

## Ann O'Maly (aka Tara Watts)

Player: Fritz

NG Female damaya lashunta xenoseeker envoy 9

Age: 23; Height: 5' 6"; Weight: 140 lb.

Speed: 50 ft., Languages: Abyssal, Azlanti, Brethedan, Castrovelian, Celestial, Common, Drow, Eoxian, Goblin, Infernal, izalgun, Jinsul, Quorlu, Shirren, Skittermander, Veski, Ysoki

Stamina	Hit Points	Resolve
63	58	8

Str	Dex	Con	Int	Wis	Cha	
+0	+3	+1	+5	+0	+4	11 Str 16 Dex 12 Con 20 Int 10 Wis 18 Cha

	INITIATIVE	+3	= +3 Dexterity +0 Misc
	FORTITUDE	+5*	= +3 Base +1 Constitution +1 Misc
	REFLEX	+9	= +6 Base +3 Dexterity +0 Misc
	WILL	+6	= +6 Base +0 Wisdom +0 Misc
	EAC	22	= +9 Armor +3 Dexterity +0 Misc
	KAC	23	= +10 Armor +3 Dexterity +0 Misc
	KAC+8	31	= +10 Armor +3 Dexterity +0 Misc

### Defenses

**Fortitude Save** (Level 8 armor (Lashunta tempweave, advanced)): Immune to low-medium level radiation

**Fortitude Save** (Level 8 armor (Lashunta tempweave, advanced)): +6 circumstance bonus to save vs. radiation exposure (but not to cure radiation sickness)

**All Armor Classes** (Mobility): +4 vs. attacks of opportunity you provoke by leaving a threatened square

### Lashunta tempweave, advanced

EAC: +9, KAC: +10, Max Dex: +6, Armor Check: –, Speed: –  
Upgrades: infrared sensors, jump jets, longstrider module

### Second skin

EAC: +1, KAC: +2, Max Dex: +5, Armor Check: –, Speed: –  
Upgrades: easy access kit

### (0x) Frag grenade III

Ranged (20 ft.): +6 (4d6 Pier; Crit )  
Special: explode (15 ft., 4d6 Pier, DC 17)

### Glamered laser pistol, azimuth

Ranged (80 ft.): +9 or Full: +5/+5 (1d4+4 Fire; Crit burn 1d4)  
Special:

### Holy water grenade II

Ranged (20 ft.): +6 (4d6 Blud; Crit )  
Special: explode (20 ft., 4d6 Blud plus holy water, DC 15),  
holy water

### Special Abilities

Bedside Manner (Ex)

Treat deadly wounds adds Cha mod to HP healed. Treat disease/drugs/poison grants +6 and save counts as 2 consecutive successes. Also counts if aid such check.

Character Number: 10468 - 702



### Skills

	+15	Acrobatics	Dexterity, 9r
	+12*	Athletics	Strength, 9r
	+8	Bluff	Charisma, 1r
	+19	Computers	Intelligence, 9r
	+17*	Culture	Intelligence, 9r
	+16	Diplomacy	Charisma, 9r
	+8	Disguise	Charisma, 1r
	+9	Engineering	Intelligence, 1r
	+8	Intimidate	Charisma, 1r
	+9	Life Science	Intelligence, 4r
	+22	Medicine	Intelligence, 9r
	+8	Mysticism	Wisdom, 8r
	+12	Perception	Wisdom, 9r
	+6	Physical Science	Intelligence, 1r
	+7	Piloting	Dexterity, 1r
	+17	Profession (psychologist)	Intelligence, 9r
	+12	Sense Motive	Wisdom, 9r
	+14	Sleight of Hand	Dexterity, 8r
	+15	Stealth	Dexterity, 9r
	+1	Survival	Wisdom, 1r

### Skill Modifiers

**Athletics** (Land speed 50'): +8 to jump

### Proficiencies

**Weapon Proficiencies:** Basic Melee Weapons, Small Arms, Grenades

**Armor Proficiencies:** Light Armor

## Skill Modifiers

**Culture** (Quick Pidgin): +2 bonus to create a pidgin language with similar creatures that speak the same language as you have made a previous pidgin for

## Special Abilities

### Don't Quit (Ex)

Standard action for ally to ignore one condition of your choice until the start of your next turn.

### Expertise (1d6+2 Computers, Culture, Medicine, Sense)

When you have resolve left, roll a die and add that as an insight bonus to Sense Motive checks.

### Inspired Medic (Ex)

Delay rolling expertise die on Medicine checks, then choose to either roll it or reroll check.

### Inspiring Boost (22 SP) (Ex)

Standard action for ally to recover Stamina points.

### Limited Telepathy (60 ft.)

Can communicate mentally with any creature in range that it shares a language with.

### Long-Range Improvisation (Ex)

Double the range of your improvisations with ranges of at least 30 feet.

### Miracle Worker (5d8 extra hp) (Ex)

When beating treat deadly wounds DC by 5, add Cha mod to healing. If forgoing Medicine expertise, heal listed extra HP.

### Quick Inspiring Boost (Ex)

You can use inspiring boost as a move action instead of a standard action, but with reduced effect.

### Quick Pidgin (Ex)

Converse with willing over 10 min to create pidgin language for basic communication (DC 25 Culture check). +2 to create another pidgin with others speaking same base language.

### Theme Knowledge (Ex)

-5 DC for checks related to Life Science when identify rare creatures.

## Feats

### Fleet [Combat Feat]

+10 to land speed in light or no armor, but only +5 if encumbered. When overburdened, speed = 10 ft.

### Medical Expert

As a full action can treat deadly wounds by using a medpatch or sprayflesh (which lose normal functions), and can provide long-term care with just a medkit.

### Mobility [Combat Feat]

+4 to AC vs. attacks of opportunity provoked by leaving a threatened square.

### Shot on the Run [Combat Feat]

As a full action, move up to speed and at any point make a ranged attack (can combine with trick attack).

### Skill Focus (Medicine)

+3 insight bonus to chosen skill.

## Spell-Like Abilities

Daze (At-Will) (Sp) (DC 14)

Detect Thoughts (1/day) (Sp) (DC 15)

Psychokinetic Hand (At-Will) (Sp)

## Tracked Resources

Battery (Glamer laser pistol, azimuth)	<input type="text" value="20"/>
Battery (Jump jets)	<input type="text" value="20"/>
Battery (Motion detector)	<input type="text" value="000000 000000"/>
Battery, high-capacity (X-ray visor)	<input type="text" value="40"/>
Battery, super-capacity (Comm unit, personal)	<input type="text" value="80"/>
Frag grenade III	<input type="checkbox"/>
Holy water grenade II	<input type="checkbox"/>
Medpatch	<input type="text" value="11"/>
Nanite hypopen, black	<input type="checkbox"/>
Nanite hypopen, purple	<input type="checkbox"/>

## Boons

## Experience & Wealth

Career Experience Points: **24** (24/27 to 10th)

Current Cash: **12,254 credits**

## Tracked Resources

Nanite hypopen, white	<input type="checkbox"/>
Serum of healing, mk I	<input type="checkbox"/>
Serum of healing, mk II	<input type="checkbox"/>
Serum of healing, mk III	<input type="checkbox"/>

## Gear (Encum: 5 bulk, Over: 11 bulk)

### Total Bulk Carried: 3.7, Unencumbered

Backpack, industrial (2 @ 0.2 blk) <In: Null-space	1
Clothing, professional (10 @ 1 blk, Profession	L
Comm unit, personal	-
Computer (tier 1)	-
hardened, miniaturization, miniaturization, security IV, self-charging	
Easy access kit (empty) <In: Elsewhere (1 @ 0 blk)>	-
Engineering kit	L
Hacking kit <In: Backpack, industrial (2 @ 0.2 blk)>	L
Hygiene kit (lashunta) <In: Null-space chamber, mk 1 (4 1	1
Infrared sensors	L
Medkit, advanced	1
Medkit, basic <In: Null-space chamber, mk 1 (4 @ 0.2	1
Medpatch x10 <In: Clothing, professional (10 @ 1 blk,	0
Motion detector	-
Nanite hypopen, black	L
Nanite hypopen, purple x2	0
Nanite hypopen, white	L
Null-space chamber, mk 1 (4 @ 0.2 blk)	L
Professional's tools (Profession [psychologist]) <In:	L
Psychic booster	L
Ring of resistance, mk 1	-
Serum of healing, mk I	-
Serum of healing, mk II	-
Serum of healing, mk III	-
Starstone compass	L
X-ray visor	-

## Augmentations

## Boons

### Ability crystal, mk 2 (Intelligence)

This crystal formed a mystical connection to the memories of heroes long ago. Any character can spend 1 hour communing with the crystal to gain additional ability points. This counts as a personal upgrade of the appropriate model number.

### Synergizing symbiote, mk 1 (Charisma)

These tiny, biovat-grown, tadpole-like creatures form symbiotic relationships with other animals by attaching to their bodies and instinctively maximizing efficiency in the hosts' biological systems, losing their own independence and functionally

## Factions

### Acquisitives

Tier 0; Reputation 4

### Dataphiles

Tier 0; Reputation 1

### Exo-Guardians

Tier 1; Reputation 11

### Second Seekers (Jadnura)

Tier 0; Reputation 3

### Second Seekers (Luwazi Elsebo)

Tier 0; Reputation 4

### Wayfinders

Tier 4; Reputation 48

## Boons (40 Fame)

### Exo-Guardians Champion [Faction]

Champion the faction

☐

### Wayfinders Champion [Faction]

Champion the faction

☐



# Starfinder Society Scenario #1-30: Survivor's Salvation

Character Chronicle #

1

duhwoo

A.K.A.

Tara Watts

10468

7 02

WAY

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ **Counter Innovation (Slotless Boon; Limited-Use):** You curtailed a dangerous threat to Absalom Station: a bodysnatcher slime clinic. Doing so brought these slimes into the light so the Society can study them. You can check the box that precedes this boon to use your Downtime to work with Society engineers to come up with a better defense against these slimes. This earns you the cerebral countermeasures biotech augmentation (*Starfinder Alien Archive* 2 19) for only 3,000 credits. This biotech upgrade is unique to your physiology and can be resold for only 300 credits.

