



Starfinder Society Roleplaying Guild Guide

VERSION 1.0





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A NEW ORGANIZED PLAY EXPERIENCE!

Welcome to an exciting new campaign!

There are many similarities between the Pathfinder Society Roleplaying Guild and Starfinder Society Roleplaying Guild organized play campaigns, such as the diverse play experience, the typical length of scenarios, the use of subtiers, the means of tracking character advancement, and more. Paizo has also created a Starfinder Quick-Reference Rules Sheet that summarizes noteworthy differences not only between Pathfinder and Starfinder but also between the two games' respective organized play experiences.



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CHAPTER 1: OVERVIEW OF ORGANIZED PLAY



The Starfinder Society Roleplaying Guild, part of Paizo's organized play programs, is a worldwide science fantasy roleplaying campaign that puts you in the role of an agent of the Starfinder Society, an organization of explorers, archaeologists, and adventurers dedicated to discovering and chronicling all corners of the galaxy (and beyond). The campaign's home base is Absalom Station, the center of the Pact Worlds and home of the Lorespire Complex, official base of operations of the Starfinder Society. A Starfinder's adventures range from exploring unknown worlds and star systems to undertaking covert assignments within the bowels of the Pact World's largest metropolises.

The Starfinder Society Roleplaying Guild is powered by the Starfinder Roleplaying Game. This guide presents the information you need to participate in this exciting, dynamic campaign. Welcome to the Starfinder Society!

ORGANIZED PLAY

In an organized play campaign, your character goes on adventures in a common setting shared by thousands of other gamers from around the world. These gamers gather in their homes, in game stores, at conventions, and online to play, report on their adventures, and influence the fate of the worlds of the Starfinder RPG. You can take your character to any public Starfinder Society Roleplaying Guild event anywhere in the world, and while the Game Master (GM) and your companions might change every time you play, your character continues to have new adventures, become more powerful, and acquire fantastic rewards. Participating in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the world of the campaign. It is also a great way to get in touch with other gamers, meet new people, and play regularly without the need to track an ongoing plot and schedule regular events as you would for a traditional campaign.

Alternatively, some players prefer to keep their Roleplaying Guild experience limited to a familiar group of friends, using the Roleplaying Guild's character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Both approaches are valid ways to participate in the organized play campaign, and many players enjoy a combination of public and private adventuring.

Because an organized play campaign takes place in a shared-world environment, a few additional rules are required to ensure that players share a similar experience, regardless of where they are playing or who is running the game. The rest of this guide outlines these campaign rules, ensuring a level playing field for all players.

Paizo's organized play team oversees the Starfinder Society Roleplaying Guild. These include the Organized Play Manager, the Organized Play Lead Developer, and all Starfinder Society developers. Volunteers called Venture-Officers assist them by coordinating

games worldwide. More information about the Venture-Officers is included in Appendix 7: Volunteer Coordinators.

Please read over the contents of this guide carefully. Questions may be directed to the Organized Play Manager at organizedplay@paizo.com.

COMMUNITY STANDARDS

The Starfinder Society is an inclusive social event open to everyone. It is our intention that everybody enjoys gaming in a safe and fun environment. While conflict between characters may arise, at no time should a player feel excluded or threatened at the table. We ask all participants to respect their fellow players and to work together to create positive, memorable experiences. To this end, we reserve the right to refuse participation to any person for inappropriate or illegal conduct. All refusals of participation must be accompanied by a reason, duration of refusal, and the criteria for rejoining Starfinder Society activities.

Inappropriate conduct includes, but is not limited to, the excessive use of foul language, physical or verbal aggression or intimidation, lewd conduct, inappropriate physical contact, unwelcome sexual attention, slander, stalking, and harassment or discrimination based on gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, or religion.

Complaints under this policy should be brought to the Event Organizer or a Venture-Officer, who will work to resolve the issue or escalate the issue to the next level of Venture-Officer. As an alternative, issues may be reported to the Organized Play Manager (OPM) via e-mail at organizedplay@paizo.com. Issues will be resolved at the lowest level possible. In case of escalation, the OPM is the final arbiter of any dispute arising from application of this policy.

Nothing in this policy is intended to discourage any person from calling the police or other appropriate organizations. Event organizers or Venture-Officers are available to help participants contact local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe for the duration of the event. We value your attendance.

While not illegal or even necessarily inappropriate, we recognize that Starfinder Society organized play campaign includes themes that may result in uncomfortable situations arising at the gaming table. In these instances, we request players identify the issue to the table Game Master (GM), whether vocally or by passing a note. We ask that GMs help the table respect attendees' sensibilities and reduce or redirect problematic themes once identified. Participants asked to stop any problematic behavior are expected to comply immediately or will be asked to leave the table.

It is our intention that everybody participating in Starfinder Society organized play enjoys gaming in a safe and fun environment. While conflict between characters may arise, at no time should a player feel excluded or threatened at the table. We ask all participants to respect their fellow players and to work together to create positive memorable experiences. The above guidelines reference how we may achieve our goals. By sitting at a Starfinder

Society table, participants are agreeing to the terms and conditions of Starfinder Society organized play.

DO NOT CHEAT

Maintain the integrity of the game and do not cheat. This includes, but is not limited to, falsifying rolls, altering Chronicle sheets, using unapproved resources, not owning the sources used by your character, and lying to event coordinators under any circumstances. Participants caught cheating will be barred from Roleplaying Guild events for a span of time commensurate with their offense. Repeat offenders will be banned from Paizo's organized play programs.

KEEP GOOD RECORDS

Starfinder Society uses character sheets, inventory tracking sheets, and Chronicle sheets to track character progression. GMs and event coordinators rely on these documents to keep the campaign honest, fair, and fun for everyone. It is your responsibility to maintain accurate records. You must bring either paper or digital copies of your character sheet and all accompanying Chronicle sheets of any character you wish to play to Roleplaying Guild events. If using paper copies, we suggest keeping your character sheets and Chronicle sheets in a binder with a dedicated pocket folder for each character. Digital copies must be on a device you are comfortable showing your GM. GMs are not responsible for the security or condition of digital devices used to store character information. More on recordkeeping can be found in Appendix 5: After the Adventure.

TYPES OF GAMES

There are several different classifications of games in the Roleplaying Guild.

Starfinder Quests: Written for the Starfinder Society Roleplaying Guild, quests are 1-hour adventures often used as introductions to the game.

Starfinder Quest Arcs: Written specifically for the Starfinder Society Roleplaying Guild, quest arcs include multiple 1-hour quests that involve a common theme, typically culminating in a capstone adventure.

Starfinder Society Scenarios: Written specifically for the Starfinder Society Roleplaying Guild, scenarios each present a single episode in a continuing story and typically take 4–5 hours to complete.

Starfinder Adventure Paths: Adventure Paths are six-volume Starfinder RPG campaigns. The Starfinder Society development team sanctions Adventure Path content on a case-by-case basis for use in the Roleplaying Guild (see page 11 for more information).

TAGS

Starfinder Society Roleplaying Guild adventures utilize a series of short titles, or tags, to denote information pertinent for GMs running scenarios and the players participating in them. The following are tags that appear in Starfinder Society scenarios, as well as a summary of what each tag means.

Exclusive: Scenarios with this tag are meant to be run in a specific environment or by a specific cadre of Starfinder GMs. Common recipients of these sorts of scenarios include distinguished volunteers who've run several sessions of Starfinder Society Roleplaying Guild, GMs running the exclusive at a large convention, or a Paizo staff member. Scenarios with this tag include specific rules on who is eligible to run it, as well as any other considerations for eligibility of receiving credit.

Faction: Scenarios with this tag list one or more associated factions. For example, "Faction (Acquisitives)" would indicate a scenario that is of some importance to the Acquisitives faction. Similarly, a scenario with the "Faction (Exo-Guardians, Wayfinders)" tag would indicate a scenario that would be of interest to characters championing the Exo-Guardians or Wayfinders faction. This tag generally corresponds to scenarios with additional Reputation awards for the association factions. More information on factions, Fame, and Reputation is provided in Appendix 2: Factions.

Quest: This tag indicates the associated product is a single quest or a quest pack. Quests are generally 1-hour introductory adventures geared towards newer players and can be a means of delivering shorter-length content to event organizers. Specific rules for running the quests, if any, will be listed within the scenario.

Repeatable: Scenarios with this tag can be replayed an unlimited number of times (but only once per character). GMs receive another Chronicle sheet each time they run a scenario with this tag (but can apply only one to a given character).

Starship: This tag indicates the associated scenario includes some form of the starship combat rules as presented in Chapter 9 of the *Starfinder Core Rulebook*. The tag informs players to prioritize characters that might be specialized in starship combat, such as those with the Ace Pilot character theme. This tag also lets GMs know that they'll need to have a hex map and appropriate markers to properly run a starship encounter. While GMs should always read the scenario for pertinent information, this tag helps GMs and organizers best slot starship-themed scenarios into events.

RESOURCES

The Starfinder Society Roleplaying Guild requires all members to have the *Starfinder Core Rulebook* and the *Starfinder Society Roleplaying Guild Guide* (this document). Players and GMs are also expected to familiarize themselves with the official Starfinder Society Roleplaying Guild FAQ at paizo.com/organizedplay/faq and campaign clarifications at paizo.com/starfindersociety/clarifications.

When multiple versions of a rule exist, reference the Campaign Clarification document for further guidance. If an entry doesn't exist in that resource, use the written source as presented. If there still is a discrepancy, please bring the issue to the attention of campaign leadership by e-mailing organizedplay@paizo.com.

If a clarification or FAQ pertains to your character, you are expected to bring a copy of the relevant sections to any Starfinder Society Roleplaying Guild game.

While GMs are not required to read every post on the forums,

they need to keep abreast of clarifications. At no time may a GM ignore rules clarifications. Any clarification made in an organized play forum thread will be added to the FAQ, Campaign Clarifications document, or this Guide as soon as possible.

