borderlands map and planets.
- Clarified Naming Conventions.
- Added Player-Requested Missions.
- Updated Backgrounds.
- Added startup Clout for Factions.
- Added Species.
- Fiddled with Commando hits.
- Clarified that HEAL ZERO is not a thing.
- **Massive proofreading pass**.
- Sensitivity read completed.

Post Playtest 5 (The Great Robotic Uprising of Vyix 9A) v0.8

- Removed Multifaceted and made it a Rank 5 Specialist Ability.
- Renamed Startouched#Mystic to Scion
- Added SLOW call.

- Upped the base HP for Commandos.
- Increased base cost for Commando abilities.
- Added Commando abilities for all levels.
- Added Specialist abilities for all levels.
- Added Startouched abilities for all levels.
- Added Various abilities for all levels.
- Removed reference to Grenade variants.
- Removed reference to Hacking.
- Removed restriction for EFFECT being only for Monsters.
- Changed contact address to planetfall.larp@gmail.com.
- Banned species-based discrimination from the game.

Post Playtest 4 (They Chose Violence Redux) v0.7

- Started adding more setting.
- Removed Altarian Federation.
- Added Galactic Cooperation.
- Added numerous factions.
- Added Factions and Clout mechanic.
- Added Secret Metaphysic.
- Restored BLAST.
- Changed Single Ranged Weapon Prowess to match Bladed Weapon Prowess.
- Increased cost of Sweeping Strike.
- Removed Ambidex by default - made it a Melee Prowess option.
- Rebalanced Tinkering deck to encourage recklessness

Post Playtest 3 (They Chose Violence) v0.6

- Extended charge time for Startouched abilities:
  - Concussive Bolt → 15s
  - Repairing Barrier → 10s
- Reduced power of Air Blast to 1 target within 5m, reduced charge time to match Concussive Bolt.
- Added Multifaceted Background
- Changed Pilot Background Evasive ability to Talisman

Post Ref Team Expansion v0.4

Combat Rules

- Simplified Unconsciousness and Incapacitation to Just Unconsciousness.
- GMactored Energy into Class Abilities:
  - PING cannot be called by default by everyone.
  - DRAIN prevents ability use for 10s.
  - CURSE prevents healing above 1 for the rest of the encounter.
  - Removed GAIN <Y> ENERGY.
- Reintroduced EXECUTE.
- Renamed MISSED to MISS.

- Removed Shield Cover by default.
- Removed YEAH and OUCH as superfluous.
- Removed HEAL <X> as overly complicated.
- Renamed VA-WORP to WARP.
- Renamed ASSIMILATE to HARVEST.
- Removed rend effect from BREAK.
- Introduce BURN and ZAP.
- Remove TAUNT. PULL covers this.
- Removed KABOOM. MASS STRIKEDOWN covers this.

Classes / Backgrounds / Abilities

- Removed Synthetics.
- Removed Various Background.
- Renamed Startouched Background.
- Completely rewrote class abilities.

Post Playtest 2 (Recalibration) v0.3

- Removed Detonator Energy Regimen because it is silly
- Reduced DRAIN duration to 5s from 10s
- Removed Energy Sap property from DRAIN, it's always the worse option so why would you pick it?

Post Playtest 1 (Calibration) v0.2

- Removed CHAAAAARGE as a call
- This is now explicitly an ability for some
- Changed the Melee Tree to be focussing around response and use of PUSH
- Removed BURN (EFFECT: BURN) works
- Renamed ZAP to DRAIN
- DRAIN is a 10s embargo on using Energy or drains ALL your Energy
- Clarified the Overcharging mechanic bestows the DRAIN after *any* of the energy is spent
- Space Within Space now costs 2 Energy not 5
- Renamed KNOCKOUT to CLUNK
- Moved BLAST to the Damage Calls section of the Combat Rules page
- Renamed CRUNCH to BREAK
- Removed STABILISE and replaced it with the ability for anyone to call HEAL on an incapacitated character
- Grenade Prowess only gives 1 Grenade per encounter
- Added Ranged Weapon Finesse and Ranged Weapon Mastery
- Adjusted Energy Costs - only Rank 5 Abilities cost 5 now, and most are brought to 2 or 3 Energy
- Changed Tech Scanner skill to be less useless
- PING to Uncalled Melee Damage does not need to be called
- Increased the Energy Cap for Generator

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