

Version Change Log

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Introduction

This booklet contains a running log of the changes to MetaScape II GuildSpace starting at version 2.0.0.

Note, page numbers may not seem accurate if future changes increase, decrease, or shift pages. But they will likely get you close and will be accurate in a version by version change.

Big changes are in **red**. You may want to reprint these booklets.

Rules Change Log

Introduction

READ FIRST: INTRODUCTION

Version 2.0.2

- Spell checked all booklets
- **This is a new booklet. Contains a lot of the introductory sections of the old "Read First! Character and Die"**

Players Manual

1 – CLASS BOOKLET

Version 2.0.2

- Moved Destron pictures to assault Mech and dragon pictures to Catong dragon
- Changed x/y axis of all MR/Enc and Jumps tables
- Class moved from booklet 2 to booklet 1
- Page 18 - edit

2 – RACE BOOKLET

Version 2.0.2

- Changed order of enc and MR tables and swapped x/y axis of jump table
- Race moved from booklet 1 to booklet 2

3 – PROFESSIONS BOOKLET

Version 2.0.2

- Booklet number changed on title page

4 – FEATS

Version 2.0.2

- Booklet number changed on title page

5 – WEAPONS

Version 2.0.2

- Changed "Mult or *" on large alphabetical weapons table to "**"
- **Added missing O to Z table for weapon mastery on page 14**
- Booklet number changed on title page

6 – ARMOR

Version 2.0.2

- Brief edit of Adaptation kits for power armor
- **Added individual armor mastery**
- Booklet number changed on title page

7 – EQUIPMENT

Version 2.0.2

- **Started the process of individualizing equipment models and upgrades and cleaning up old rules**

GM Manual

GM1 – GUILDSPACE SETTING

Version 2.0.2

- Edit pg 70-71
- Moved from GM7 to GM1
- Renamed from GuildSpace to GuildSpace Setting

Version 2.0.1

- Overview section – minor additions
- **Page 73 & 74 – added map of Known Space**

GM2 – CHARACTER & DIE

Version 2.0.2

- **Modified the section on character creation to match the new character sheet layout and the new creation order listed on the Rules Sheet.**
- Added difficulty section on page 13
- **Page 33 added Cards section**
- Moved from GM1 to GM2
- Renamed from "Read First! Character & Die" to "Character and Die"
- **Much of the introductory sections are now in the "Read First: Introduction" booklet.**

Version 2.0.1

- Page 4 - Added "Strap on Your Best Skis" section.
- Page 7 - minor edit

GM3 – GMING

Version 2.0.2

- Moved from GM2 to GM3

GM4 – ROLEPLAYING

Version 2.0.2

- Moved from GM3 to GM4

GM5 – ARTIFACT & OMEGA

Version 2.0.2

- Moved from GM4 to GM5

GM6 – GM UNITS

Version 2.0.2

- Moved from GM5 to GM6
- Renamed from “GU” to “GM Units”

GM7 – MOBILE

Version 2.0.2

- Moved from GM6 to GM7

Supporting Documents**CHARACTER SHEETS**

Version 2.0.2

- **Major reorganization of columns on front, back, and feats**
- Made credits column larger than Maint on front and back sheet
- On front changed Atk */Dmg * Def */AR * to just *
- MR and Enc order swapped
- Reworked jumps table on Front sheet
- Rules sheet - edited mastery AP wording
- Tables Sheet: Improved space and labeling on RC to Buff table and moved Advancement areas to top of sheet.
- Rules Sheet - changed order for creation steps
- Minor Edit on Weapon's Table
- Race and class recording order swapped

Version 2.0.1

- No change

CARDS – GM AWARDS

Version 2.0.2

- No change

Version 2.0.1

- No change

CARDS – NISH CRITICAL AND TREMENDOUS

Version 2.0.2

- No change

Version 2.0.1

- No change