Paizo produces a wide range of sourcebooks that further explore the game rules and universe of Starfinder. These volumes contain a growing variety of options to help customize your character. You can view the list of all campaign-legal additional resources online at paizo.com/starfindersociety/additional. In order to use content from sources outside the *Starfinder Core Rulebook*, a player must bring an accessible copy of the resource that indicates that she owns the resource. An accessible copy means one of the following: a physical copy of the book, a name-watermarked Paizo PDF of the relevant pages, or either a photocopy of the relevant pages or electronic access to the Starfinder Reference Document at paizo.com/sfrd along with proof of purchase. Proof of purchase may include a receipt from a game store or a screenshot of your My Downloads page at paizo.com. In addition to the rules themselves, you must bring a current copy of the Additional Resources listing pertaining to the rule. Inform the GM that you plan to use additional resource material before play begins and allow the GM to use your material to familiarize herself with any new rules.

STARFINDER SOCIETY FORUMS

Join the vibrant Starfinder Society online community by participating in the official Starfinder Society forums at paizo.com/starfindersociety. Ask questions! Compare character builds! Discuss! Find events! Your feedback helps us improve our program, so drop by and tell us what we can do to enhance your organized play experience.

REGISTERING AS A STARFINDER SOCIETY MEMBER

As a Starfinder Society Roleplaying Guild player, you must register your name and your characters online at paizo.com/starfindersociety. When you register, you'll receive an official organized play number; this is the same as your Pathfinder Society Number if you're already part of the Pathfinder Society Roleplaying Guild. Keep your organized play number handy and bring it with you to every Starfinder Society event you attend. Paizo uses this number to record the adventures your character has completed and the Fame that character has gained. Each character you create is noted by a -7XX appended to your organized play number. For example, if your organized play number is 1234, your second character would be 1234-702.

If you're beginning your Roleplaying Guild experience at a public convention or game store event, the event coordinator may provide a card with a organized play number and confirmation code on it. This number is now your organized play number. Register online at paizo.com/starfindersociety as soon as possible. Enter the number and the confirmation code and your early adventures will be automatically linked to your new official record.



CHAPTER 2: PLAYER BASICS

BEFORE THE ADVENTURE

As you sit down to begin an adventure, introduce yourself to the other players and the GM. Take this time to determine which of your characters within the adventure's subtier you want to play; the GM should pass around a sign-in sheet to record your character's name, organized play number, character number, level, and slotted faction (more on this later).

CREATING A CHARACTER

Appendix 1: Character Creation contains step-by-step instructions to help you create your own Roleplaying Guild character. Read these rules carefully, as they ensure that characters are suitable for the organized play campaign.

PREGENERATED CHARACTERS

If you don't have time to create a new character or simply wish to try out a new character class, you can use a pregenerated character. The Starfinder Society Roleplaying Guild offers pregenerated characters based on the Starfinder's iconic characters, available at paizo.com/communityuse/package or from your local event coordinator. When using a pregenerated character in this way, the player applies the adventure's credit (credits, Reputation, Fame, etc.) to one of her Starfinder Society Roleplaying Guild characters. The following rules apply when playing pregenerated characters.

Making Character Choices: Before the game, make the following choices about your character.

- Choose one of the pregenerated characters available in

Community Use Package: Starfinder Society Pregenerated Characters at paizo.com/communityuse/package.

- You must choose to which of your characters the credit will be applied at the beginning of the adventure. Credit from a 1st-level pregenerated character can be applied only to a 1st-level character. Credit for playing higher-level pregenerated characters must be applied to a Starfinder Society Roleplaying Guild character of a lower level than the pregenerated character or to a 1st-level character.
- A pregenerated character has boon slots, though such characters rarely have boons to use in these slots. In the event a pregenerated character does have such boons, such as Promotional boons or temporary boons granted by the adventure, she can slot them as normal.

Resolving Conditions: During play, you may need to resolve various conditions that affect your character.

- Throughout the adventure, the pregenerated character might accrue unfortunate afflictions such as a curse, disease, or even death. The pregenerated character must always clear and resolve any afflictions before the end of the adventure; otherwise, they affect the Starfinder Society Roleplaying Guild character.
- The Roleplaying Guild character must contribute a number amount of credits to cover the costs before using any of the pregenerated character's wealth, depending on the pregenerated character's level: 0 credits for a 1st-level pregenerated character, 600 credits for 4th-level character, and 3,300 credits for an 8th-level character. If you are

playing a pregenerated character in a scenario in which all players are required to use pregenerated character, you do not need to contribute to this minimum.

- After applying Roleplaying Guild character's resources, the player can use the pregenerated character's funds to pay for these spellcasting services. If sold to pay for removal of conditions, a 1st-level character's gear is worth 100 credits, a 4th-level character's is 600 credits and an 8th-level character's is 3,300 credits.
- The Roleplaying Guild character may spend Fame to help offset the credits cost of raising a pregenerated character from the dead. She may pay up to half the cost of the *raise dead* with Fame, at a rate of 1 Fame per 1,000 credits.
- The character may use the credits and Fame that she has earned on the Chronicle sheet for the current adventure to help pay for condition removal, assuming she has completed enough of the adventure to earn the Chronicle sheet.
- If more resources are needed to pay for the cost of the services, players at the table may—but are not required to—contribute some of their own credits.

Applying Credit: You may apply credit for an adventure once your Starfinder Society Roleplaying Guild character reaches the level of the pregenerated character used to play through it. For example, if you played a 8th-level pregenerated character, you would apply the credit once your character reaches 8th level. To apply credit, follow the steps below.

- Apply the credit for eligible adventures in the order in which they were played.
- When applying credit, any Reputation gained during an adventure can only be applied to a faction for which the character receiving the credit already has a champion Faction boon. The only exception to this is any instance where the adventure specifically grants additional Reputation for a specific faction (such as a scenario with the Faction tag).
- If you apply credit for multiple adventures at once, your Roleplaying Guild character might advance multiple levels. You can apply credit to a character only if the tier range of the Chronicle sheet includes the character's level at the time you apply that credit.
- You can apply adventure credit from a higher-level sanctioned module or Adventure Path to a newly created, 1st-level Starfinder Society Roleplaying Guild character. When doing so, reduce the credits reward to 720 credits if the adventure grants 1 XP or 2,160 credits if it grants 3 XP. You do not benefit from any boons until your Starfinder Society Roleplaying Guild character reaches the minimum level listed on the Chronicle sheet, unless otherwise noted.

Downtime: Pregenerated characters can participate in Downtime activities as long as they have the appropriate skills to do so. See Appendix 5: After the Adventure on page 45 for more details.

BOON SLOTS

Boons are unique bonuses, temporary equipment, or options that can be earned through various methods of play or distributed at special events. The most common type of boon is the Faction boon, and every character starts with one core Faction boon (see page 22 for more details on this boon).

To ease player record-keeping burdens, the Starfinder Society Roleplaying Guild uses the boon slot system. Each boon slot represents an available space in which a player can place one of their earned boons; if you've slotted a boon, it's active for that adventure, and if you didn't slot one of your boons, it's dormant. Every Starfinder Society character has six boon slots, each of which corresponds to a different type of boon. Most boons include a corresponding boon type, so you can slot a Social boon into your Social boon slot, but not into your Faction boon slot. This means that with the exception of the occasional slotless boons, you'll only be tracking up to six boons during a session—not sorting through stacks of paper in the middle of the game.

Shortly after beginning a scenario, the GM will call for the players to slot their boons. This typically occurs following the mission briefing, giving the players some heads up on what boons might be relevant to the scenario. In some cases, the GM will actively advise the players of pertinent boons they may have earned from Chronicle sheets on previous scenarios. A PC can apply only one of her boons per boon slot. For example, a PC with both the Dataphiles Champion and Wayfinders Champion Faction boons must decide which of the two boons to slot during the course of a scenario, as she has only one Faction boon slot. Similarly, a PC with four Ally boons and no Social boons cannot apply one of her extra Ally boons to the Social slot.

Slotless boons don't take up any of your character's slots; they are in essence always active. There is no limit on how many slotless boons you can have active at a time. Some slotless boons are tagged as "limited-use." These boons grant a benefit a limited number of times, either once per boon or a limited number of uses indicated by a series of check boxes. In most cases, you do not need to continue keeping track of a limited-use boon once it has been expended. Rarely, a limited-use boon may include additional or altered rules in the description of the individual boon.

The following are overviews of each of the six boon slots.

Ally: These boons typically represent an ally actively assisting the PC. This could be a hired ammo loader, a dodgy hacker, or a knightly squire from the Hellknights or Knights of Golarion. Ally boons are often an additional "body" on the team, or the presence of a creature that can bring direct aid in the form of a combat role or to assist in skill checks.

Faction: Every faction offers a core Faction boon that allows characters to champion that faction for adventure. Characters slotting these boons earn Fame and Reputation with the boon's associated faction, effectively allowing the character to swap out what factions she's working for on a scenario-by-scenario basis.

Personal: Personal boons represent a wide variety of special boons available in the campaign. Unique races, typically those

found beyond the *Starfinder Core Rulebook*, commonly occupy this slot. The Personal slot often requires associated boons (such as new race options) be permanently slotted, so that the slotted boon does not change on a scenario-by-scenario basis.

Promotional: Promotional boons are unique in that they often represent out-of-game acquisitions that translate to in-game benefits. Examples of these boons would be the benefits of wearing a Starfinder T-shirt, bringing a *Starfinder Player Character Folio* to use at the table, or otherwise possessing merchandise or promotional Starfinder material that grants a bonus in the Starfinder Society Roleplaying Guild. For a complete list of current Promotional boons and associated requirements, see paizo.com/organizedplay/perks.

Social: These boons often encompass agreements or alliances with in-game organizations or NPCs. The benefits of these arrangements often come in the form of a boon granted as part of a Chronicle sheet. A common example of a Social boon would be forging a relationship with an NPC who returns in future scenarios and reacts differently based on this boon being slotted. Social boons relevant to specific scenarios will often be called out by the GM during the boon-slotted portion of the scenario.

