



Starfinder Society Scenario #2-08: The Stumbling Society, Part 2: Sangoro's Gift

Character Chronicle #
18

duhwoo	A.K.A.	Otto Mayshun	10468	- 7 01	WAY
Player Name		Character Name	Organized Play #	Character #	Faction

Items Found During This Scenario

Kiirinta Admittance (Personal Boon; Limited Use):

As part of the Starfinder Society effort to retrieve their stolen arms from of Stabrisis-14, an ally of your group inadvertently allowed a member of the world's population onboard their ship. This mothlike fey, known as a kiirinta, emerged on Absalom Station and quickly learned all they could about their new home. You can use this boon only if your character has a Reputation Tier of 3 with one or more factions and at least one of your other characters has the "Drat That Rat!" boon from *The Stumbling Society Part 1*, representing your completion of this two-part series of adventures.

You can play a kiirinta character, beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the *Starfinder Society Guide*. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character. Along with this Chronicle sheet, your GM should provide you a copy of the "Playing a Kiirinta" appendix, which is considered a legal document for the purposes of playing this race.

Kiirinta Linguist (Slotless Boon): So long as you have this boon, all of your Starfinder Society characters have access to the Kiirinta language and can select it at any time they would learn a new language.

NEUTRIAD FLAIL

A neutriad flail is a 5th level advanced melee weapon that deals 1d8 bludgeoning damage and has the push^{AR} critical hit effect. It has the disarm, force^{AR}, and powered (capacity 20, usage 1) special properties and 1 bulk, and it costs 3,200 credits.

NEUTRIAD PISTOL

A neutriad pistol is a 5th level small-arm ranged weapon that deals 1d6 bludgeoning damage and has the pulse^{AR} (1d6) critical hit effect. It has a range of 60 feet and a capacity of 20 charges (1 usage). It has the force^{AR} special property and light bulk, and it costs 3,200 credits.

GM Notes: Upgraded synaptic accelerator (INT) to mk 2 using Distinguished Ambassador for 4590 cr. (6500-1400=5100*9/10=4590 cr.), purchased serum of healing mk 2 with Duskmire Allegiance for 340 cr. and spellgem (1st, detect tech) for 140 cr., totaling 5070 cr.

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal Max Credits
	5-8	4,175
	SUBTIER	<input checked="" type="checkbox"/> Normal
	Out of Subtier	5,015
	SUBTIER	<input type="checkbox"/> Normal
	7-8	5,855
	SUBTIER	<input type="checkbox"/> Normal
	-	-
EXPERIENCE	17	
	Starting XP	
	+	1 <small>GM's Initials</small> SV
	XP Gained (GM ONLY)	
	=	18
	Final XP Total	
FAME	29	
	Initial Fame	
	+	2 <small>GM's Initials</small> SV
	Fame Gained (GM ONLY)	
	=	0
	Fame Spent	
	31	
	Final Fame	
CREDITS	7617	
	Starting Credits	
	+	5015 <small>GM's Initials</small> SV
	Credits Garnered (GM ONLY)	
	+	40 <small>GM's Initials</small> SV
	Day Job (GM ONLY)	
	=	5070
	Credits Spent	
	=	7602
	Total	

All Subtiers		Subtier 7-8	
basic lashunta tempweave (1,950; item level 4)		15-notch plasma fork (8,850; item level 8; <i>Starfinder Armory</i> 20)	
corona laser rifle (4,650; item level 6)		advanced lashunta tempweave (8,500; item level 8)	
freebooter armor II (4,720; item level 6)		D-Suit II (6,900; item level 7)	
frostbite-class zero rifle (3,060; item level 5)		estex suit III (5,500; item level 7)	
neutriad flail (3,200; item level 5; see above)		kasatha microcord III (9,000; item level 8)	
neutriad pistol (3,200; item level 5; see above)		night plate (9,400; item level 8; <i>Starfinder Armory</i> 69)	
rocket rifle (3,010; item level 5; <i>Starfinder Armory</i> 20)		tactical seeker rifle (6,030; item level 7)	
vesk overplate I (3,910; item level 6)			
ysoki refractor suit (4,120; item level 6)			
Reputation			
Faction	WAY	Reputation	30 33
Faction	ACQ/SC-JA/EXO	Reputation	1 1
		Infamy	