## All Subtiers

defrex hide (2,250; item level 4)  
freebooter armor I (750; item level 2)  
mk 2 culinary synthesizer (1,200; item level 3;  
*Starfinder Armory* 129)  
mk 2 serum of healing (425; item level 5; limit 2)  
red solar brand (790; item level 2; *Starfinder Armory* 10)  
sprayflesh (440; item level 5; limit 1)  
standard darkvision capacitor (1,750; item level 3)  
static arc pistol (750; item level 2)

## Subtier 3-4

advanced medkit (2,700; item level 5; limit 1)  
business stationwear (2,600; item level 5)  
frostbite-class zero knife (2,810; item level 4; *Starfinder Armory* 9)  
liquidator disintegrator pistol (4,500; item level 6;  
*Starfinder Armory* 14)  
microwave scorchgun (2,050; item level 4; *Armory* 14)  
mk 1 plasma beads (4,200; item level 6; *Starfinder Armory* 115)  
mk 3 culinary synthesizer (2,500; item level 5;  
*Starfinder Armory* 129)  
rhyolite magma blade (2,300; item level 4; *Starfinder Armory* 10)

## Reputation

Faction WAY

Reputation 0 2

Faction EXO

Reputation 0 1

Faction Reputation

Infamy

SUBTIER	<input checked="" type="checkbox"/> Normal Max Credits
1-2	728
SUBTIER	<input type="checkbox"/> Normal
Out of Subtier	<del>1,114</del>
SUBTIER	<input type="checkbox"/> Normal
3-4	<del>1,500</del>
SUBTIER	<input type="checkbox"/> Normal
-	-
0	Starting XP
+	1 <small>GM's Initials</small> SV
XP Gained (GM ONLY)	
=	1
Final XP Total	
0	Initial Fame
+	2 <small>GM's Initials</small> SV
Fame Gained (GM ONLY)	
=	0
Fame Spent	
2	Final Fame
38	Starting Credits
+	728 <small>GM's Initials</small> SV
Credits Gained (GM ONLY)	
+	48 <small>GM's Initials</small> SV
Day Job (GM ONLY)	
=	0
Credits Spent	
=	814
Total	

## For GM Only

2019 Online Support Program - VTT

2691825

05/12/2019

328439

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #





# Starfinder Society Scenario #1-36: Enter the Ashen Asteroid

Character Chronicle #

2

duhwoo

A.K.A.

Tara Watts

10468

7 02

WAY

Player Name

Character Name

Organized Play #

Character #

Faction

## Items Found During This Scenario

**Destruction of AA-126D (Ally Boon):** Your discoveries led to the destruction of the asteroid AA-126D. Although this has vaporized untold discoveries, it has inspired one of the *Sledgehammer's* more aggressive crewmembers to assist you in future endeavors. This functions as the Basic Hireling Access boon (see the *Starfinder Society Roleplaying Guild Guide*), though you recruit this dwarf, whose skills include three of the following, selected when you choose the boon: Athletics, Intimidation, Sense Motive, or Survival. When you acquire the Amateur Hireling Access, Professional Hireling Access, Elite Hireling Access, or Master Hireling Access boons, you can choose to have them improve this dwarven hireling.

**Preservation of AA-126D (Ally Boon):** Your discoveries led to the preservation of the asteroid AA-126D, despite initial protests from Ulrikka Clanholdings. This has inspired one of the *Sledgehammer's* more academic crewmembers to assist you in future endeavors. This functions as the Basic Hireling Access boon (see the *Starfinder Society Roleplaying Guild Guide*), though you recruit this dwarf, whose skills include three of the following, selected when you choose the boon: Culture, Life Science, Mysticism, or Physical Science. When you acquire the Amateur Hireling Access, Professional Hireling Access, Elite Hireling Access, or Master Hireling Access boons, you can choose to have them improve this dwarven hireling.

☐ ☐ ☐ **Sudden Attunement (Personal Boon, Limited Use):** You reactivated a powerful dynamo that manipulates the same cosmic forces wielded by solarians. During combat at the start of your turn, you can check a box that precedes this boon to enter a stellar mode as a solarian whose level is equal to your character level. This attunement lasts until the end of the encounter. If you already have the stellar mode class feature, once per round you can check a box that precedes this boon to gain 1 attunement point in your current stellar mode. You cannot use this boon more than twice per adventure.

You can activate this boon even if you do not have it slotted. However, when you do so, you must check two boxes each time you activate it.

### All Subtiers

frostbite-class zero axe (functions as a frostbite-class zero knife; 2,810; item level 4; *Starfinder Armory* 9)  
mk 1 gravitational harness (515; item level 2; *Armory* 92)

GM Notes: Purchased spell gem for 140 cr.

### Subtier 3-4

~~golem-forged plate II (1,610; item level 3)~~  
~~hailstorm-class zero axe (functions as a hailstorm-class zero knife; 5,540; item level 7; *Starfinder Armory* 9)~~  
~~mk 1 force soles (2,260; item level 4; *Starfinder Armory* 92)~~

### Reputation

Faction WAY

Reputation 2 | 4

Faction Reputation

Faction EXO

Reputation 1 | 1

Infamy

### SUBTIER

☒ Normal Max Credits

1-2

736

### SUBTIER

☐ Normal

Out of Subtier

1,118

### SUBTIER

☐ Normal

3-4

1,500

### SUBTIER

☐ Normal

-

-

## MAX CREDITS

## EXPERIENCE

## FAME

## CREDITS

1

Starting XP

+

1

GM's Initials SV

XP Gained (GM ONLY)

=

2

Final XP Total

2

Initial Fame

+

2

GM's Initials SV

Fame Gained (GM ONLY)

-

0

Fame Spent

4

Final Fame

814

Starting Credits

+

595

GM's Initials SV

Credits Gained (GM ONLY)

+

38

GM's Initials SV

Day Job (GM ONLY)

-

140

Credits Spent

=

1307

Total

### For GM Only

2019 Online Support Program - VTT

2691825

06/23/2019

328439

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #



# Starfinder Society Scenario #2-03: The Withering World

Character Chronicle #

3

FRITZ  
NEUFELD

A.K.A.

TARA WATTS

10468

702

WAY

Player Name

Character Name

Organized Play #

Character #

Faction

## Items Found During This Scenario

**Variable Rewards:** The credits, XP, Fame, and Reputation you earn on this Chronicle sheet are based on your level and how many of the quests you complete. Until you play an adventure other than *The Withering World*, you can continue to play the other quests and earn greater rewards—even over multiple sessions. Check off the quests you have played below. Before beginning a different adventure, calculate your rewards for this Chronicle sheet based on the table below. You can assign the Reputation to any faction that you have a Champion boon for.

Quests	Credits (1-2)	(0o5*)	(3-4)	XP	Fame & Reputation	Other
1	144	218	292	1	1	
2	288	436	584	1	1	Yaraesa's Knowledge
3	432	654	876	1	1	
4	576	872	1,168	1	2	Skitter Pal
5	720	1,090	1,460	1	2	Quorlu Admittance

Out of Subtier

## Quests Played

- ☐ Contact ☐ Marker ☐ Ingredient  
☐ Messenger ☐ Ritual

**Quorlu Admittance (Personal Boon; Limited Use):** You saved the inhabitants of Enereth-7, quorlus long separated from the rest of their species. Some of these quorlus have decided to repay the Starfinder Society by joining the organization! You can apply this boon in one of two ways. Select one of the following, and cross the other use off this Chronicle sheet.

**New Character:** You can play a quorlu character (*Starfinder Alien Archive 2* 104), 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 Roleplaying Guild Guide*. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character. (Reminder: You can rebuild your character before they reach 2nd level and apply this boon to have your new character become a quorlu!)

**Existing Quorlu:** You can apply this boon to an existing quorlu character in your possession that you earned from another source. You can increase one ability score that is a 14 or lower by 2. Cross this boon off your Chronicle sheet, but keep a copy with the character you apply this change to. A character can earn this benefit from this boon only once.

**Skitter Pal (Starship):** Thanks to your efforts, the Starfinder Society managed to befriend the skittermander starship engineer Ayoka and convince her to leave the Cult of the Devourer. When this boon is slotted and there are fewer than six crew members on a starship, Ayoka can take on the engineer crew role on the ship. Her skill bonus in her role is equal your character level + 3. Ayoka is considered to have ranks in the associated skill equal to your character level for determining what actions she can take. Ayoka can perform only skill checks while acting as a starship crew member aboard the ship, and she cannot accompany the PCs or aid them in other ways—she's just too dedicated to fixing the ship!

☐ ☐ ☐ ☐ **Yaraesa's Wisdom (Social; Limited-Use):** By helping stabilize Enereth-7, you've earned the attention of the goddess Yaraesa. When you slot this boon, you gain a +1 bonus to all skill checks made to recall knowledge. You also gain a +2 insight bonus to all checks made to influence or interact with followers of Yaraesa. Finally, once per adventure when you roll a skill check to recall knowledge, you can check a box that precedes this boon to reroll the result.

Faction \_\_\_\_\_ Reputation 1 <sup>5</sup> Faction \_\_\_\_\_ Reputation \_\_\_\_\_

Faction \_\_\_\_\_ Reputation \_\_\_\_\_ Infamy \_\_\_\_\_

SUBTIER ☐ Normal Max Credits

1-2

Special

SUBTIER

☐ Normal

Out of Subtier

Special

SUBTIER

☐ Normal

3-4

Special

SUBTIER

☐ Normal

-

-

MAX CREDITS

EXPERIENCE

FAME

CREDITS

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #



# Starfinder Society Scenario #2-07: Four for the First

Character Chronicle #

4

duhwoo A.K.A. Tara Watts 10468 - 7 02 WAY  
Player Name Character Name Organized Play # Character # Faction

## Items Found During This Scenario

**For the Future First (Slotless Boon; Limited-Use):** When you earn this boon it has no immediate benefits. At the start of Starfinder Society Year 3, when the new Second Seekers faction becomes available, you can immediately activate this boon to earn 4 Reputation with the newly selected First Seeker (Avor Stelek, Calder Soren, Ehu Hadif, or Tara Nova).

**Society Solidarity (Social Boon):** By helping Luwazi Elsebo to review the potential candidates for her successor, you also had the opportunity to assist many different Society agents. When you slot this boon, you call upon your personal prestige, letting other forces know that you're putting yourself in danger. When this boon is slotted, you reduce the Fame cost of having your body recovered by 2 and reduce the Fame cost of *raise dead* on you by 4. In addition, you gain a +2 circumstance bonus to all skill checks made to influence members of the Starfinder Society while you have this boon slotted.

### All Subtiers

*amulet of camouflage* (1,400; item level 3)  
*efficient bandolier* (2,000; item level 4)  
*mk 2 serum of healing* (425; item level 5; limit 3)  
*tactical arc emitter* (750; item level 2)

### Subtier 3-4

~~*extex suit II* (2,700; item level 5)  
*frostbite-class zero pistol* (3,000; item level 5)  
*mk 1 null-space chamber* (3,050; item level 5)  
*ring of sustenance* (2,925; item level 5)  
*staff of mystic healing* (3,700; item level 5)~~

GM Notes: Purchased person upgrade mk 1 (CHA) for 1400 cr.

### Reputation

Faction WAY Reputation 6 8 Faction SC-LE Reputation 0 1  
Faction EXO Reputation 1 1 Infamy

SUBTIER ☒ Normal Max Credits

1-2 720

SUBTIER ☐ Normal

Out of Subtier 1,800

SUBTIER ☐ Normal

3-4 1,460

SUBTIER ☐ Normal

- -

MAX CREDITS

EXPERIENCE

FAME

CREDITS

3

Starting XP

+

1

GM's Initials

SV

XP Gained (GM ONLY)

=

4

Final XP Total

6

Initial Fame

+

2

GM's Initials

SV

Fame Gained (GM ONLY)

-

0

Fame Spent

8

Final Fame

2064

Starting Credits

+

720

GM's Initials

SV

Credits Gained (GM ONLY)

+

26

GM's Initials

SV

Day Job (GM ONLY)

-

1400

Credits Spent

=

1410

Total

### For GM Only

2019 Online Support Program - VTT

2691825

10/05/2019

EVENT

EVENT CODE

DATE

Game Master's Signature

328439

GM Organized Play #



# Starfinder Society Scenario #2-09: Bluerise Breakout

Character Chronicle #

5

duhwoo

A.K.A.