Starship: Starfinder Society scenarios call out the inclusion of starship combat by means of the Starship scenario tag. Starship boons are most relevant to these scenarios, allowing for the customization of the standard ships offered by the Starfinder Society organization. More information on these boons and customizing ships is presented in Appendix 3: Starships.

ONE CHARACTER PER ADVENTURE

Although you can have more than one active character in the Starfinder Society Roleplaying Guild, you can play only one of your characters during a specific adventure session. In situations that require a pregenerated character as the fourth character to make a legal table, the GM can assign a player to play that pregenerated character as well as his own character. Alternatively, the GM can allow the group to choose the pregenerated character's actions.

NO CHARACTER-VERSUS-CHARACTER COMBAT

In keeping with the "cooperate" theme of the Starfinder Society, character-versus-character conflict should be kept to a minimum. Accidental friendly fire can happen (due to missed attack rolls or other factors), but players must obtain the consent of other players before deliberately including fellow PCs in damaging effects. In such cases, the damage dealer should offer to assist with necessary healing costs. This rule does not apply in situations where a character is not acting of his own initiative, such as being mind-controlled by an NPC to attack a fellow Starfinder.

AFTER THE ADVENTURE

After you finish an adventure, the GM tracks character advancement, wealth gained, Reputation earned, Fame earned, and Fame spent.

As a player, you are expected to keep accurate, up-to-date records of your character and make sure to bring all of that character's Chronicle sheets to every Starfinder Society Roleplaying Guild event or session at which you play that character. If you forget your Chronicle sheets, you will be unable to play your character, though you can play a pregenerated character. We suggest keeping everything in a binder with an individual folder for each character.

See Appendix 5: After the Adventure for information on filling out your Chronicle sheet and resolving events at the end of an adventure.

REPLAYING ADVENTURES

You can receive up to two Chronicle sheets for a given adventure: one for playing an adventure and one for running the same adventure as a GM, regardless of how many times you play or run that specific adventure. A character may have no more than one copy of a Chronicle sheet applied to her. GMing adventures contributes to GM star rewards even when it does not award additional Chronicle sheets (see page 16 for more information about GM stars).

In certain circumstances, you may need to replay an adventure you have already completed. The following rules determine when replaying Starfinder Society Roleplaying Guild adventures is legal and what benefits you can gain from replaying. When using a replay credit, you may earn no more than one bonus Chronicle sheet per adventure.

Minimum Legal Table Size: You are permitted to replay an adventure in order to meet the minimum legal table size, with the following stipulations.

Notify the GM: You must inform the GM that you have already played the adventure or run it as a GM. GMs are encouraged to be as flexible as possible when replaying an adventure is the only method to run a legal table, but a GM has the right to deny replaying an adventure to players if she feels uncomfortable running an adventure for players who have foreknowledge of the story.

No Spoilers: Spoiling plot points or using insider knowledge to affect game play is grounds for the GM to remove players from the table. You should be very careful about character knowledge versus player knowledge. If you are concerned about possible spoilers, take the GM aside and ask her how she would like to handle it.

Rewards: Replayng to make a legal table doesn't earn any rewards. The Chronicle sheet for the adventure is a placeholder. It should note that the scenario has been replayed for no credit and awards no credits, Fame, Reputation, XP, boons, item access, or any other benefits or disadvantages. You must track consumables, purchases, and conditions acquired by playing the adventure. This is the only exception to not having two copies of the same Chronicle sheet assigned to one character.

GM Star Replay: As a GM earns GM stars, she gains a limited ability to replay adventures (see Chapter 3: GM Basics). Note on the Chronicle sheet that you are using one of these limited replay opportunities (for example, "GM Star Replay #3").

Repeatable Scenarios: Some scenarios are designated as repeatable, having the Repeatable tag in the product tag listing.

Characters playing in these scenarios collect a Chronicle sheet and associated rewards, regardless of whether the player previously played the scenario. The only exception to this rule is that a player cannot play the same repeatable scenario with a character that already played the scenario—in those cases, the character uses the above guidelines for replaying and receives no rewards.

PLAYTESTS AND ERRATA

The Starfinder roleplaying game is a living game, and whether in the form of a playtest that varies from its final incarnation or errata or FAQ for the core rules, sometimes game elements change over the course of a PC's career. The following guidelines allow players to update or convert existing characters to use the most current rules. When rebuilding your character in any way, you must describe all changes on your next Chronicle sheet, and your GM must initial that section.

If an update or errata occurs during a Starfinder Society event, such as a convention, players may use the old version of their character for the remainder of the event, noting on their Chronicle sheets that they are playing with the "implementation delay." Players must update their character after the event before playing the character again.

Class Features and Archetype Abilities: If an ability score-dependent feature of a class or archetype is altered at any time, you can rebuild your character to its current XP. You can keep the same equipment, but you can resell any equipment that augments the altered ability score at its full market price.

If a class or archetype changes in such a way that you no longer have proficiency with a given weapon or armor type, you can sell

back the affected equipment—and *only* the affected equipment—at full market value. You can also swap out any feats directly associated with the affected equipment.

Feats: If a feat changes or is removed from the Additional Resources list, you have two options: you can switch the old feat for an updated feat of the same name in another legal source (if available), ignoring any prerequisites of the new feat you do not meet, or you can replace the feat (and any of the old feat's prerequisite feats) entirely with another feat for which you meet all the prerequisites. If any of the feat's changes directly reference one or more pieces of equipment you own (such as the weapon selected for the Weapon Focus feat), you can sell back that equipment at full market value.

Items: If the price of an item increases, you must sell back the affected equipment at its original full market value. So long as you have enough credits, you can repurchase the same item at its updated cost.

Spells: If the level of a spell changes, you must retrain the altered spell, replacing it with another spell of its original spell level. You can also retrain one spell of the altered spell's new level, but only in order to learn the altered spell. You must sell back any items that use that spell at their current full market value based on the spell's old level.

This guide is not able to cover all possibilities with regard to playtests and errata. Additional topics not covered in this section are sometimes discussed on forum posts at paizo.com/starfindersociety or in Starfinder Society blog posts at paizo.com/paizo/blog. Please consult those sources and apply those changes if any of your characters are affected by errata or playtest material.



CHAPTER 3: GM BASICS



Running games in the Starfinder Society Roleplaying Guild is not that much different from running a regular campaign, with a few minor caveats. Be sure to familiarize yourself with Chapter 2: Player Basics, Appendix 1: Character Creation, and Appendix 5: After the Adventure. You need to know what players know, what their expectations are, and how their characters are created, played, and advanced.

WHAT IS A GAME MASTER?

A Game Master (GM) is the person who adjudicates the rules and controls all of the elements of the story and world that the players explore. A GM's duty is to provide a fair and fun game. In the Starfinder Society Roleplaying Guild, a GM must also help players fill out their paperwork, ensuring each player has an accurate accounting of his character (PC), and must report the results of each game to the event coordinator or on paizo.com.

WHO CAN BE A GAME MASTER?

Anyone with a valid organized play number can run adventures in the Starfinder Society Roleplaying Guild. There are no tests to qualify as a GM. Neither are there feedback-based rating systems, wherein GMs are ranked by their players. While some players are hesitant to transition into the role of Game Master, local Starfinder Society groups and the campaign as a whole benefit as the pool of Game Masters increases. In many cases, players sitting at a new GM's table can offer guidance to help build that GM's skills and confidence, so don't be afraid to get behind the

screen and give a whole table of players a great Roleplaying Guild experience.

YOUR DUTIES AS GAME MASTER

As a Starfinder Society Roleplaying Guild GM, you have the following duties.

- Work with local coordinators to schedule an event for you to GM.
- Prepare an adventure to offer to players, including gathering the necessary supplies such as maps, miniatures, and reference materials.
- Welcome each player to the table and facilitate introductions (don't forget yourself!).
- Look over each player's character sheet and most recent Chronicle sheets for accuracy. Identify any egregious issues to the event coordinator to follow up on.
- Run the scenario as written and within the time constraints of the event.
- Give each player an accurate Chronicle sheet for that scenario based on the listed adventure rewards (see Filling Out a Chronicle Sheet on page 14).
- Complete reporting sheets that include additional tracking information and turn them over to the event coordinator.
- If you happen to be acting as both the GM and as the event coordinator, be sure to register your event on paizo.com. Afterward, report the results of your sessions on paizo.com in a timely fashion.

TIERS AND SUBTIERS

Starfinder Society Roleplaying Guild Scenarios are designed so that players of a variety of levels can participate in a given adventure together. Every scenario has a tier range and many have associated subtiers. Tiers indicate which character levels are legal for that scenario. If a PC's level does not fall within the tier, that character cannot legally play in that scenario.

- Tier 1 (no subtier)
- Tier 1-2 (no subtier)
- Tier 1-4 (Subtiers 1-2 and 3-4)
- Tier 3-6 (Subtiers 3-4 and 5-6)
- Tier 5-8 (Subtiers 5-6 and 7-8)
- Tier 7-10 (Subtiers 7-8 and 9-10)
- Tier 9-12 (Subtiers 9-10 and 11-12)
- Tier 12+ (High Content; Subtiers 12-13, 14-15, and 16+)

Within each tier, PCs or pregenerated characters should be used in the subtier in which they fall whenever possible, but they may be adjusted up or down, based on the Average Party Level at the table, as outlined below. For scenarios with more than two subtiers, characters must be in adjacent subtiers to play together.

DETERMINING AVERAGE PARTY LEVEL

In order to determine which subtier a mixed-level group of PCs must play in, calculate the group's Average Party Level (APL).

APL = sum of character levels/number of characters

Divide the total number of character levels by the number of characters in the party, rounding to the nearest whole number (this is an exception to the usual 'round down' rule). If the result of the Average Party Level calculation ends with 0.5, the players should decide whether to round up or down.

Scenarios are designed for six characters and contained methods to adjust for tables with four players.

LEGAL TABLE SIZE

The minimum table size for a Roleplaying Guild Organized Play session is four players. The recommended maximum is six players. In cases where you simply cannot seat four players, you may run a table of three players, and play an appropriate level pregenerated iconic character in order to meet the minimum table size of four PCs. Pregenerated iconic characters are available for 1st level, 4th level, and 8th level.

If seven players show up to an event, rather than turning someone away, consider adding a seventh person to the table. Check with the players to determine their preferences before running a seven-person table, as seven-person tables often overpower otherwise challenging adventures and limit the amount of time each player gets to shine in the given scenario.

Tables cannot have eight or more players.

ADDITIONAL PLAYABLE CONTENT

In addition to scenarios, the Roleplaying Guild also offers sanctioned Adventure Paths. This additional content works differently from standard scenario play as outlined below.

Characters: Depending on which mode the content is played, only certain characters are allowed.

Campaign Mode: For sanctioned Adventure Paths, GMs are allowed to use their own rules for character creation and running the presented content (the entire book or series). Credit is applied to an appropriate Roleplaying Guild character as if the character created were a pregenerated character.

Event Mode: Starfinder Society Roleplaying Guild characters are the only characters allowed. All Roleplaying Guild rules must be followed. Most playable products only give credit to legal Roleplaying Guild characters.

Standard pregenerated characters are allowed for use in event mode play in any adventure for which the character would be in the adventure's level range. Higher-level content requires a legal Roleplaying Guild character in the appropriate level range.

Sanctioned Content: A document will be created for each sanctioned Adventure Path that outlines the content for which players receive credit to be applied to legal characters as well as the Chronicle sheet(s) for that adventure. This document can be found on the product page for the sanctioned material or at paizo.com/starfindersociety/additional.

Time: Starfinder Society sanctioned Adventure Paths can take several sessions to complete. GMs are encouraged to work with players who miss one or more sessions when issuing Chronicle sheets. Until applicable Chronicle sheets are handed out, these characters may not be used in any other Starfinder Society Roleplaying Guild event.

APPLYING CREDIT

All players receive a Chronicle sheet unless, at the GM's discretion, they are replaying the Adventure Path for no credit.

MULTI-SESSION ADVENTURES AND EXTENDED PLAY

Roleplaying Guild characters can only played in one scenario or Adventure Path at a time. Characters are considered to be playing in a scenario or Adventure Path until they receive a Chronicle sheet for sanctioned content. GMs are advised to work with players who do not finish a scenario or Adventure Path to receive their Chronicle sheets. Players may receive partial credit for Adventure Paths based on the amount of sanctioned material they completed. If they have completed less than half of the adventure, they receive half of the adventure's credits, XP, and Fame, and they gain full access to the items that they found during play. If they have completed more than half of the adventure, they receive full credit for the adventure.

TABLE VARIATION

While the goal of the Starfinder Society Roleplaying Guild is to

provide an even, balanced experience to all players, doing so would require all PCs to be exactly the same and all GMs to be restricted to a stiflingly oppressive script. We understand that sometimes a Game Master has to make rules adjudications on the fly, deal with unexpected player choices, or even cope with extremely unlucky (or lucky) dice on both sides of the screen.

Scenarios are meant to be run as written, with no addition or subtraction to the number of creatures (unless indicated in the scenario), or changes to armor, feats, items, skills, spells, starships, statistics, or weapons. However, if the actions of the PCs before or during an encounter invalidate the provided tactics or starting locations, the GM should consider whether changing these would provide a more enjoyable play experience.

As a Starfinder Society Roleplaying Guild GM, you have the right and responsibility to make whatever judgments, within the rules, that you feel are necessary at your table to ensure everyone has a fair and fun experience. This does not mean you can contradict rules or restrictions outlined in this document, a published Starfinder RPG source, errata document, or official FAQ on **paizo.com**. What it does mean is that only you can judge what is right for your table during cases not covered in these sources.

Additionally, the GM may consider utilizing terrain and environmental conditions when those effects have been written into the flavor of a scenario but the mechanics that are normally associated with them by the *Starfinder Core Rulebook* have not been added to the encounters. GMs are always encouraged to reward role-playing when adjudicating the reactions of NPCs or the outcome of in-game encounters.

GMs may use other Starfinder sources to add flavor to the scenario, but may not change the mechanics of encounters. Specifically, the mechanics of an encounter are the creatures presented, the number of opponents in the encounter, and the information written into the stat blocks for those opponents. If an encounter is a trap, or skill check that needs to be achieved to bypass a situation, then the listed DCs and results are not to be altered, as they are the mechanics of that encounter. Additionally, if an encounter already includes mechanical effects of terrain, weather, or hazards, please be aware that these things are also considered mechanics that may not be altered. Roleplaying Guild GMs cannot ban legal character options at public events.

If a particular issue comes up repeatedly or causes a significant problem in one of your games, please raise any questions or concerns on the Starfinder Society forums at **paizo.com/starfindersociety**, and the campaign management staff will work to provide you with an answer to avoid confusion in the future. Even with unlimited time to address such concerns, however, there will always be slight table variation and Game Master fiat. The following sections provide advice on addressing some common table variations you should consider before running a Roleplaying Guild game.

CREATIVE SOLUTIONS

Sometimes during the course of a scenario, your players might

surprise you with a creative solution to an encounter (or the entire scenario) that you didn't see coming and that isn't expressly covered in the scenario. If, for example, your players manage to roleplay their way through a combat and successfully accomplish the goal of that encounter without killing the antagonist, give the PCs the same reward they would have gained had they defeated their opponent in combat. If that scene specifically calls for the PCs to receive a credits reward based on the gear collected from the defeated combatants, instead allow the PCs to find a credstick (or something similar) that gives them the same rewards. Additionally, if the PCs miss an NPC who carries a specific weapon that the PCs might be granted access to on the scenario's Chronicle sheet, don't cross that item off the sheet—instead, allow the PCs to find the item elsewhere as a reward for creatively resolving the encounter without resorting to combat.

The Starfinder Society Roleplaying Guild never wants to give the impression that the only way to solve a problem is to kill it. Rewarding the creative use of skills and roleplaying not only make Society games more fun for the players, but it also gives the GM a level of flexibility in ensuring players receive the rewards they are due.

But what if your players accidentally or intentionally kill an important NPC who was supposed to give them a crucial piece of information that's needed for the scenario to progress? This is a tough problem for the GM and requires improvisation. Don't decide the scenario is over just because the old man with the letter was caught in a crossfire and roasted alive by laser rifles, destroying both him and the important letter. Reveal that the letter survived by some freakish miracle (it was in a fireproof augmentation in his arm!) or maybe that the old man had a lackey who was watching from a nearby alley and knows everything the old man did, or another similar explanation. Improvisation will keep your scenario moving forward and help you work around unforeseen obstacles.

INFAMY AND ALIGNMENT INFRACTIONS

Players are responsible for their characters' actions. "That's just what my character would do" is not a defense for behaving like a jerk.

Alignment infractions are a touchy subject. Killing an innocent, wanton destruction, and other acts that can be construed as evil might be considered alignment infractions. Ultimately, you are the final authority at the table, but you must warn any player whose character is deviating from his chosen alignment. This warning must be clear, and you must make sure that the player understands the warning and the actions that initiated the warning. The PC should be given the opportunity to correct the behavior, justify it, or face the consequences. You can issue a warning to the player through a "feeling" he receives from his deity, a vision he is given, his conscience talking to him, or some other similar roleplaying event.

Infamy: As Starfinder has no rules for magical atonement, alignment infractions are tracked by the application of Infamy. When a character expresses the intent to perform a wantonly evil

or callously criminal action and you inform them that their action would be considered an evil action, if the character still persists in performing the action, you can apply a point of Infamy to the character. Because Starfinder Society characters cannot be evil, gaining Infamy does not mandate a change in the character's alignment, but rather, represents a step towards becoming evil.

Beyond GM intervention, some scenarios and written products may present evil solutions to situations. These actions will be called out within the adventure text as being appropriate to give a character partaking in them a point of Infamy. Still, the GM is the final arbiter on what constitutes an alignment infraction and when Infamy is gained by a character at the table.

Every point of Infamy represents the PC's reputation for performing evil actions. A character can have a maximum of 3 Infamy before that character must be retired; it is assumed characters with 3 points of Infamy become irrevocably evil and are no longer welcome to join standard Starfinder Society operations.

Effects of Infamy: A character can have an Infamy score between 0 and 3. Gained Infamy can be "bought off" by spending Fame (see the Basic Purchasing Plan boon on page 27). The following summarizes the effects of Infamy based on the number of points accrued:

0: No effect. The character is considered in excellent moral standing with the Starfinder Society.

1: The character has earned a reputation for performing unseemly deeds. The character reduces the maximum item level of equipment he can purchase by 1. This typically means that the PC can purchase equipment from outside the *Starfinder Core Rulebook* with an item level equal to his level - 1, he can only purchase equipment from the *Starfinder Core Rulebook* equal to his level, and can only purchase equipment listed on a Chronicle sheet if it is 1 level higher than his level.

2: The character is renowned for her evil exploits in the name of the Starfinder Society. The character reduces the maximum item level of equipment he can purchase by 2. This typically means the PCs can purchase equipment from outside the *Starfinder Core Rulebook* with an item level equal to her level - 2, or purchase equipment listed in the *Starfinder Core Rulebook* equal to her level - 1. A PC with this level of Infamy can only purchase equipment listed on her Chronicle sheets if it is equal to or less than her level.

3: The character has earned such a reputation that he is barred from participating in the Starfinder Society Roleplaying Guild, unless he spends Fame to reduce his Infamy score at the end of the session. If the character lacks sufficient Fame to reduce his Infamy score by the end of the scenario, the character is permanently retired from play.

Major Infractions: Characters who become wantonly evil by performing vile actions deliberately and without motive or provocation are retired from the campaign when they reach 3 Infamy and cannot reduce the value by spending Fame. This measure is a last resort; players should endeavor to play their characters in ways that are within the constraints of acceptable alignments, even if their characters have gained some Infamy.