Tara Watts

10468

- 7 02

WAY

Player Name

Character Name

Organized Play #

Character #

Faction

## Items Found During This Scenario

**Ebaki's Debt (Ally Boon; Limited-Use):** By saving Director Ebaki of AbadarCorp from a violent office shutdown, you've earned a favor from him. When you slot this boon, you can reduce the credits cost of any spellcasting service to remove a condition or affliction by 15%. Alternatively, you can cross this boon off your Chronicle sheet and remove any affliction (except death) at the end of an adventure without paying any cost. Once this boon is crossed off, you debt with Ebaki is considered settled and you can no longer slot this boon.

### All Subtiers

graphite carbon skin (1,220; item level 3)  
mk 1 agility enhancer (375; item level 1; *Starfinder Armory* 80)  
murmur sonic suppressor (1,430; item level 3; *Starfinder Armory* 16)  
sniper scope (1,350; item level 3; *Starfinder Armory* 60)  
stalker assassin rifle (1,510; item level 3; *Starfinder Armory* 20)  
tactical crossbolter (475; item level 2)  
thinplate (1,000; item level 2)

GM Notes: Purchased 2xmedpatch (2x50=100 cr.)

### Subtier 3-4

~~ferrofluid suspension armor upgrade (6,500; item level 7; *Starfinder Alien Archive* 335)  
frostbite-class zero knife (2,810; item level 4; *Starfinder Armory* 9)  
kalo encounter suit 1 (1,980; item level 4; *Starfinder Armory* 69)  
mk 2 serum of healing (425; item level 5; limit 2)  
purple force field armor upgrade (4,550; item level 6)  
specialist coil rifle (3,120; item level 5; *Starfinder Armory* 24)~~

### Reputation

Faction	WAY	Reputation	8	10
Faction	EXO/SC-LE	Reputation	1	1

Faction		Reputation	
Infamy			

SUBTIER ☒ Normal Max Credits

1-2

720

SUBTIER

☐ Normal

Out of Subtier

~~1,800~~

SUBTIER

☐ Normal

3-4

~~1,460~~

SUBTIER

☐ Normal

-

-

MAX CREDITS

EXPERIENCE

FAME

CREDITS

4

Starting XP

+

1

GM's Initials

SV

XP Gained (GM ONLY)

=

5

Final XP Total

8

Initial Fame

+

2

GM's Initials

SV

-

0

Fame Spent

10

Final Fame

1410

Starting Credits

+

720

GM's Initials

SV

Credits Gained (GM ONLY)

+

32

GM's Initials

SV

Day Job (GM ONLY)

-

100

Credits Spent

=

2062

Total

### For GM Only

2019 Online Support Program - VTT

2691825

11/24/2019

EVENT

EVENT CODE

DATE

Game Master's Signature

328439

GM Organized Play #





# Starfinder Society Scenario #2-01: Pact World Warriors

Character Chronicle #  
6

Fritz A.K.A. Tara Watts 10468 702 Wayfinders  
Player Name Character Name Organized Play # Character # Faction

## Items Found During This Scenario

**Acquainted with Datch (Ally Boon):** During a break between contests, you met a particularly friendly ysoki named Datch. Regardless of your actions, Datch seemed to take a shine to you and your companions and was possibly responsible for sending an ominous message at the end of your stint on *Pact World Warriors*. How this influence will play out in the future is not yet clear. You will be told if this boon is important to a future scenario prior to slotting your boons.

**Live Air Celebrity (Social Boon):** By participating in various contests on *Pact World Warriors*, you've proven your adaptability. Each of the contests you succeeded at during this event has imparted a slight edge you can call upon in future adventures. Your GM will cross out any of the abilities from the following list for which you did not score higher than the rival team.

**Obstacle Override:** Once per adventure, you can reroll a single failed Acrobatics or Athletics check.

**Cooking Master:** You gain a +2 bonus to Profession (cook) checks when attempting a Day Job check with this skill. You gain a +3 bonus to any Profession (cook) checks in an adventure when those checks are specifically called out in the adventure's text.

**Kill Streak:** You've got a knack for killing weaker foes in successive order. Once per adventure when time you slay an enemy whose CR is equal to or less than your level - 2, you gain a +1 bonus to attack rolls and weapon damage rolls against other enemies until the end of your next turn.

**Hold the Flag:** Once per adventure, you gain a +2 bonus to your KAC when targeted by a combat maneuver or similar effect that would cause you to lose hold of an item that you do not wish to relinquish. Alternatively, you can gain a +2 bonus to a saving throw to resist an effect that would cause you to lose hold of an item or drop an item you do not wish to relinquish (such as a *command* spell). You can decide to add this bonus after the dice have been rolled.

### All Subtiers

### Subtier 3-4

anchoring weapon fusion (6th) (1,144; item level 6)  
brooch of shielding (1,000; item level 2; *Starfinder Armory* 110)  
brown force field armor upgrade (1,600; item level 3)  
ember flame doshko (750; item level 2)  
jump jets armor upgrade (1,000; item level 2)  
manual sight (1,000; item level 2; *Starfinder Armory* 61)  
mk 1 ring of resistance (735; item level 2)  
squad machine gun (2,060; item level 4)  
*Starfinder* backpack (750; item level 2; *Starfinder Armory* 116)  
thunderstrike sonic pistol (2,300; item level 4)

~~ember hyperboloid aeon stone (2,200; item level 4; *Starfinder Armory* 110)  
jetpack armor upgrade (3,100; item level 5)  
laser sight (3,000; item level 5; *Starfinder Armory* 61)  
magnetgloves (1,950; item level 4; *Starfinder Armory* 105)  
mk 1 plasma beads (4,200; item level 6; *Starfinder Armory* 115)  
mk 2 ring of resistance (4,200; item level 6)  
storage goo (300; item level 5; *Starfinder Armory* 116)  
tactical reaction cannon (6,100; item level 7)  
tactical seeker rifle (6,030; item level 7)~~

### Notes:

- purchase Jump Jets (1000 cr.)

### Reputation

Faction Wayfinders Reputation 10 | 12 Faction                      Reputation         
Faction Acquisitives Reputation 0 | 1 Infamy                     

SUBTIER ☐ Normal Max Credits

1-2 696

SUBTIER ☐ Normal

Out of Subtier 1,074

SUBTIER ☐ Normal

3-4 1,452

SUBTIER ☐ Normal

- -

MAX CREDITS

EXPERIENCE

FAME

CREDITS

5

Starting XP

+ 1 AF

XP Gained (GM ONLY)

= 6

Final XP Total

10

Initial Fame

+ 2 AF

Fame Gained (GM ONLY)

- 0

Fame Spent

12

Final Fame

2062

Starting Credits

+ 696 AF

Credits Garnered (GM ONLY)

+ 48 AF

Day Job (GM ONLY)

- 1000

Credits Spent

= 1806

Total

### For GM Only

Atlantis  
EVENT

37976  
EVENT CODE

Dec 01, 2019  
DATE

Andreas Forster  
Game Master's Signature

42939  
GM Organized Play #



# Starfinder Society Scenario #1-34: Heart of the Foe

Character Chronicle #

7

duhwoo	A.K.A.	Tara Watts	10468	- 7 02	WAY
Player Name		Character Name	Organized Play #	Character #	Faction

### Items Found During This Scenario

**Jinsul Witness (Personal Boon):** You travelled to the jinsul's adopted homeworld, Rax, and uncovered much about jinsul history. You've learned about the divine herald Dhurus, who now leads the jinsuls, and the former warlords who the jinsuls once served. You can slot this boon in your Personal boon slot if that slot is available. You gain a +1 bonus to all saves made to resist the effects of abilities or spells used by jinsuls or the divine herald, Dhurus. In addition, if you ever fail a save against one of these effects while this boon is slotted, you can permanently cross this boon off this Chronicle sheet to treat your saving throw result as though you had rolled a natural 20 instead.

**Journey to the Scoured Stars: Segment 7 (Unidentified Boon):** You learned about the jinsuls, the species who invaded the Scoured Stars during the Society's rescue mission, by traveling to the adopted jinsul homeworld, Rax. During this journey, you learned more about the jinsuls' history, as well as more about their leader, the divine herald Dhurus. This boon represents your character's involvement in this critical step toward solving the Scoured Stars mystery. Other boons representing future steps toward unraveling the mystery of the Scoured Stars will appear in future scenarios, and collecting these boons will result in a unique bonus to be detailed on a future Chronicle sheet.

GM Notes: Purchased serum of healing mk1 for 50 cr.

All Subtiers	Subtier 5-6
cold iron hook sword (1,870; item level 3; <i>Starfinder Armory 11</i> ) freebooter armor II (4,720; item level 6) heavy seismic pick (2,790; item level 5; <i>Armory 13</i> ) mk 1 electrostatic shield armor upgrade (3,000; item level 5) mk 2 ring of resistance (4,200; item level 6) screamer grenade I (725; item level 4; limit 2) tactical rotating pistol (1,900; item level 4; <i>Armory 15</i> ) thunderstrike sonic rifle (3,400; item level 5)	<del>advanced semi-auto pistol (5,500; item level 7) black force field armor upgrade (10,500; item level 8) deflective reinforcement armor upgrade (7,500; item level 7) estex suit III (5,500; item level 7) lfd screamer (14,000; item level 9) phantom assassin rifle (14,800; item level 9; <i>Starfinder Armory 24</i>) spell gem of lesser resistant armor (1,400; item level 8; limit 1) spell gem of ray of exhaustion (1,400; item level 8; limit 1) tactical magnetar rifle (11,800; item level 9) vesk brigandine III (8,800; item level 8; <i>Armory 69</i>)</del>

Reputation			
Faction	WAY	Reputation	12   14
Faction	ACQ	Reputation	1   1
Faction	SC-LE/SC-JA	Reputation	0   1
Infamy			

SUBTIER	<input checked="" type="checkbox"/> Normal Max Credits
3-4	1,453
SUBTIER	<input type="checkbox"/> Normal
Out of Subtier	<del>2,726</del>
SUBTIER	<input type="checkbox"/> Normal
5-6	<del>3,999</del>
SUBTIER	<input type="checkbox"/> Normal
-	-

### EXPERIENCE

6	
Starting XP	
+ 1	GM's Initials SV
XP Gained (GM ONLY)	
= 7	
Final XP Total	

### FAME

12	
Initial Fame	
+ 2	GM's Initials SV
Fame Gained (GM ONLY)	
= 0	
Fame Spent	
14	
Final Fame	

### CREDITS

1806	
Starting Credits	
+ 1453	GM's Initials SV
Credits Gained (GM ONLY)	
+ 58	GM's Initials SV
Day Job (GM ONLY)	
= 50	
Credits Spent	
= 3267	
Total	

## For GM Only

2019 Online Support Program - VTT

2691825

12/08/2019

328439

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #





# Starfinder Society Scenario

## #1-25: The Beacon Code Dilemma

Character Chronicle #

8

Fritz

A.K.A. TARA WATTS

10468

702

WAYFINDER

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

**Drift Maven (Starship Boon):** Your experience with Drift travel grants you an edge when operating a starship on that plane. While in the Drift, you gain the following benefit based on your starship role.