If a character is retired as defined above, you should escalate the report to the event coordinator, or the local Venture-Captain or Regional Venture-Coordinator. If that Venture-Officer agrees with you, then the character is deemed wantonly evil and considered removed from the campaign. Again, these measures should be taken as a very last resort.

In the event of a wantonly evil character, record the character as "dead," and the person who enters the tracking sheet should check that box as well. If the event coordinator, Venture-Captain, or Regional Venture-Coordinator decides the character fits the criteria for being wantonly evil, she will then e-mail the Organized Play Manager to advise her of the situation, including the player's name, organized play number, and e-mail address. A player must be advised of these actions and be provided with a chance to contact their RVC to present their side of the case.

DEALING WITH DEATH

Given the dangers characters face once they become Starfinders, character death is a very real possibility (and a necessary one to maintain a sense of risk and danger in the game). Consider, however, that for a player new to Starfinder Society Roleplaying Guild, or to the Starfinder RPG in general, having his character experience a violent death during his first game can sour him on the campaign and the game altogether. While we don't advocate fudging die rolls, consider the experience of the player when deciding whether to use especially lethal tactics or if a character is in extreme danger of death, especially when the player is new to the game. Most players whose first experience in a campaign results in a character death don't return to the campaign.

Similarly, if the entire party is killed and can't be brought back to life, then the slot is over for everyone in the party. This means those players may have a substantial span of time before their next event at a convention with no game to play. Obviously, we hope that such total party kills never happen (and strive to balance the scenarios to make it unlikely)—but, sometimes, the dice just aren't with you and everyone passes into the Great Beyond.

CHRONICLE SHEETS AND RECORD KEEPING

Regardless of whether you participate in the Starfinder Society Roleplaying Guild at home or at a convention, your most important responsibility as a GM—other than providing your players a fair and fun gaming experience—is to keep a careful record of events on every scenario's Chronicle sheet.

Chronicle sheets record everything that a Starfinder Society Roleplaying Guild character does over the course of her career and serves as the official record of each character in the campaign so a character can be played under a number of GMs at events all over the world. Chronicle sheets also help prevent the rare unscrupulous player from cheating.

As you run your players through a Starfinder Society Roleplaying Guild adventure, there are four important things you must keep track of: Fame, Reputation, treasure, and conditions.

Tracking Fame and Reputation is fairly simple; it requires you to read over the success conditions in the back of the scenario before play and then record whether the PCs accomplish these missions during the scenario.

When you are looking over the character record sheets and Chronicle sheets of your players at the start of an event slot, if you notice anything that seems amiss, you can ask the player to explain any errors to you. If you believe a player to be cheating, please call over a coordinator to make a ruling.

If you are both the coordinator and the GM, it's your call how to proceed, though we recommend that you do so calmly, nicely, and with an open mind. The player might have simply made a mistake, or you might have made a mistake in your understanding of her Chronicle sheet and character record sheet. Remember that the game is supposed to be fun, so waste as little time as possible on drama and spend as much time as possible providing an exciting, action-packed scenario for your players.

If you find a mistake on a Chronicle sheet or character record, resolve it as fairly as possible, such as having the character spend additional credits needed to meet the full purchase price of the item, retrain any feats using the guidelines presented in the "Playtests and Errata" section of this document, or replace any prepared spells not legal for play. Check with your event coordinator, Venture-Captain, or Venture-Lieutenant if you are unsure of how to fix a mistake.

If you believe the player to be cheating, record the organized play number of the player in question and then ask her to leave your table. Afterward, send an e-mail to the Starfinder Society staff at organizedplay@paizo.com, including the player's number and detailing as much as you can remember about the sheet.

FILLING OUT A CHRONICLE SHEET

Following is a 10-step walkthrough of how to fill out a Chronicle sheet at the end of a scenario. Refer to the sample Chronicle sheet to the right for the locations of specific elements. Always fill out Chronicle sheets in pen, and write clearly and legibly at all times.

Step 1: Hand each of the players a blank Chronicle sheet and ask them to fill out the sections marked A–F, H, K, and O (Character Chronicle #, player/character info and slotted faction, Starting XP, Initial Fame, and Starting Credits). Each player should also list the factions for which her character earned Reputation during the adventure (V) and her current Reputation with those factions (W). The Character Chronicle # is the number of Chronicle sheets the player's character has applied to it; for example, upon completing a character's first scenario, the player should write "1" in this box; if this is that character's 34th scenario, this number should be #34.

When the players are done entering this information from their past Chronicle sheets, have them return the documents to you.

Step 2: Award the character XP. A PC receives XP only if he survives the scenario or completed at least three encounters over the course of the adventure and is raised from the dead by the scenario's conclusion. A character earns 1 XP for completing a

scenario. Mark this value in the shaded XP Gained field (I) and initial the adjacent box.

Step 3: Determine how much Fame the character earned over the course of the scenario. A character can typically earn a maximum of 2 Fame per scenario; 1 Fame for each success condition completed. Enter the number of Fame earned in the shaded Fame Gained field (L) and initial the adjacent box. Repeat this process for the character's Reputation and update the field for the appropriate faction (X). If the character gained any Infamy during the session, record the Infamy gained on the Infamy line (Y).

Step 4: Determine the Max Credits for the scenario based on the subtier played. Circle the applicable value (G). If the PC's level is not within the subtier played (such as a 1st- or 2nd-level character in Subtier 3–4), circle the Out-of-Subtier credits value. Write this value beside area G and circle it. This value represents the total credits value a character receives for defeating all enemies and finding all treasure in a scenario.

A player using a non-1st-level pregenerated character may choose to apply this Chronicle sheet to a 1st-level character by reducing this value to 720 credits for completing a scenario or 2,160 credits for completing an Adventure Path module.

If the PCs failed to earn the rewards listed for any of the scenario's encounters, deduct the amount listed for the applicable subtier from the value circled in area G. If the resulting value is

negative, use 0 instead. Place the result of this calculation in the shaded Credits Garnered field and initial the adjacent box (P).

Step 6: Allow any PC who qualifies to attempt a Day Job check and enter the result of this roll (detailed on page 45) in the Day Job field and initial the adjacent box (Q).

Step 7: Mark any special boons (T) the players did or did not earn (typically by crossing out unearned boons, but many scenarios provide specific instructions) and cross out any treasure items the party didn't find in the scenario (U); additionally, if you're running the lower subtier, always cross out all of the items listed for the higher subtier.

Return the Chronicle sheet to the player.

Step 8: Have the player record credits spent or gained from buying and selling items, including spellcasting services, in the Credits Spent section (R). If the character gained an ongoing condition like a curse or disease during the scenario, the player should note that on the sheet as well. See Dealing with Afflictions below for more information on noting conditions gained and cleared during a scenario or after its conclusion. Additionally, the player must list any boons or services his character gains by spending Fame as well as the benefits of any activities undertaken during Downtime other than a Day Job on the Chronicle sheet.

Any equipment purchased or sold with a price of more than 50 credits should be tracked on the character's Chronicle sheet (or suitable Inventory Tracking Sheet, if any), denoting the Character Chronicle # (A) next to the item purchased, sold, or expended during the course of the scenario or after its conclusion.

Step 9: Have the player finish the calculations on the right-hand side of the Chronicle sheet (sections J, M, N, and S).

Step 10: Review the completed Chronicle sheet and check the player's math. Ensure that the character has access to any items bought and that the correct costs were paid. Verifying this information now helps prevent errors from going unnoticed on future Chronicle sheets. Once you're satisfied with the information on the Chronicle sheet, fill in the gray box at the bottom of the sheet and sign off on the sheet (Z). For "Event," write in the name of the event you are playing at—if this is a home game or in-store game, just write "home game" or the name of the store. If it's a convention, write the name of the show and the year. For "Event Code," write in the event code associated with your event found on paizo.com/events.

DEALING WITH AFFLICTIONS

At the end of a scenario, a PC might have been afflicted with any number of possible afflictions, such as blindness, a curse, deafness, a disease, or a poison. Verify that the player recorded any such conditions on his Chronicle sheet and initial next to what he wrote (see below). It's specifically important that conditions be written legibly so the player and subsequent GMs can understand them.

If the PC purchased the casting of a spell or use of equipment to remove the condition, you need to make sure the player recorded that information at the bottom of the Chronicle sheet. If another PC cleared the condition by casting a spell, this information should be listed on the Chronicle sheet with the casting character's full

organized play number and character number written in next to the spell's name. If, during this scenario, a character resolved a condition gained during a previous scenario, check that the condition is listed as cleared on the Chronicle sheet for this scenario, and verify that the cost for resolving it or the PC who cleared it has been recorded.

Note: Any affliction that would result in an unplayable character must be resolved at the table once the game ends. This typically involves the *remove affliction* spell, either cast by a fellow PC or purchased as a service from an NPC. A character who does not resolve such conditions should be marked as dead.

REPORTING SCENARIO RESULTS

Once you have completed a scenario and filled out everyone's Chronicle sheets, someone needs to report the results of the scenario. For home games, GMs are always responsible for reporting their results. For convention games and retail store games, the coordinator (who might also be a GM) is responsible for reporting the results.

Whether you are running a game at home or at a convention, you should have a scenario tracking sheet for each session you run. These can be found in the back of most scenarios or online at paizo.com/organizedplay/myaccount on the GM/Event Coordinator tab. As you're checking over the players' completed Chronicle sheets, record each character's organized play number, character number, character name, faction, and Reputation earned during the scenario for reporting purposes. You'll also be required to report whether any characters died in the course of the adventure.

As soon as possible after the session ends, go to the GM/Event Coordinator tab linked above, and click "Report." Follow the instructions carefully, and enter the information from the tracking sheet into the form on the website. You'll note that we collect far less information online than each player's Chronicle sheets contains—this is intentional.

Most scenarios have reporting notes at the end of the adventure. These instruct a GM to check one or more boxes (A, B, C, or D) based on the PCs' choices and deeds, which help to shape the direction of the campaign. Be sure to check these boxes as instructed. Some scenarios also have a special faction objective, and if the PCs fulfilled those conditions, check the Special Faction Objective Fulfilled box during reporting.