**Captain:** After starships are placed on the map at the start of a starship combat, you can immediately move your starship 1d4+1 hexes and choose your facing before the encounter begins.

**Engineer:** When you use the divert action to send power to the starship's engines, you increase the speed by 1d2+2 that round.

**Gunner:** Increase the range of weapons you fire by 2 hexes.

**Pilot:** You gain a +2 bonus to Piloting checks to perform the back off, barrel roll, flip and burn, flyby, and slide stunts.

**Science Officer:** In any round in which you use the target systems action, any gunnery check that scores a critical hit deals additional damage equal to twice the number of ranks you have in the Computers skill.

**Triunite Technotheurgy (Slotless Boon; Limited Use):** You have performed a service for the church of Triune, and the faithful are willing to return the favor at a future date. When you would spend one or more Fame when using the Basic Purchasing Plan boon (Starfinder Society Roleplaying Guild Guide 27), you can cross out this boon to gain one of the following benefits: decrease the Fame cost by 25% (rounded up, maximum discount 3 Fame) or increase the spell's caster level by 3. If you are treated as a construct—such as by being an android—instead decrease the Fame cost by 50% (rounded up, maximum discount 5 Fame) or increase the spell's caster level by 5.

All Subtiers

Subtier 5-6

blasting fusion seal (1,040; item level 6)  
carbon steel curve blade (2,230; item level 4)  
cylindrical lens pistol (1,850; item level 4; Starfinder Army 14)  
deafening fusion seal (1,040; item level 6)  
dispelling fusion seal (1,040; item level 6)  
explorer's handcoil (1,200; item level 3; Starfinder Army 15)  
frag grenade II (700; item level 4)  
merciful fusion seal (1,040; item level 6)  
minor muon crystal (2,200; item level 4; Starfinder Army 26)  
mk 2 serum of healing (425; item level 5) **BUY 1**  
reinforced EVA suit II (1,300; item level 3; Starfinder Army 69)  
seeking fusion seal (1,040; item level 6)  
sledge (1,050; item level 3; Starfinder Army 8)  
tactical rail gun (1,150; item level 3; Starfinder Army 20)  
venomous fusion seal (1,040; item level 6)  
web grenade I (490; item level 3; Starfinder Army 26)

advanced rail gun (3,770; item level 6; Starfinder Army 20)  
blasting fusion seal (2,300; item level 8)  
corona laser pistol (4,270; item level 6)  
deafening fusion seal (2,300; item level 8)  
dispelling fusion seal (2,300; item level 8)  
incendiary grenade II (1,040; item level 6)  
merciful fusion seal (2,300; item level 8)  
minor t-quark crystal (3,000; item level 5; Starfinder Army 26)  
mk 3 serum of healing (1,950; item level 9)  
monophonic interference blade (4,420; item level 6; Starfinder Army 13)  
reinforced EVA suit III (4,060; item level 6; Starfinder Army 69)  
ring of sustenance (2,925; item level 5)  
seeking fusion seal (2,300; item level 8)  
synthetic plasma claw (3,350; item level 5; Starfinder Army 15)  
tactical handaxe (1,825; item level 4; Starfinder Army 8)  
tactical knife (6,000; item level 7)  
venomous fusion seal (2,300; item level 8)

Reputation

Faction

Way

Reputation

+2

Faction

Reputation

Faction

Reputation

Infamy

Reputation

4,402

SUBTIER

☐ Normal Max Credits

3-4

1,518

SUBTIER

☐ Normal

Out of Subtier

2,818

SUBTIER

☐ Normal

5-6

4,118

SUBTIER

☐ Normal

-

-

MAX CREDITS

EXPERIENCE

FAME

CREDITS

7

Starting XP

+

1

50

XP Gained (GM ONLY)

=

8

Final XP Total

Initial Fame

+

2

50

Fame Gained (GM ONLY)

-

Fame Spent

Final Fame

&gt;

814

2,605

Starting Credits

+

1518

50

Credits Gained (GM ONLY)

+

42

50

Day Job (GM ONLY)

-

425

Credits Spent

&gt;

4,402

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #





# Starfinder Society Scenario #1-32: Acts of Association

Character Chronicle #  
9

duhwoo A.K.A. Tara Watts 10468 - 7 02 WAY  
Player Name Character Name Organized Play # Character # Faction

## Items Found During This Scenario

☐ ☐ ☐ **Distinguished Ambassador (Social Boon; Limited-Use):** You aided Chiskisk, a prominent member of the Starfinder Forum, in concluding negotiations with a foreign power by touring the visiting diplomat around Absalom Station. The visiting dignitary remembers your actions and can be called upon for support. You can slot this boon at the beginning of an adventure, when you do so, you can call upon your dignitary to secure you a single item with an item level equal to your current character level. Once you complete your adventure, the dignitary has finished using their contacts to secure you the desired item, which you can purchase at a 10% discount. When you do so, cross off a box on this boon. Once all boxes have been checked off this boon, you've expended your political clout with your dignitary and this boon can no longer be used.

GM Notes: Purchased advance medkit for 2700 cr., azimuth laser pistol for 350 cr., glamered weapon fusion (installed into level 1 weapon) for 120 cr., totaling 3170 cr.

### All Subtiers

ash dendron armor (2,100; item level 4; *Starfinder Armory* 69)  
casual stationwear (1,300; item level 3)  
explorer handcoil (1,200; item level 3; *Armory* 15)  
riot grenade (185; item level 2; *Armory* 26)  
static arc pistol (750; item level 2)  
thunderstrike sonic pistol (2,300; item level 4)

### Subtier 3-4

blue whinnis poison (1,400; item level 8; limit 2)  
business stationwear (2,600; item level 5)  
estex suit II (2,700; item level 5)  
rhyolite magma blade (2,300; item level 4; *Starfinder Armory* 10)  
wasp wraith-sting rifle (2,980; item level 5; *Armory* 25)

### Reputation

Faction WAY	Reputation 16   18	Faction	Reputation
Faction SC-LE/SC-JA/ACQ	Reputation 1   1	Infamy	

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal Max Credits
	1-2	<del>720</del>
	SUBTIER	<input type="checkbox"/> Normal
	Out of Subtier	<del>1,800</del>
EXPERIENCE	SUBTIER	<input checked="" type="checkbox"/> Normal
	3-4	1,460
	SUBTIER	<input type="checkbox"/> Normal
	-	-
FAME	8	
	Starting XP	
	+ 1	SV
	XP Gained (GM ONLY)	
CREDITS	= 9	
	Final XP Total	
	16	
	Initial Fame	
CREDITS	+ 2	SV
	Fame Gained (GM ONLY)	
	= 0	
	Fame Spent	
CREDITS	18	
	Final Fame	
	4402	
	Starting Credits	
CREDITS	+ 1460	SV
	Credits Gained (GM ONLY)	
	+ 34	SV
	Day Job (GM ONLY)	
CREDITS	= 3170	
	Credits Spent	
	= 2726	
	Total	

### For GM Only

2019 Online Support Program - VTT	2691825	12/15/2019		328439
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #



# Starfinder Society Scenario #2-10: Corporate Interests

Character Chronicle #  
10

duhwoo	A.K.A.	Tara Watts	10468	- 7 02	WAY
Player Name		Character Name	Organized Play #	Character #	Faction

Items Found During This Scenario

**Variable Rewards:** The credits, XP, Fame, and Reputation you earn on this Chronicle sheet are based on your level and how many of the quests you complete. Until you play an adventure other than *Starfinder Society Scenario #2-10: Corporate Interests*, you can continue to play the other quests and earn greater rewards—even over multiple sessions. Circle the number of the quests you have completed, and check off the quests completed using the boxes below. Before beginning a different adventure, calculate your rewards for this Chronicle sheet based on the table below. You can assign the Reputation to any faction that you have a Champion boon for.

Quests	Credits (3-4)	(OOS*)	(5-6)	XP	Fame & Reputation	Other
1	300	500	820	0	1	
2	600	1,000	1,640	0	1	Purchasing Power
3	900	1,500	2,460	0	1	
4	1,200	2,000	3,280	1	2	Improved Purchasing Power
5	1,500	2,500	4,100	1	2	One-Time Stipend

\*Out of Subtier  
GM Notes: Purchased MK1 Null Space Chamber for 3050 cr.

Quests Played

- ☒ AbadarCorp
- ☒ Frozen Trove
- ☒ Resurgent Technologies
- ☒ Sanjaval Spaceflight Systems
- ☒ Arabani Arms

**One-Time Stipend (Slotless Boon; Limited-Use):** You helped the Society make a large sum of credits with various corporations, and the Society shared the received payments. You must immediately use this boon when you earn it. You gain a number of credits depending on the subtier that you earned credit for this scenario with. Record these on your character sheet, and cross this boon off this Chronicle sheet.

The value of extra credits earned is as follows:  
Subtier 3-4: 310 credits  
Subtier 5-6: 830 credits.

**Purchasing Power (Social Boon; Limited-Use):** You can slot this boon during an adventure to gain a 15% discount when purchasing any grenades listed in the *Starfinder Core Rulebook* or any mark of *serum of healing*. At the end of an adventure or prior to the start of an adventure, you can—without needing to slot this boon—check one of the following boxes. When you check a box, you can immediately purchase a grenade from the *Starfinder Core Rulebook* with an item level of 8 or less, or any mark of *serum of healing*, at 50% of the item's value.

☐ ☐ ☐ ☐

If you earn the Improved Purchasing Power boon, you gain an additional set of check boxes to use on this boon.

☐ ☐ ☐ ☐

Reputation

Faction	WAY	Reputation	18	20	Faction	Reputation
Faction	SC-LE/SC-JA/ACQ	Reputation	1	1	Infamy	

MAX CREDITS

SUBTIER	<input checked="" type="checkbox"/> Normal Max Credits
3-4	<b>Special</b>
SUBTIER	<input type="checkbox"/> Normal
Out of Subtier	<del>Special</del>
SUBTIER	<input type="checkbox"/> Normal
5-6	<del>Special</del>
SUBTIER	<input type="checkbox"/> Normal
-	-

EXPERIENCE

9	
Starting XP	
+	1 <small>GM's Initiative</small> SV
XP Gained (GM ONLY)	
=	10
Final XP Total	

FAME

18	
Initial Fame	
+	2 <small>GM's Initiative</small> SV
Fame Gained (GM ONLY)	
-	0
Fame Spent	
20	
Final Fame	

CREDITS

2726	
Starting Credits	
+	1810 <small>GM's Initiative</small> SV
Credits Gained (GM ONLY)	
+	58 <small>GM's Initiative</small> SV
Day Job (GM ONLY)	
-	3050
Credits Spent	
=	1544
Total	

For GM Only

2019 Online Support Program - VTT	2691825	01/05/2020		328439
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #



# Starfinder Society Scenario #2-11: Descent Into Verdant Shadow

Character Chronicle #

11

duhwoo

A.K.A.