Event coordinators at retail stores and conventions are generally responsible for reporting the results of each session. As the session finishes, simply fill out the items that need to be tracked online on the convention tracking sheet and turn it in to the coordinator. The coordinator will then input all that information online either during the convention or shortly thereafter. In retail games and at smaller conventions, the coordinator is also often a GM. Regardless of the location of play, do not forget to report the results—reporting is very important to the success of Starfinder Society!

GAME MASTER REWARDS

In the Starfinder Society Roleplaying Guild, we reward GMs for volunteering their time to run events. Any GM who runs a

scenario gets full credit for that scenario to apply to one of her own characters. GMs also receive additional rewards based on the number of scenarios they have run and reported (See Reporting Scenario Results on page 15 and GM Star Rewards below).

"Full credit" means the GM gets the following: 1 XP for the scenario, 100% of the maximum credits for the subtier most appropriate to the GM's character, 2 Reputation for any one faction for which the character has a Faction boon, and 2 Fame. For sanctioned Adventure Paths, full credit is 3 XP, 5 Reputation, and 5 Fame.

The GM can select any special boons bestowed by a Chronicle sheet. Boons for specific faction members may only be selected if the character that is receiving credit also receives Reputation for that faction. The GM's character receives Downtime (see page 45) and spends it upon applying the Chronicle sheet.

The subtier for which a GM's character receives credit depends on the character's level. If a GM with a 1st-level operative runs a Tier 1-4 scenario using Subtier 1-2, she takes a Subtier 1-2 Chronicle sheet for her 1st-level character. If she instead runs a Tier 1-4 scenario using Subtier 3-4, she still takes a Subtier 1-2 Chronicle sheet, as her PC clearly falls within the lower subtier.

If the GM with a low-level character runs a higher-tier scenario that doesn't include a legal subtier for her character, she takes the lowest-subtier Chronicle sheet from that scenario and holds it for her PC. Then, once her PC achieves the appropriate level for that Chronicle sheet to be applied, it is immediately applied at that time as if it had been gained by playing a pregenerated character (see Applying Credit in the Pregenerated Characters section on page 7). For example, if a GM with a 1st-level operative runs a Tier 3-6 scenario, she would take a Subtier 3-4 Chronicle sheet (the lowest subtier for that tier) for running the scenario and set it aside. Once her operative reaches 3rd level, she can immediately apply the Chronicle sheet to her character. This means that GMs' characters can potentially level gain several levels at a time.

A GM can assign credit for running an adventure in the same ways a player can, and must follow the same rules as a player when applying credit to a character. When you choose to take

a Chronicle sheet for GM credit, you must decide which of your characters receives the Chronicle sheet when you fill out the tracking sheet for that table. You must apply Chronicle sheets in the order they are received.

GM NOVA REWARDS

The Starfinder Society Roleplaying Guild offers a GM ranking system. This system uses novas to denote the activity and experience of a given GM. The novas are visible on your Starfinder Society ID card. You can earn up to four novas for running a certain number of reported games, as follows.

- Report 10 sessions as GM = 1 nova
- Report 30 sessions as GM = 2 novas
- Report 60 sessions as GM = 3 novas
- Report 100 sessions as GM = 4 novas

Details on obtaining a fifth nova will be revealed at a future date. All GMs receive the following rewards based on the number of GM novas that they have earned.

- They apply a bonus equal to their number of GM novas earned to rerolls gained via boons.
- They earn the ability to replay one scenario once (see Replaying Adventures on page 8) per nova earned.
- The ability to apply a special GM Nova reward Chronicle sheet to one character, available as a free download at paizo.com/starfindersociety.

ORDERING SCENARIOS

All available Starfinder Society Roleplaying Guild scenarios can be found at paizo.com/store/starfindersociety. Anyone can purchase a scenario PDF—all you need is a free paizo.com account. Scenarios are generally released during the last week of each month. At least one new scenario is released each month, with extra events and specials released throughout the year.



CHAPTER 4: ROLEPLAYING GUILD BASICS



The Starfinder Society Roleplaying Guild campaign functions much like a home campaign played with the Starfinder RPG, with the following adjustments.

CONDITIONS, DEATH, AND EXPENDABLES

In certain cases, the events of an adventure can affect a character even after that adventure has ended.

Conditions: Unless noted otherwise, all conditions gained during an adventure, including death, must be resolved before the end of the session. A condition in this context includes an affliction, a negative effect, or an effect that is intended to mechanically affect your character in a negative way. If such a condition isn't resolved by the end of play, the character should be reported as dead and becomes unplayable. However, a few conditions need not be resolved by the end of play, including permanent negative levels, ability drain that does not reduce an ability score to 0, and conditions that impose no mechanical effect.

Permanent negative levels, ability drain, and non-mechanical conditions being carried over to the next session should be recorded on the Chronicle sheet.

Players are encouraged to share their physical resources in order to resolve any and all conditions. They may not pool Fame. Characters can also sell off gear, including a dead character's gear, at 10% of its listed value to raise money to purchase an item or spell that will resolve the condition, though they can only do so in a settlement and they cannot sell off any items found during the current adventure that they haven't purchased. Characters can

use the rewards from the Chronicle sheet they earned in order to resolve any conditions. Characters who die during an adventure and are raised receive full XP for that adventure, as long as they completed at least three encounters.

A character who ultimately doesn't resolve conditions during or immediately after the adventure must be marked as dead, and is treated in the same manner (see Death below).

Death: Death is a threat for characters who undertake the Starfinder Society's dangerous missions. Unfortunately, death can happen in Starfinder Society Roleplaying Guild play just like any regular Starfinder RPG session. The basic rules for the Roleplaying Guild are that if a character dies during the course of an adventure:

- He can be raised by a character of appropriate class and level at his table by paying all costs associated with the *raise dead* spell.
- He can be raised by an NPC in an appropriately sized settlement by purchasing appropriate spellcasting services.
- He can be raised by spending the requisite Fame.

If the player chooses not to take any of the above options (or is unable to due to lack of resources or other complications), the character is permanently dead.

A dead character's player receives a Chronicle sheet for the adventure with no XP, Fame, Reputation, credits, or boons. The GM reports that character as dead on the Reporting Sheet provided with the adventure and on the character's Chronicle sheet. The player will need to make a new 1st-level character or play a different character to continue playing in the Starfinder Society Roleplaying Guild.

Expendables: Any wealth spent or resources expended during the course of an adventure must be tracked and recorded on either the Chronicle sheet or the PC's personal inventory tracking (such as the Inventory Tracking Sheet) as applicable.

PURCHASING GEAR AND SPELLS

In Starfinder Society Roleplaying Guild play, you can never buy, sell, or trade items with another player, but you may allow another player to borrow an item for the duration of an adventure. Characters may also expend consumables on behalf of their party members. Players are permitted to spend a character's credits to help a party member purchase spellcasting services such as *raise dead* or *remove affliction*. This includes pooling money to buy *raise dead* or *restoration* spell gems for use in the game. If the PCs buy an item using pooled money that they do not use during the adventure, one PC may purchase the item at the end of the adventure, paying the item's full cost. If no PC wants to purchase the item, the PC must sell the item back for 10% value, reimbursing each PC for half of what she paid into the pool.

Magic, hybrid, and technological items that can be used less often than once per day (such as once per week or once per month and so on) are considered to be usable once per adventure.

WHERE TO BUY EQUIPMENT AND SPELLCASTING SERVICES

For simplicity's sake, players can make purchases in a settlement up to the listed Maximum Item Value, adhering to the Always Available Items list below. Players can also procure spellcasting services if their characters are in a settlement, with the maximum available spellcasting level being equal to half the settlement's Maximum Item Level. While this isn't a true approximation of NPC spellcasting levels in a settlement, this calculation represents the availability of a settlement to call in outside assistance, or for the Society to get someone on site to assist the PCs. If outside of a settlement, PCs might be restricted from buying equipment, though this varies by adventure.

ALWAYS AVAILABLE ITEMS

You may always purchase the following items or equipment as long as you're in an appropriate settlement (see above).

- All equipment listed in the *Starfinder Core Rulebook* with an item level equal to your character level + 1.
- All equipment listed in sanctioned Starfinder content with an item level equal to your character.
- Any equipment listed on your character's Chronicle sheets with an item level equal to your character level + 2.
- All items and services purchased with Fame.

Beyond the gear noted above, your character is restricted to purchasing additional items either from his accumulated Chronicle sheets or by capitalizing on his Fame (see page 24). Weapons, armor, equipment, magic items and so on that are outside of these lists are not available for purchase at any time.

ITEM VALUE

Items must be purchased at full value. You can purchase items of less than full value only if they appear that way on a Chronicle sheet.

SPELLCASTING SERVICES

You may hire a spellcaster to cast a spell using the following rules.

To hire a spellcaster, you must be able to pay the credit cost. Page 234 of the *Starfinder Core Rulebook* covers the rules for purchasing spellcasting services, and the associated costs are listed in Table 7-38: Professional Services on page 235. If you don't have sufficient credits, the other players around the table can chip in, but they cannot be compelled to do so. You can also use Fame to purchase spellcasting services per the table on page 27 of this guide.

Purchased spellcasting is assumed to be cast using the minimum caster level. Spells without a level, such as *miracle* and *wish*, cannot be purchased as a spellcasting service.

You can hire a spellcaster to cast a spell for you at any time during an adventure as long as you're in a settlement with an appropriate Maximum Item Level, or have access to a temple, shrine, or wandering mystic, at the GM's discretion. For Starfinder Society Roleplaying Guild play, a PC can only purchase a spell as long as the spell level of the service is equal to half the settlement's Maximum Item Level. Please note that PCs can never purchase the traveling service of a spellcaster—in other words, a mystic from the local settlement is not going to accompany the PCs on their mission to investigate the nearby haunted starship or extraplanar breach for any price.

SPELLS

The following spells found in the *Starfinder Core Rulebook* are not legal for play and may never be used, found, purchased, or learned in any form by characters of the Starfinder Society Roleplaying Guild: *animate dead* and *reincarnate*. All spells and effects end at the end of an adventure with the following exceptions, which should be noted on the Chronicle sheet.

- Spells and effects with permanent or instantaneous duration that heal damage, repair damage, or remove harmful conditions remain in effect at the end of the adventure.
- Afflictions and harmful conditions obtained during an adventure remain until healed and carry over from adventure to adventure (except as noted under Conditions, Death, and Expendables on page 17).

FAME AND REPUTATION

While Fame and Reputation are related, they represent two different things within the Starfinder Society and serve different purposes. Reputation is a non-expendable score that represents your renown with Starfinder Society factions. Higher Reputation scores unlock resources that can be purchased with Fame from the factions and the Starfinder Society as a whole. As Reputation represents the character's overall

standing within a faction, a character's Fame represents what the Starfinder Society and her associated factions owe her in terms of boons, favors, and rewards. You earn Reputation by completing missions for the Starfinder Society or a faction, increasing your current Reputation with the associated faction by the listed amount.

Most Starfinder Society scenarios have the potential to award up to 2 Fame, typically by completing the primary and secondary success conditions. For every point of Fame you gain at the end of a scenario, you increase your Reputation with the faction currently slotted in your Faction boon slot by 1.

Faction Tag Scenarios: Oftentimes, a scenario with a Faction tag offers an additional Reputation award with the faction specified in the tag. For example, a scenario with the Faction (Wayfinders) tag would likely offer 1 point of Reputation towards the Wayfinders faction, regardless of what Faction boon your character had slotted for that scenario.

BENEFITS OF REPUTATION

A character's Reputation with her faction represents her renown and status within her faction. For every 10 points of Reputation she has accumulated with a particular faction, that character gains a cumulative +1 circumstance bonus on Diplomacy checks against members of that faction. Her Reputation might also afford her certain titles and incidental privileges and allow her to use Fame to purchase boons and equipment from her faction between scenarios.

SPENDING FAME

A character's Fame reflect the goodwill, political capital, and personal favors she has built up through service to the Starfinder Society. While a character's Reputation with a faction can provide certain titles and privileges, the most tangible benefits are acquired by spending Fame on aid, favors, spellcasting, or other services—in the form of boons—that might enhance a character or an adventure. In addition to the boons available to all Starfinders regardless of faction (listed in the All-Factions Boons table on page 24), each faction offers specific boons available only to its members (see Appendix 2: Factions at the end of this document for more information).

Regardless of a character's Reputation with a faction, the Fame cost for these boons remains the same—a character with 20 Reputation with the Dataphiles faction must spend the same amount of Fame to receive services as a character with 0 Reputation. Instead, Reputation determines what options are available to be purchased with Fame. As a character advances through the tiers of Reputation with a faction, more boons become available for her to spend her Fame on.

Once Fame is spent, it is spent permanently; it is not recovered automatically like lost Hit Points or ability score damage. The character can earn more Fame by participating in additional adventures.

Fame can be spent using the following rules.

- Player characters can't spend Fame during combat.
- GMs can choose to limit the number of times Fame may be spent during an adventure if player use becomes excessive and time is of the essence.
- Fame is designed to be spent by characters on themselves; PCs can't pool Fame to obtain more expensive boons or services unless the specific boon says otherwise.
- A character's ability to spend Fame is dependent on her being in contact with the Starfinder Society or other members of her affiliated factions. Unless noted otherwise, the Starfinder Society and most factions tend to have agents, contacts, or headquarters in most settlements within the Pact Worlds.
- To reflect the difficulty of contacting a Starfinder Society or faction agent in a settlement outside the Pact Worlds, Fame costs increase by 3 in the Drift and Near Space. The cost increases by 5 in the Vast.
- It is possible for a player character to spend her Fame even if the character in question is dead, petrified, or otherwise unable to take actions in the context of the current adventure. In essence, this represents the PC having made prior arrangements with the Starfinder Society or her affiliated factions to perform certain actions on her behalf, such as recovering her dead body and returning it to a specific location or having it raised from the dead. This cost also includes recovery of a character's lost equipment or the need to hunt down and kill a character's undead body before recovering it and bringing it back to life. In this event, the PC's actual location does not impact the Fame cost.

ROLEPLAYING GUILD POLICIES

The Roleplaying Guild is a living campaign and, as such, is constantly evolving. In between versions of this guide, updates to policies may be necessary to keep the organization running smoothly. Any updates are announced in the organized play blogs on paizo.com. After each announcement, copies of the new policy will be posted on the website at paizo.com/organizedplay/policies. Current policies include the Starfinder Society Community Behavior Policy, the Retail Incentive policy, and the Convention Support policy.

IMPLEMENTING CHANGES

Oftentimes, changes to the campaign, whether through errata, additional resources, or campaign clarifications, are made just before a convention or game day comes about. Unfortunately, this occurs most often when members of the Starfinder Society Roleplaying Guild aren't able to easily access such information. When this occurs, the member does not have to implement the change until after that convention or game session. GMs should mark any Chronicle sheet earned at that event as "ID," short for "implementation delay." Players then must update their characters to meet current campaign guidelines following the convention or game session.

APPENDIX 1: CHARACTER CREATION

This appendix details the steps for creating a character for the Starfinder Society Roleplaying Guild.

1. CHARACTER CONCEPT

The first step is to decide on a concept for your character. This likely involves reviewing Starfinder's available races, themes, and classes. Remember, you can use all products referenced in the Additional Resources document, found at paizo.com/starfindersociety/additional.

2. RACE

Select your character's race. The choices offered in Chapter 3 of the *Starfinder Core Rulebook* are always available. Additional races may be available if they are listed in the Additional Resources document, provided you own a copy of the appropriate source book. Other races are available as campaign boons; the Chronicle sheet on which such a boon is listed must be the first Chronicle sheet applied to a character.

Characters must be between the age of maturity and the maximum age (see Table 3-1 on page 41 of the *Starfinder Core Rulebook*). When determining the maximum age of a race, you can assume the dice results would be their theoretical maximum. For example, a human would have a maximum age of 120, while a ysoki would have a maximum age of 80.

3. CHARACTER THEME

All Starfinder Society Roleplaying Guild characters must select a character theme during character creation. Themes can be selected from the following resources:

- All themes listed in the *Starfinder Core Rulebook* are available for play.
- The Themeless Characters option (*Starfinder Core Rulebook* 28) can be selected as a theme.
- Any character themes listed in the Additional Resources document or made available through a Chronicle sheet.

4. CLASS

All Roleplaying Guild characters begin at 1st level. All classes and archetypes from the *Starfinder Core Rulebook* are legal for play. See the Additional Resources document regarding which archetypes and classes outside the *Starfinder Core Rulebook* are legal for play within the Roleplaying Guild, as well as the Campaign Clarifications document (paizo.com/starfindersociety/clarifications) for alterations to existing and new classes and archetypes.

5. ABILITY SCORES

Starfinder Society Roleplaying Guild characters buy their ability scores as detailed on page 18 of the *Starfinder Core Rulebook*. Starfinder Roleplaying Guild characters must use the Buying Ability Scores rules and should never use the optional methods of Ability Quick Picks or Rolling Ability Scores.

6. APPLY YOUR CLASS

With your character's ability scores determined, you can begin filling in pertinent character information. Determine your base attack bonus, saving throw bonuses, Hit Points (HP), Stamina Points (SP), and Resolve Points (RP). You should also mark down your character's 1st-level class features on your character sheet.

7. SKILLS AND FEATS

Feats and skills are essential to a Starfinder character. Each class grants a certain number of skill ranks at each level to invest in skills. Characters with a high Intelligence score also receive bonus skill ranks (*Starfinder Core Rulebook* 16). Review Chapter 5 of the *Starfinder Core Rulebook* for the details of skills and the benefits they grant.

Most characters begin play with one feat, though humans and other races may gain a racial bonus feat. Each class may grant characters additional feats as they advance in level—see individual class entries and Chapter 4 of the *Starfinder Core Rulebook* for further details.

For all other sources, reference the Additional Resources document regarding which feats are available for your character.

Skills: Each time a character invests a skill rank in Culture, she may choose a language listed on page 40–41 of the *Starfinder Core Rulebook*. In addition to languages presented on this list, a character can select any other language listed on one of her Chronicle sheets.

Some skills can be utilized during a character's Downtime. See Appendix 5: After the Adventure on page 45 for more information.

8. EQUIPMENT

All characters begin with 1,000 credits to spend on armor, weapons, and other equipment. Characters can purchase any piece of equipment listed in Chapter 7 of the *Starfinder Core Rulebook* with an item level no greater than 2nd. Characters can purchase any piece of equipment authorized by the Additional Resources document with an item level no greater than 1st.

Characters retain any remaining credits on a personal credstick that can be used for future purchases.

9. FINISHING DETAILS

The last step to character creation is filling in remaining details as explained on page 16 of the *Starfinder Core Rulebook*. Listed below are additional considerations for Starfinder Society Roleplaying Guild characters.

ALIGNMENT

Select one of the following alignments (see *Starfinder Core Rulebook* 24): chaotic good, chaotic neutral, lawful good, lawful neutral, neutral, or neutral good. Players may not play evil characters. When choosing an alignment, be sure it satisfies any alignment requirements for your character's theme (such as the priest theme).

NATURAL DISABILITIES

The Starfinder Roleplaying Game allows for characters to be naturally blind or deaf as part of character creation; these character options are allowed as part of the Starfinder Society Roleplaying Guild. The selection must be made at character creation and cannot be reversed. A character can choose to be either naturally blind or naturally deaf; he cannot choose to be both. A blind character gains the tactile version of any language he knows, while a character who begins play deaf automatically knows the signed versions.

DEITIES AND PHILOSOPHIES

Characters can worship any deity or philosophy listed on page 482 of the *Starfinder Core Rulebook*, or any other source listed in the Additional Resources document.