Tara Watts

10468

- 7 02

WAY

Player Name

Character Name

Organized Play #

Character #

Faction

## Items Found During This Scenario

**Khizar Admittance (Personal Boon; Limited-Use):** Your respect for Aballon's fragile ecosystem greatly impressed the Xenowarden Hemlock. Continuing to support the Xenowarden's efforts to preserve the Ice Wells not only bolsters your reputation with Hemlock's organization, but eventually inspires other khizar, such as those dwelling within Aballon's other Ice Wells, to seek admittance to the Starfinder Society.

Each time you complete a scenario, you can choose to donate 10% of your credits earned to the Xenowardens and check one of the boxes below.

□□□□□□□□□□□□

After all twelve boxes are checked, you can use this boon in one of two ways:

**New Character:** You can play a khizar character (*Starfinder Pact Worlds*), 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.

**Existing Khizar:** You can apply this boon to an existing khizar character in your possession that you earned from another source. You can increase one ability score that is a 14 or lower by 2. Cross this boon off your Chronicle sheet, but keep a copy with the character you apply this change to. A character can earn this benefit from this boon only once.

**Radiance's Favor (Social Boon):** The ravai fey Radiance gifted you with an unusual piece of jewelry to commemorate your new friendship. When you slot this boon, you can bring this relic with you on your adventures. This star-shaped pendant radiates light in a 10-ft.-radius; you can activate or suppress this light source as a move action. The true significance of this otherwise mundane trinket will be detailed in future scenarios.

### All Subtiers

filtered rebreather (4,600; item level 6)  
graphite carbon skin (1,200; item level 3)  
ocucloak processor (2,200; item level 4; *Starfinder Alien Archive* 103)  
pheromone grenade, mk 1 (325; item level 4; *Starfinder Alien Archive* 3 131)  
serum of enhancement (commando, sensate, or scientist) (475; item level 5)  
tactical dueling sword (475; item level 2)

GM Notes: Purchased IR Sensor (200 cr.) and mk2 serum of healing (425\*0.5=212 with Purchasing Power), Psychic Booster (2000\*0.9=1800 cr. using Distinguished Ambassador), totaling 2212 cr.

### Subtier 5-6

~~kasetha microcord III (9,000; item level 8)  
pheromone grenade, mk 2 (1,400; item level 8; *Starfinder Alien Archive* 3 131)  
tactical knife (6,000; item level 7)  
mk 2 serum of healing (425; item level 5; limit 2)~~

### Reputation

Faction WAY

Reputation 20 22

Faction SC-LE/SC-JA/ACQ

Reputation 1 1

Faction \_\_\_\_\_ Reputation \_\_\_\_\_

Infamy \_\_\_\_\_

SUBTIER ☒ Normal Max Credits

3-4 1,457

SUBTIER ☐ Normal

Out of Subtier 2,818

SUBTIER ☐ Normal

5-6 4,179

SUBTIER ☐ Normal

- -

MAX CREDITS

EXPERIENCE

10

Starting XP

+ 1 SV

XP Gained (GM ONLY)

= 11

Final XP Total

FAME

20

Initial Fame

+ 2 SV

Fame Gained (GM ONLY)

- 0

Fame Spent

22

Final Fame

CREDITS

1544

Starting Credits

+ 1457 SV

Credits Gained (GM ONLY)

+ 24 SV

Day Job (GM ONLY)

- 2212

Credits Spent

= 813

Total

### For GM Only

2019 Online Support Program - VTT

2691825

01/12/2020

328439

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #



# Starfinder Society Scenario

## #1-21: Yesteryear's Sorrow

Character Chronicle #  
12

Player Name	A.K.A.	Character Name	Organized Play #	Character #	Faction
duhwoo		Tara Watts	10468	7 02	WAY

**This Chronicle sheet grants access to the following:**

**Ghibran Linguist (Slotless Boon):** So long as you have this boon, all of your Starfinder Society Roleplaying Guild characters have access to the Ghibran language and can select it anytime they would learn a new language.

**Knowledge of a Forgotten Military (Social Boon):** The weapons of Egore Base are now available for use by the Starfinder Society thanks to your actions. You can slot this boon at the beginning of a scenario to represent further Starfinder exploration of the ghibrani base, as well as a deeper understanding of the destructive ghibrani weaponry. At the end of an adventure where you slot this boon, you can purchase any weapon with the radioactive weapon special property (*Starfinder Armory* 30) or a weapon with the irradiate critical hit effect (*Starfinder Armory* 31) at a 20% discount.

**Weapons of a Lost Civilization (Starship Boon):** When you slot this boon, select one light weapon onboard your starship and replace that weapon with a tactical nuclear missile launcher (*Starfinder Core Rulebook* 302). Alternatively, select one heavy weapon onboard your starship and replace that weapon with a heavy nuclear missile launcher (*Starfinder Core Rulebook* 303). This new weapon must go in the same arc as the replaced weapon, and only one weapon can be replaced on a starship by a boon with this name. The modifications are somewhat jury-rigged, and as a result, all gunnery checks using this weapon take a -1 penalty. Anytime you fire this weapon during the course of a scenario, check a box for the corresponding weapon. Once all boxes for a weapon are checked, you can no longer gain the benefits of this starship weapon (though you can still benefit from the first part of this boon).

**Tactical Nuclear Missile Launcher:**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

**Heavy Nuclear Missile Launcher:**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

All Subtiers		Subtier 5-6	
cold iron tactical dueling sword (925; item level 2)		advanced iridishell (13,100; item level 9)	
elite stationwear (4,100; item level 6)		blaze flame doshko (8,500; item level 8)	
frag grenade II (700; item level 4; limit 4)		corona laser pistol (4,270; item level 6)	
mk 1 ability crystal (1,400; item level 3; limit 1)		dual crossbolter (8,250; item level 8)	
red star plasma doshko (4,650; item level 6)		flash grenade II (1,350; item level 6; limit 4)	
red star plasma pistol (7,200; item level 7)		gold AbadarCorp travel suit (12,100; item level 9)	
screamer grenade I (725; item level 4; limit 4)		incendiary grenade II (1,040; item level 6; limit 4)	
spell ampoule of lesser remove condition (300; item level 3; limit 2)		mk 2 ability crystal (6,500; item level 7; limit 1)	
squad machine gun (2,060; item level 4)		seeking squad machine gun (2,740; item level 4; limit 1)	
static arc rifle (4,200; item level 6)		spell ampoule of remove condition (600; item level 6; limit 2)	
thunderstrike sonic pistol (2,300; item level 4)		tactical cryopike (3,360; item level 5)	
		thunderstrike streetsweeper (7,150; item level 7)	

Reputation	
Faction WAY Reputation 22   24	Faction EXO Reputation 0   1
Faction SC-LE/SC-JA/ACQ Reputation 1   1	Infamy

MAX CREDITS	
SUBTIER 3-4	<input type="checkbox"/> Normal Max Credits 1,400
SUBTIER Out of Subtier	<input checked="" type="checkbox"/> Normal 2,799
SUBTIER 5-6	<input type="checkbox"/> Normal 4,120
SUBTIER -	<input type="checkbox"/> Normal -

EXPERIENCE	
11	Starting XP
+ 1	GM's Initials SV
XP Gained (GM ONLY)	
= 12	
Final XP Total	

FAME	
22	Initial Fame
+ 2	GM's Initials SV
Fame Gained (GM ONLY)	
= 0	
Fame Spent	
24	Final Fame

CREDITS	
813	Starting Credits
+ 2799	GM's Initials SV
Credits Gained (GM ONLY)	
+ 50	GM's Initials SV
Day Job (GM ONLY)	
= 0	
Credits Spent	
= 3662	
Total	

For GM Only

FG Starfinder

EVENT

687902

EVENT CODE

02/08/2020

DATE

Game Master's Signature

328439

GM Organized Play #



# Starfinder Society Scenario #2-00: Fate of the Scoured God

Character Chronicle #

13

FRITZ  
NEUFELD

A.K.A.

TARA WATTS

10468

702

WAY

FINDERS

Player Name

Character Name

Organized Play #

Character #

Faction

## Items Found During This Scenario

**Kadrical Rises (Slotless):** With the jinsul threat disbanded, a new power wakes from within the Scoured Stars. Kadrical the Preserver stirs from his torpor and has begun to attract new followers. From this point on, any new characters you create can choose Kadrical as a patron deity. This can be selected as part of the priest character theme or as part of a mystic's connection choice.

If you are a priest or mystic, upon receiving this boon, you can begin worshipping Kadrical instead of your current deity. If you are a mystic and choose to do this, you can change your current mystic connection to match any one of the connections listed in Kadrical's portfolio (see below). If you are a mystic who does so, you can also immediately reassign any skill ranks applied to your previous connection's associated skills.

### KADRICAL

The Covetous Protector

LN god of collections, order, and preservation

**Centers of Worship:** The Scoured Stars**Symbol:** A gold prism on a black field**Associated Mystic Connections:** mindbreaker, overlord, star shaman

**Overcome the Past (Slotless; Limited-Use):** You have returned to the Scoured Stars, beat back the jinsuls, and spiritually conquered the star system that nearly doomed the Starfinder Society. You gain 4 Fame. Alternatively, if you advanced to 2nd level as a result of the Scoured Stars Veteran boon, you can instead gain 3 XP, 5 Fame, and 5 Reputation for the faction whose champion boon you have slotted. Apply this XP 1 point at a time, each time earning additional credits based on the subtier most appropriate to your level.

**Savior of the Scoured Stars (Social Boon):** You took part in the Starfinder Society's momentous victory in the Scoured Stars. Whether for good or for ill, people know you were a part of this endeavor. While you have this boon slotted, once per session, you can reroll any skill check made to present a positive view of the Starfinder Society to an NPC. This boon might have repercussions in future scenarios, which you will be told prior to slotting your boons.

**Slayer of Godspawn (Slotless; Limited-Use; Subtiers 9-10 and 11-12 only):** You took part in directly confronting the divine herald, Dhurus. By a combination of luck, skill, and the determination of other Starfinders, you managed to survive the encounter. It's clear that greater deeds await you, and that the hand of destiny rests upon your shoulder. Anytime you would be slain, you can immediately cross this boon off this Chronicle sheet to gain the immediate effects of a 5th-level mystic cure, with a caster level equal to your total level. If you did not complete this scenario in Subtiers 9-10 or 11-12, then your GM should cross this boon off your Chronicle sheet.

PURCHASED MKII ABILITY CRYSTAL FOR INT

☐ Normal Max Credits

SUBTIER

1-2

720

SUBTIER

3-4

1,460

SUBTIER

5-6

4,085

SUBTIER

7-8

5,835

SUBTIER

9-10

14,410

SUBTIER

11-12

29,167

MAX CREDITS

EXPERIENCE

FAME

CREDITS

12

Starting XP

+

2

XP Gained (mon)

=

14

Final XP Total

24

Initial Fame

+

2

Fame Gained (mon)

-

26

Fame Spent

26

Final Fame

3,662

Starting Credits

+

4,085

Credits Gained (mon)

+

34

Day Job (mon)

-

6,500

Credits Spent

=

1,281

Total

Faction

Reputation

2

Faction

Scoured Seekers

Reputation

1

Faction

Reputation

Infamy

For GM Only

EVENT

EVENT CODE

DATE

14 FEB 2020

Game Master's Signature

GM Organized Play #

31353





# Starfinder Society Scenario

## #1-31: Treading History's Folly

Character Chronicle #

14

FRITZ

NEUFELD A.K.A.

Tara

10468

- 702

Wayfinder

Player Name

Character Name

Organized Play #

Character #

Faction

### Items Found During This Scenario

**Journey to the Scoured Stars: Segment 6 (Unidentified Boon):** You learned about the mentrasi, the species who received the relic that led First Seeker Jahnura into the Scoured Stars. During this journey, you also learned far more about the Scoured Stars' history, as well as the existence of its deity, Kadrical. This boon represents your character's involvement in this critical step toward solving the Scoured Stars mystery. Other boons representing future steps toward unraveling the mystery of the Scoured Stars will appear in future scenarios, and collecting these boons will result in a unique benefit to be detailed on a future Chronicle sheet.

☐ **Spirits of a Doomed People (Ally Boon):** You saved the spirits of those mentrasi bound to the strange menhir in the lost city of Xaharee. While these spirits have passed on to their final judgment, some still linger around you, wishing to repay the favor you've done for their people. When this boon is slotted and you have 0 Hit Points and are dying, you can check one of the boxes on this boon. You immediately gain 1 Hit point and 2d8 temporary Hit Points, as one of the mentrasi spirits temporarily rejuvenates you. You can activate this boon without spending an action even if it is not your turn, though you cannot activate it after being attacked but before damage is dealt. You can only benefit from this effect once in a 24-hour period. Once the final box is checked, this boon can no longer be slotted.

### All Subtiers

advanced medkit (2,700; item level 5)  
ghost killer liquidator disintegrator pistol (5,540; item level 6; limit 1; Starfinder Armory 14)  
inubrix sintered greataxe (6,650; item level 6; limit 1; Starfinder Armory 9, 67)  
mk 1 null-space chamber (3,050; item level 5)  
mk 1 planar runeplates (2,000; item level 4; Starfinder Armory 115)  
mk 2 serum of healing (425; item level 5; limit 4)  
portable gangway (2,700; item level 5; Starfinder Armory 106)  
tactical swoop hammer (3,360; item level 5)

### Subtier 5-6

advanced pike (12,000; item level 9)  
ghost killer gelid hail pistol (10,900; item level 8; limit 1; Starfinder Armory 13, 67)  
inubrix sentinel spear (12,500; item level 8; limit 1; Starfinder Armory 67)  
mk 2 planar runeplates (8,500; item level 8; Starfinder Armory 115)  
smart cable (50 ft.) (20,000; item level 6; Starfinder Armory 107)

PURCHASE<sup>2</sup> FLASH GRENADELL  
USING PURCHASING POWER  
BOON (1,350 FOR PAIR)

### Reputation

Faction Wayfinder

Reputation 21

Faction

Reputation 1

Faction Second Seekers (Jahnura)

Reputation 11

Infamy

SUBTIER

☐ Normal Max Credits

3-4

1433

SUBTIER

☐ Normal

Out of Subtier

2,734

SUBTIER

☒ Normal

5-6

4,035

SUBTIER

☐ Normal

-

-

MAX CREDITS

EXPERIENCE

FAME

CREDITS

14

Starting XP

+

1

DMC

XP Gained (GM ONLY)

=

15

Final XP Total

26

Initial Fame

+

2

DMC

Fame Gained (GM ONLY)

-

Fame Spent

28

Final Fame

1,281

Starting Credits

+

4,035

DMC

Credits Gained (GM ONLY)

+

58

DMC

Day Job (GM ONLY)

-

1,350

Credits Spent

=

4,024

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #

16 FEB 2020

Draft

187907



# Starfinder Society Scenario #2-17: Cost of Living

Character Chronicle #

15

duhwoo

A.K.A.

Tara Watts

10468

- 702

WAY

Player Name

Character Name

Organized Play #

Character #

Faction

## Items Found During This Scenario

**Big Win Against Big Potion (Slotless Boon):** Your efforts in exposing the ongoing corporate interference in medicinal creation and price-fixing has had serious repercussions across the Pact Worlds. From now on, whenever any of your characters purchases a medicinal, use the following chart to determine the cost of these items:

- Tier 1 75 credits
- Tier 2 450 credits
- Tier 3 2,700 credits
- Tier 4 16,200 credits

In the future, these prices will become standard, updated by an errata to the *Starfinder Core Rulebook*, representing the Society's actions in reshaping the Pact Worlds' medicinal costs. However, you gain access to these reduced rates as soon as you earn this boon, and this applies to all of your Starfinder Society characters.

GM Notes: Purchased Mk1 Ring of Resistance (735 cr.), tier 2 antitoxin (450 cr.), totaling 1185 cr.

### All Subtiers

autotarget rifle (755; item level 2)  
backup generator armor upgrade (2,100; item level 4)  
climbing toolkit (200; item level 1; *Starfinder Pact Worlds* 198)  
mk 2 serum of healing (425; item level 5)

### Subtier 5-6

advanced semiauto pistol (5,500; item level 7)  
*ring of sustenance* (2,925; item level 5)  
tier 2 sedative (3,000; item level 5)

### Reputation

SC-LE

1 2

Faction WAY

Reputation 28 30

Faction ACQ/EXO

Reputation 1 1

Faction SC-JA

Reputation 3 3

Infamy

### SUBTIER

☐ Normal Max Credits

3-4

~~1,532~~

### SUBTIER

☐ Normal

Out of Subtier

~~2,941~~

### SUBTIER

☒ Normal

5-6

4,290

### SUBTIER

☐ Normal

-

-

## MAX CREDITS

## EXPERIENCE

## FAME

## CREDITS

15

Starting XP

+ 1

GM's Initials SV

XP Gained (GM ONLY)

= 16

Final XP Total

28

Initial Fame

+ 2

GM's Initials SV

Fame Gained (GM ONLY)

- 0

Fame Spent

30

Final Fame

4024

Starting Credits

+ 4290

GM's Initials SV

Credits Gained (GM ONLY)

+ 38

GM's Initials SV

Day Job (GM ONLY)

- 1185

Credits Spent

= 7167

Total

For GM Only

FG Starfinder

687902

02/29/2020

EVENT

EVENT CODE

DATE

Game Master's Signature

328439

GM Organized Play #





# Starfinder Society Scenario

## #1-15: Save the Renkrodas

Character Chronicle #

16

Fritz

A.K.A.

Tara Watts

10468

702

Wayfinders

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

**Muldoi's Debt (Ally Boon):** During your mission on behalf of the Esowath Conservancy, you rescued the kasatha Muldoi and several people under her care. Muldoi vows to one day repay the debt she owes you. How this influence will play out in the future is not yet clear. You will be told if this boon is important to a future scenario prior to slotting your boons.

**Trusted by the Conservancy (Social Boon):** Your efforts to protect the event sponsored by the Esowath Conservancy are well-known, and Radaszam has arranged for some additional training from Conservancy naturalists at your convenience. When you slot this boon, select either Life Science or Survival. You gain a circumstance bonus to checks with that skill equal to your current Acquisitives Reputation Tier.

**Vossi's Roar (Ally Boon):** During your mission to Castrovel, you befriended a massive feathered renkroda named Vossi. Vossi keeps track of you when you return to Ukulam, although he does not show himself. Once during an adventure when you are on Ukulam and have this boon slotted, you can call for Vossi as a move action. When you do, he gives a mighty roar that echoes across the wilderness. All enemies within 120 feet of you gain the cowering condition for 1 round (Will DC 16 negates); this is a mind-affecting, sense dependent fear effect.

All Subtiers

Subtier 5-8

business stationwear (2,600; item level 5)  
casual stationwear (1,300; item level 3)  
merciful fusion seal (6th) (1,144; item level 6; limit 1)  
mk 1 adaptive serum (350; item level 4; limit 2; *Starfinder Alien Archive* 71)  
mk 2 serum of healing (425; item level 5; limit 4)  
screamer grenade II (2,720; item level 8; limit 2)  
spell gem of lesser resistant armor (1,400; item level 8; limit 2)  
squad defiance series (1,220; item level 3)  
thunderstrike sonic pistol (2,300; item level 4)

laser pistol (4,270; item level 6)  
D-11 (13,300; item level 9)  
elite stationwear (4,100; item level 6)  
freebooter armor II (4,720; item level 6)  
frostbite-class pistol (1,100; item level 5)  
incapacitator (14,000; item level 9)  
jetpack armor upgrade (1,000; item level 5)  
mk 2 adaptive serum (1,900; item level 8; limit 2; *Starfinder Alien Archive* 71)  
silver Starfinder Corp travel suit (7,000; item level 7)  
spell gem of resistant armor (3,700; item level 11; limit 2)  
thunderstrike rifle (4,200; item level 6)

Reputation

Faction WayfindersReputation 30/32

Faction \_\_\_\_\_ Reputation \_\_\_\_\_

Faction AcquisitivesReputation +1

Infamy \_\_\_\_\_

For GM Only

2020 Online Support Program - VTT

EVENT

2699707

EVENT CODE

6/14/2020

DATE

  
Game Master's Signature

266690

GM Organized Play #

SUBTIER ☐ Normal Max Credits

3-4

1,493

SUBTIER

☒ Normal

Out of Subtier

2,790

SUBTIER

☐ Normal

5-6

4,087

SUBTIER

☐ Normal

-

-

MAX CREDITS

16

Starting XP

+

1

XP Gained (GM ONLY)

=

17

Final XP Total

EXPERIENCE

30

Initial Fame

+

2

Fame Gained (GM ONLY)

-

Fame Spent

FAME

32

Final Fame

CREDITS

7,167

Starting Credits

+

2790

Credits Garnered (GM ONLY)

+

36

Day Job (GM ONLY)

-

Credits Spent

=

9,993

Total



# Starfinder Society Scenario #2-19: Truth Keepers

Character Chronicle #

17

Fritz A.K.A. Tara Watts 10468 - 702 Wayfinders  
Player Name Character Name Organized Play # Character # Faction

## Items Found During This Scenario

□□□ **Into the Veskarium (Social Boon; Limited-Use):** Your efforts in combating the Keepers of the Lie impressed several members of the Veskarium. When you slot this boon, you gain a +2 circumstance bonus to all skill checks made to interact with members of the Veskarium. In addition, once per session, you can check one of the boxes on this boon to reroll any single d20 roll while operating on any Veskarium-occupied world.

purchased Advanced Lashunta Tempweave armor

### All Subtiers

caliginous shadow pistol (2,100; item level 4; *Starfinder Armory* 13)  
enlisted grave mantle (2,100; item level 4; *Armory* 69)  
insanity mist (4,000; item level 4; limit 2)  
red star plasma lash (1,550; item level 3; *Armory* 10)  
tactical nightarch needler (1,650; item level 3; *Starfinder Pact Worlds* 192)  
tactical switchblade (1,300; item level 3; *Armory* 8)  
thunderstrike sonic pistol (2,300; item level 4)  
web grenade I (490; item level 3; *Armory* 26; limit 2)

### Subtier 5-6

elite starweaver (4,100; item level 6; *Starfinder Armory* 13)  
crypt-class plasma pistol (4,350; item level 6; *Starfinder Armory* 13)  
flash grenade II (1,500; item level 6; limit 2)  
tactical maul (2,750; item level 5; *Armory* 9)  
zoologist injector pistol (2,750; item level 5; *Armory* 15)  
riot grenade (1,310; item level 5; *Armory* 26; limit 2)  
immolation flame spinner (2,860; item level 5; *Armory* 12)

### Reputation

Faction Wayfinders Reputation +2  
Faction Reputation  
Faction Infamy Reputation

SUBTIER ☐ Normal Max Credits

3-4 1,460

SUBTIER ☒ Normal

Out of Subtier 2,773

SUBTIER ☐ Normal

5-6 4,085

SUBTIER ☐ Normal

- -

MAX CREDITS

17

Starting XP

+ 1 LU

XP Gained (GM ONLY)

= 18

Final XP Total

EXPERIENCE

32

Initial Fame

+2 LU

Fame Gained (GM ONLY)

- -

Fame Spent

FAME

34

Final Fame

9,993

Starting Credits

+ 2773 LU

Credits Garnered (GM ONLY)

+ 60 LU

Day Job (GM ONLY)

- 8,500

Credits Spent

= 4,326

Total

CREDITS

For GM Only

ConCurrent 2020

EVENT

2700169

EVENT CODE

19th-21st June 2020

DATE

Game Master's Signature

34762

GM Organized Play #



# Starfinder Society Scenario #2-16: A Scoured Home

Character Chronicle #

18

Fritz Neufeld A.K.A. Tara Watts 10468 - 702 Wayfinders

Player Name Character Name Organized Play # Character # Faction

## Items Found During This Scenario

**Izalraan Megafauna (Slotless Boon):** Your removed radioactive threat underneath Izalraan, stabilizing its local ecosystem. Your actions saved many of Izalraan's indigenous megafauna, and the izalguuns have offered you the ability to bond with one of these creatures as a companion. When selecting a creature companion (*Starfinder Alien Archive* 3 138) on any of your Starfinder Society characters, you now have access to the following companion type.

**Izalraan Megafauna:** Huge animal; **Levels** 5-12; **Senses** low-light vision, scent; **Good Save** Fort; **Poor Saves** Ref, Will; **Resistances** cold 5; **Speed** 30 ft.; **Melee Attack** either claw (S) or hoof (B); **Space** 15 ft.; **Reach** 10 ft.; **Ability Modifiers** Str, Con; **Trample (Ex)** An Izalraan megafauna with a hoof attack gains the trample universal creature ability (DC = 10 + poor save modifier). While riding the megafauna, you may attempt a DC 15 Survival check as a full action to have it trample while you ride atop it.; **Trip (Ex)** An Izalraan megafauna with a claw attack may immediately attempt a combat maneuver to trip its target when it inflicts claw damage. The claw attack also gains the knockdown critical hit effect.

**Nuclear Tools (Slotless Boon; Limited-Use):** You can purchase the *staff of nuclear vengeance* on this character once. The *staff of nuclear vengeance* is an 8th-level hybrid item of 1 bulk, and it costs 10,500 credits. It resembles an autoclaw fixed to the end of a long rod, with the claw gripping a small chunk of glowing nuclear material encased in an invisible forcefield. It can be used as either a melee weapon or a small arm. As a basic two-handed melee weapon, the staff deals 2d6 bludgeoning and fire damage with the irradiate critical hit effect (*Starfinder Armory* 31) and has the special properties block (*Starfinder Core Rulebook* 181) and radioactive weapon (*Starfinder Armory* 30). When the staff is used as a small arm, it has a range increment of 60 feet, and a single shot consumes two charges from its 40-charge capacity and deals 2d4 fire damage with the irradiate critical hit effect and the radioactive weapon special property. Switching the staff from melee functionality to ranged functionality (and vice versa) is a swift action. Additionally, the staff may be loaded with a small piece of specially-crafted radioactive material costing 2,500 credits; the wielder may consume this resource as a standard action to cast *irradiate* as though using a *spell gem*, using his character level as his mystic level, even if he isn't a spellcaster. If you are an izalguun with 11 ranks in Engineering, you can spend 16,500 UPBs to upgrade the weapon to a Level 11 item, doubling both of its base damage dice (2d6 to 4d6 melee, 2d4 to 4d4 small arm). If you are not an izalguun, you may perform the same upgrade by spending 3 Fame to work with an izalguun Starfinder.

### All Subtiers

deflective reinforcement armor upgrade (7,500; item level 7)  
gray hypopen (2,300; item level 9; *Armory* 106; limit 6)  
mature defrex hide (9,000; item level 8; *Alien Archive* 3 133)  
mk 3 resistant hide (5,890; item level 7; *Armory* 87)  
*spell gem of mind thrust (3rd level)* (1,400; item level 8; limit 2)  
vesk brigandine III (8,800; item level 8; *Armory* 69)  
white hypopen (2,300; item level 9; *Armory* 106; limit 6)

### Subtier 7-8

mk 2 planar runeplates (8,500; item level 8; *Armory* 115)  
mk 3 serums of healing (1,950; item level 9; limit 6)  
white carbon skin armor (19,650; item level 10)

purchased 4 doses of Rad-Out serum (900) – and used one up;  
also purchased a White HypoPen (2,300), and a Mk3 serum of  
HEALING, using Purchasing Power boon for 1/2 price (975)...

### Reputation

Faction WF+3 Reputation      Faction      Reputation       
Faction SS (JA) +1 Reputation      Infamy     

SUBTIER ☐ Normal Max Credits

5-6 4,095

SUBTIER ☐ Normal

Out of Subtier 4,971

SUBTIER ☐ Normal

7-8 5,847

SUBTIER ☐ Normal

- -

MAX CREDITS

18

Starting XP

+ 1 TV

XP Gained (GM ONLY)

= 19

Final XP Total

EXPERIENCE

34

Initial Fame

+ 2 TV

Fame Gained (GM ONLY)

-

Fame Spent

FAME

36

Final Fame

CREDITS

4,326

Starting Credits

+ 5847 TV

Credits Garnered (GM ONLY)

+ 68 TV

Day Job (GM ONLY)

- 4,175

Credits Spent

CREDITS

= 6,066

Total

For GM Only

ConCurrent 2020  
EVENT2700169  
EVENT CODE6/21/2020  
DATETrent Varva  
Game Master's Signature90377  
GM Organized Play #



# Starfinder Society Scenario #2-22: Rasheen's Reception

Character Chronicle #

19

Fritz

A.K.A.

Dr Tara Watts

10468

- 702

Wayfinders

Player Name

Character Name

Organized Play #

Character #

Faction

## Items Found During This Scenario

☐ **Rasheen's Legacy (Social Boon; Acquisitives Tier 3):** Before using this boon, you must have a Reputation Tier of 3 or higher with the Acquisitives faction and spend an additional 4 Fame to check the box that precedes this boon; once you do so, this boon is active and can be slotted as a Social boon. If you already purchased the Rasheen's Footsteps boon, reduce the Fame cost to 2.

Once per adventure, when this boon is slotted, you can gain a +4 bonus on the first Diplomacy, Bluff or Intimidate check you attempt when interacting with a species from beyond the Pact Worlds, including Near Space inhabitants or previously undiscovered creature or new species not already known to the Pact Worlds. You can instead choose, once per adventure, to gain a +4 bonus on the first Acrobatics, Athletics, or Perception check you attempt while exploring an area that has not been explored for at least the past century. You must choose to apply these bonuses before attempting the skill checks.

### All Subtiers

cryo grenade I (5,000; item level 6; limit 2)  
estex suit III (5,500; item level 7)  
mk 1 null-space chamber (3,050; item level 5)  
mk 2 dermal plating (6,950; item level 7)

### Subtier 7-8

D-suit III (13,300; item level 9)  
mk 2 null-space chamber (12,250; item level 9)  
mk 3 dermal plating (17,975; item level 9)  
screamer grenade II (2,720; item level 8; limit 2)

Note: Only impressed  
two dignitaries  
(reduced gold and Fame/Rep)

### Reputation

Faction Wayfinders

Reputation 36 | 37

Faction Acquisitives

Reputation 4 | 5

Faction Dataphiles

Reputation 0 | 1

Infamy

### SUBTIER

☐ Normal Max Credits

5-6

4,085

### SUBTIER

☐ Normal

Out of Subtier

4,960

### SUBTIER

☒ Normal

7-8

5,835

### SUBTIER

☐ Normal

-

-

## MAX CREDITS

19

Starting XP

+

1

GN

XP Gained (GM ONLY)

=

20

Final XP Total

## EXPERIENCE

36

Initial Fame

+

1

GN

Fame Gained (GM ONLY)

-

0

Fame Spent

37

Final Fame

## FAME

6,066

Starting Credits

+

5,252

GN

Credits Garnered (GM ONLY)

+

36

GN

Day Job (GM ONLY)

-

0

Credits Spent

=

11,354

Total

## CREDITS

For GM Only

Comic Bug Online

EVENT

2699707

EVENT CODE

23 June 2020

DATE

Gary Norton

Game Master's Signature

94276

GM Organized Play #





# Starfinder Society Scenario #1-17: Reclaiming the Time- Lost Tear

Character Chronicle #

20

duhwoo	A.K.A.	Tara Watts	10468	7 02	EXO
Player Name		Character Name	Organized Play #	Character #	Faction
This Chronicle sheet grants access to the following:					
<b>Devolved (Personal Boon):</b> While exploring the Repository on the moon of Izal-4, you suffered a unique form of radiation that devolved your DNA. Although you have almost completely recovered, you still experience some residual effects from time to time. Circle the type of devolution you experienced and cross out the others. You can slot this boon to represent your devolution manifesting for a short time. While you have this boon slotted, you gain the indicated bonus. <del>Avian: You gain a fly speed equal to your land speed (average maneuverability). If you already have a fly speed, your fly speed increases by 10 feet.</del> <b>Batrachian:</b> You gain a swim speed equal to your land speed. If you already have a swim speed, your swim speed increases by 10 feet. <del>Simian: You gain a climb speed equal to your land speed. If you already have a climb speed, your climb speed increases by 10 feet.</del> <b>Journey to the Scoured Stars: Segment 4 (Unidentified Boon):</b> You have recovered the <i>Tear</i> , an artifact sent to the igozuuns from the mysterious entity that controls the golden shield around the Scoured Stars. This boon represents your character's involvement in this critical step toward solving the Scoured Stars mystery. Other boons representing future steps toward unraveling the mystery of the Scoured Stars will appear in future scenarios, and collecting these boons will result in a unique bonus, to be detailed on a future Chronicle sheet. <b>Ralveen's Visor (Slotless Boon; Limited Use):</b> If you purchase a motion-detector and X-ray visor at the same time, you can treat them as a single 10th-level item called Ralveen's visor. Ralveen's visor is a cumbersome ocular visor that functions as both an x-ray visor and a motion detector (the motion detector need not be held in the hand, but you must still take a move action each round to use it). You can switch freely between functions as X-ray visor, motion detector, or both. In Subtier 7-8, you may also purchase the <i>aura goggles</i> at the same time to incorporate them into Ralveen's visor; if you do, Ralveen's visor is an 11th-level hybrid item, and you can switch freely between the functions of the <i>aura goggles</i> , X-ray visor, or motion detector (or any combination). <b>GM Notes:</b> Purchased X-ray visor for 9000 cr., motion detector for 6000 cr. (qualifying for Ralveen's visor (10th level item); totaling 15000 cr.; EXO champion boon for 2 fame					
All Subtiers			Subtier 7-8		
corona artillery laser (4,650; item level 6) corona laser pistol (4,270; item level 6) mk 2 null space chamber (12,250; item level 9) mk 3 healing serum (1,950; item level 9; limit 3) motion detector (6,000; item level 7) red star plasma rifle (4,600; item level 6) static arc rifle (4,200; item level 6) stickybomb grenade II (675; item level 4; limit 5) X-ray visor (9,000; item level 9)			aphelion artillery laser (14,300; item level 9) <i>aura goggles</i> (49,000; item level 8; <i>Starfinder Alien Archive</i> 25) dual crossbolter (8,250; item level 8) stickybomb grenade III (5,410; item level 10; limit 2)		
WAY	47	47	Reputation	SC-JA	3 3
Faction EXO	Reputation	3	5	Faction SC-LE	Reputation 2   3
Faction ACQ	Reputation	4	4	Infamy	
<b>For GM Only</b>					
Atlantis	37976	08/09/2020			328439
EVENT	EVENT CODE	DATE		Game Master's Signature	GM Organized Play #

SUBTIER	<input type="checkbox"/> Normal Max Credits
5-6	<del>4,079</del>
SUBTIER	<input type="checkbox"/> Normal
Out of Subtier	<del>4,960</del>
SUBTIER	<input checked="" type="checkbox"/> Normal
7-8	5,841
SUBTIER	<input type="checkbox"/> Normal
-	-
MAX CREDITS	
20	
Starting XP	
+	1 SV
XP Gained (GM ONLY)	
=	21
Final XP Total	
37	
Initial Fame	
+	2 SV
Fame Gained (GM ONLY)	
=	2
Fame Spent	
37	
Final Fame	
11354	
Starting Credits	
+	5841 SV
Credits Garnered (GM ONLY)	
+	52 SV
Day Job (GM ONLY)	
=	15000
Credits Spent	
=	2247
Total	



# Scenario #3-04: The Vast Experiment: Falling into Deliverance

Character Chronicle #

21

Fritz A.K.A. Tara Watts 10468 - 702 Exo-Guard  
Player Name Character Name Organized Play # Character # Faction

## Adventure Summary

The Society dispatched you and a group of agents to retrieve an important scientist from a station orbiting a gas giant in the Vast. Wayfinders faction leader Fitch, along with several of her grandchildren, accompanied you to the strange gas giant known as Wehemothal for your mission. When you arrived, you discovered the station, Indigo Deep, was unresponsive and you and your companions had to dive through the atmosphere to inspect the site. After intense investigation of the situation, you learned that some sort of immense gas giant leviathan attacked the station. You managed to find the scientist you'd been dispatched to save, Doctor Tsi Tsorsk, and formulated a successful plan to escape the doomed station before it collapsed into Wehemothal. You successfully managed to return Tsorsk to Aballon so she could begin working on a new generation of Starfinder Society mainline starship.

## PURCHASES:

- LONGSTRIDER MODULE (2,200)
- 2 PURPLE nanite HypoPens (900)
- 1 BLACK nanite HypoPen (650)

### Levels 5-6

hover suit (13,300; item level 9; see below)  
purple force field armor upgrade (4,550; item level 6)  
red star plasma rifle (4,600; item level 6)

### HOVER SUIT

Item Level 9; Price 13,300

EAC Bonus +12; KAC Bonus +17

Max Dex Bonus +3; Armor Check Penalty -4; Speed 30 feet,  
fly 30 feet (average)

Strength 18 (+4); Damage 1d10 B; Size Large (5-foot reach)

Capacity 100; Usage 1/minute

Weapon Slots 2; Upgrade Slots 2; Bulk 28

### Levels 7-8

black force field armor upgrade (10,500; item level 8)  
mk 2 force soles (10,700; item level 8; Starfinder Armory  
92)  
mk 2 screamer grenade (2,720; item level 8)  
red star plasma cannon (8,650; item level 8)

## Reputation

Faction Exo-Guardians Reputation 2 | 7 Faction Dataphiles Reputation 1 | 1  
Faction Wayfinders Reputation 1 | 48 Infamy \_\_\_\_\_

LEVELS ☐ Normal Max Credits

5-6 4,085

LEVELS ☐ Normal

Out of Level 4,960

LEVELS ☒ Normal

7-8 5,835

LEVELS ☐ Normal

- -

MAX CREDITS

21

Starting XP

+ 1 paizo

XP Gained (GM ONLY)

= 22

Final XP Total

EXPERIENCE

37

Initial Fame

+ 2 paizo

Fame Gained (GM ONLY)

- n/a

Fame Spent

FAME

39

Final Fame

CREDITS

2247

Starting Credits

+ 5835 paizo

Credits Garnered (GM ONLY)

+ 64 paizo

Day Job (GM ONLY)

- 3,750

Credits Spent

= 4,396

Total

For GM Only

VTT OSP -2020  
EVENT2699707  
EVENT CODE8/13/2020  
DATE81769  
GM Organized Play #



# Scenario #3-00: The Last Bite

Character Chronicle #

22

Fritz

A.K.A.

Tara Watts

10468

702

EXO

Player Name

Character Name

Organized Play #

Character #

Faction

## Adventure Summary

You took part in Luwazi Elsebo's final mission as First Seeker and brought an end to the nefarious Datch's machinations against the Society. By traveling across the Pact Worlds, you managed to influence several important members of AbadarCorp to oppose Datch's goal in ousting the current Executive Archdirector. After a climactic starship battle in orbit over Verces, you found Datch in her orbital compound and made the choice to ☐ execute her for her crimes or ☐ spare her to face justice on Absalom Station. A mysterious assailant confronted you and your allies on your way out of the self-destructing compound, but you managed to escape. Finally, after returning to Absalom Station, you witnessed the elevation of Ehu Hadif to the role of First Seeker.

**Assistance from Zo!** The PCs had the help of Zo! in buying an item at a 10% discount during the preparation for their mission.

Purchased Item: Mk2 Holy Water Grenade

LEVELS ☐ Normal Max Credits

1-2

720

LEVELS ☐ Normal

3-4

1,460

LEVELS ☐ Normal

5-6

4,085

LEVELS ☒ Normal

7-8

5,835

MAX CREDITS

22

Starting XP

+

1

XP Gained (GM ONLY)

=

23

Final XP Total

EXPERIENCE

39

Initial Fame

+

2

Fame Gained (GM ONLY)

-

0

Fame Spent

41

Final Fame

FAME

4396

Starting Credits

+

5835

Credits Garnered (GM ONLY)

+

72

Day Job (GM ONLY)

-

846

Credits Spent

=

9,457

Total

CREDITS

## Reputation

Faction Exo-Guardians +2 Reputation 7 | 9 Faction SS (LE) +1 Reputation      |     Faction SS (EH) +1 Reputation      |      Infamy      |     

For GM Only

CanceledCon 2020  
EVENT2701987  
EVENT CODE25 October 2020  
DATEJohn Dodek  
Game Master's Signature268023  
GM Organized Play #





# Scenario #3-10: Live Adventure Extreme!

Character Chronicle #

23

Player Name	A.K.A.	Character Name	Organized Play #	Character #	Faction
Fritz		Tara	10468	702	EXO

  

Adventure Summary	
You were selected by the Society to take part in a series of competitive combats at the Zo!Dome on the Brethedan archology of Trillidiem. There you combated against a set of dangerous foes, only to be sent on a starship to capture footage of a space battle against another starship for later use as footage for Zo! Media commercials. Following your starship battle, you and your allies returned to the Zo!Dome for a final set of bouts, where you emerged victorious. After this impressive day of work, you returned to Absalom Station and the Lorespire Complex where you gave a final report. During that report you <input checked="" type="checkbox"/> expressed interest in returning to Live Adventure Extreme! / <input type="checkbox"/> did not want to return for future episodes of Live Adventure Extreme!.	

  

GM Notes: Purchased frag grenade III for 2560 cr., 10xMedpatches for 10x50=500 cr.; totaling 3060 cr.

  

All Levels	Levels 7-8
advanced diasporan rifle (3,750; item level 5; <i>Alien Archive</i> 99) aurora storm doshko (6,700; item level 7; <i>Near Space</i> 148) chill frosthafth doshko (2,100; item level 4; <i>Near Space</i> 148) liquidator disintegrator rifle (4,740; item level 6; <i>Armory</i> 17) paramagnetic storm hammer (5,520; item level 7; <i>Armory</i> 12) tactical meteor glaive (4,390; item level 6; <i>Armory</i> 12) vesk overplate I (3,910; item level 6)	advanced meteor glaive (18,200; item level 10; <i>Armory</i> 12) asp-series hydra cannon (41,000; item level 12; <i>Armory</i> 22) ferromagnetic storm hammer (22,900; item level 11; <i>Armory</i> 12) skitterhide II (12,500; item level 9; <i>Alien Archive</i> 2 23) subzero frosthafth doshko (12,800; item level 9; <i>Near Space</i> 148) vesk overplate II (10,250; item level 8)

  

Reputation	
Faction <u>EXO</u>	Reputation <u>9</u>   <u>11</u>
Faction _____	Reputation _____   _____
Faction _____	Infamy _____

  

MAX CREDITS	
LEVELS	<input type="checkbox"/> Normal Max Credits
5-6	<del>4,085</del>
LEVELS	<input type="checkbox"/> Normal
Out of Level	<del>4,960</del>
LEVELS	<input checked="" type="checkbox"/> Normal
7-8	<b>5,835</b>
LEVELS	<input type="checkbox"/> Normal
-	-

  

EXPERIENCE	
23	
Starting XP	
+	1 <small>GM's Initials</small> SV
XP Gained (GM ONLY)	
=	24
Final XP Total	

  

FAME	
41	
Initial Fame	
+	2 <small>GM's Initials</small> SV
Fame Gained (GM ONLY)	
-	0
Fame Spent	
43	
Final Fame	

  

CREDITS	
9457	
Starting Credits	
+	5835 <small>GM's Initials</small> SV
Credits Garnered (GM ONLY)	
+	44 <small>GM's Initials</small> SV
Day Job (GM ONLY)	
-	3060
Credits Spent	
=	12276
Total	

  

For GM Only	EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #
Atlantis		37976	11/15/2020		328439