Characters with the priest character theme must choose as deity or philosophy whose alignment is within one step (on either the good-evil axis or the law-chaos axis) of the character's alignment.

HOME WORLD

This is where your character was raised, and it must be your racial home world or one of the Pact Worlds presented in the *Starfinder Core Rulebook*. Additional Resources and Chronicle sheets may include options for additional home worlds for new characters.

LANGUAGES

Characters gain some languages based on their race and home world, but might speak additional languages depending on their Intelligence or class. All Starfinder Society Roleplaying Guild characters are literate and speak Common. A character with a high Intelligence score can select bonus languages from the list on page 40–41 of the *Starfinder Core Rulebook*.

STARSHIP

The Starfinder Society provides Starfinders with starships, based on the needs of the mission. See Appendix 3: Starships for more information on how starships work in the Starfinder Society Roleplaying Guild.

FINE TUNING

Now it's time to fine-tune the details of your character's appearance and background. Make a few notes on how your character appears to others that you can use to introduce your character at the table. Read through Appendix 4: The Universe of the Starfinder Society

for information on the campaign setting and consider incorporating that information into your character's background.

The Starfinder Roleplaying Game uses a standard 1-inch grid to determine tactical positioning in combat and a 1-inch hex map to track starship combat. Choose a physical representation of your character to use on the grid. Paizo works with Reaper Miniatures, Ninja Division, and WizKids to offer a wide variety of gaming miniatures—metal and plastic, painted and unpainted—to help you find just the right figure for your character.

10. FACTION

At character creation, your character can join for one of five factions. Your character can champion multiple factions during the course of her career, but she must select a single faction to start with. You gain the champion boon (listed in Appendix 2: Factions) associated with that faction. Detailed descriptions of the factions, as well as benefits of membership, faction goals, and associated rewards appear in Appendix 2. A brief summary of each follows.

Acquisitives: Members of the Acquisitives seek to increase their personal fame and fortune through working with the Starfinder Society. As the Society's newest faction, the Acquisitives build their reputation by increasing the galactic prestige of the Starfinder Society.

Dataphiles: If information is power, the Dataphiles seek to become the most powerful faction within the Starfinder Society. The Dataphiles believe in curating all data (both digital and physical) and that they alone are worthy of deciding what is fit for public consumption.

Exo-Guardians: Agents of the Exo-Guardians work to protect the Pact Worlds against the various as-of-yet unknown threats of the Vast. Their members crusade into Near Space and the Vast to amass equipment, knowledge, and magic believed to be essential in protecting the Pact Worlds.

Second Seekers [Luwazi Elsebo]: The Second Seekers are an informal faction dedicated to pursuing the agenda of the Society's current leader, the First Seeker. Luwazi Elsebo is the current nominated First Seeker, and she seeks to uncover the mysteries surrounding the recent Scoured Stars incident.

Wayfinders: Named for an old relic of bygone explorers, the Wayfinders seek to explore space and create peaceful relationships with new species. Members of Wayfinders often act as first contact ambassadors, as well as explorers to the absolute frontiers of known space.

APPENDIX 2: FACTIONS

Factions have existed within the Starfinder Society since the organization's inception. Each faction supports its agents working within the Starfinder Society. All Society agents know that their allegiance is first to the Starfinder Society, followed by any faction allegiances they might maintain. In fact, most factions within the Starfinder Society actively cooperate, working together despite differing goals.

FACTION BOON SLOT

Every faction offers unique boons that allow a character to champion that faction. As described in Appendix 1: Character Creation, characters receive a champion Faction boon for one of the five major factions during character creation. The name of these boons is universally [Faction Name] Champion. These boons allow the character to earn Reputation with the associated faction after successfully completing a scenario. Throughout a character's career, she can purchase additional faction champion boons to allow her to champion additional factions.

FACTION OVERVIEWS

The following sections describe the factions, their general objectives, and their goals for the current season. Following this is a compilation of rewards that members of factions may spend their fame on. There are no restrictions on what factions characters can belong to, but the typical tasks set by a faction may be harder for characters of some classes to achieve.



ACQUISITIVES

The disastrous disappearance of the majority of the Starfinder Society's resources in the Scoured Stars incident was the catalyst behind the birth of the Acquisitives faction. In the hard times that followed the disaster, the Starfinder Society turned to several notable mercenary organizations, hiring freelance agents to perform duties once handled by Starfinders. Many of these hired contacts and mercenaries saw the usefulness of a continued "working relationship" with the Society, and they decided to join as the first new generation of recruits finished their accelerated training.

Faction Leader: Radaszam "The Dealmaker" (N male vesk operative)

Motto: Fame, glory, and money. We want it all.

Objectives: True to their history, Acquisitives are the most mercenary of the Starfinder Society factions. Their goals often involve promoting the Starfinder Society to the extent that it will increase the personal reputation of all members. They stockpile funds and resources, believing that by maintaining such a treasury, the faction can make itself indispensable to other factions within the Society. Indeed, many Starfinders pledge themselves, to varying degrees, to the Acquisitives faction for access to these assets. This influx of recruits is the direct by-product of the Acquisitives' existing cache of resources, not to

mention their preference of sending Starfinders on missions leading to personal glory and monetary enrichment.

Season 1 Goal: Given their recent debut in the Starfinder Society, the Acquisitives are keen to prove themselves. The Acquisitives strive to overcome the recent galactic stigma that Starfinder Society is on its last legs. They work to maintain the Society's public image so that First Seeker Luwazsi Elsebo and her followers in the Second Seekers faction can better unravel the mysterious events in the Scoured Stars.



DATAPHILES

There have always been members of the Starfinder Society obsessed with the acquisition and distribution of data. For many, that is their primary reason for joining the Society in the first place. The Dataphiles are a faction of like-minded individuals who work to regulate the flow of information both inside and out of the Starfinder Society.

Faction Leader: Historia-7 (LN female android mechanic)

Motto: Knowledge is power.

Objectives: Churches, corporations, governments, and other organizations all have secrets. The Dataphiles work to uncover these secrets, deciding what to share and what to store in their vast data vaults inside Archive's Cortex, a sector of the Lorespire Complex in Absalom Station. While not all information is shared beyond the Dataphiles' archives, the simple act of guarding knowledge acts as a guiding light for the Dataphiles. Data comes in many forms, and the Dataphiles employ more than just computer specialists in their ranks. Those Starfinders skilled at withdrawing information from sentient creatures, either by coercion, discourse, or trickery are highly sought. As their sites of interest are often some of the most well-defended installations in the galaxy, the Dataphiles also have a pressing need for trained combat specialists—whether as a strong arm protecting a hacker during a delicate operation or an armed ally capable of getting the prize out alive.

Season 1 Goal: While fascinated by the unanswered questions surrounding the events of the Scoured Stars, the Dataphiles are more interested in the other galactic organizations who've withheld information on those worlds. Research following the events in the Scoured Stars incident have led to several important organizations, both within the Pact Worlds and beyond, holding information relating to that mysterious region of the space. Exactly what this information is, and why these organizations have kept it from the Starfinder Society, is something the Dataphiles plan to extract—by force, if necessary.



EXO-GUARDIANS

The Exo-Guardians have existed in various forms within the Starfinder Society for the past century. Dedicated to preserving the Pact Worlds from external threats, the Exo-Guardians work closely with the Starfinder Society, using

the latter's far-reaching travels and discoveries to identify galactic threats early. While most of the original Exo-Guardians were involved in the mission to the Scoured Stars, a handful remained behind. They have since worked to reform the faction to serve the recovering Society.

Faction Leader: Zigvigix (LG host shirren soldier)

Motto: The sword that seeks the darkness.

Objectives: The creed of the Exo-Guardians is to protect the Pact Worlds from external threats. In the context of their membership within the Starfinder Society, this most often relates to participating in missions to acquire relics or technology of a defensive nature. Exo-Guardians excel in missions that lead to such discoveries, but also serve an important secondary role within the Society of 'sending a message' to threats that interfere in Society business. Be it a derelict starship overrun with mindless alien vermin or a supposedly impenetrable fortress operated by forces opposed to the Society, it's often the Exo-Guardians who come in to handle the situation.

Season 1 Goal: The Exo-Guardians strive to maintain their agenda in the face of the Scoured Stars disaster. While committed to assisting the First Seeker in her mission of uncovering the truth of what happened during the ill-fated expedition, the Exo-Guardians' primary purpose in the revitalized Society is to remain vigilant against other external threats. To this end, while the Society works on uncovering the truth of the Scoured Stars, the Exo-Guardians seek out and defend against other threats, while also building up a stockpile of magic and technology for the Society to use should they travel to the Scoured Stars again.



SECOND SEEKERS

Where the First Seeker leads, the Second Seekers follow. Exemplifying dutiful service, the Second Seekers follow through on the Society's pledge to support the First Seeker, the elected head of the Starfinder Society. Unlike other factions, the goals of the Second Seekers vary over time, adapting to each new leader's mission.

Luwazi Elsebo is the current nominated First Seeker, though her appointment has yet to be made official by the Starfinder Society intelligence, Guidance. In order to become a fully empowered First Seeker, Luwazi endeavors to uncover the truth of what happened to the previous First Seeker by breaching the seemingly impenetrable barrier surrounding the Scoured Stars.

Faction Leader: Luwazi Elsebo (NG female human envoy)

Motto: A new way forward. (Luwazi Elsebo's motto)

Objectives: The Second Seekers work to further the agenda of the currently elected First Seeker. As such, the objectives for this faction are directly related to a specific First Seeker and the current season goal.

Season 1 Goal: Discovering what befell the recent Starfinder expedition to the Scoured Stars is the primary motivation of Luwazi Elsebo. To this end, the Second Seekers research what few leads the Starfinder Society has on the events of the Scoured

Stars in hopes of finding actionable information. The First Seeker directs as many resources as she can without disrupting critical Society operations to discovering a means of piercing the Godshield that surrounds the Scoured Stars.

Special Note: Unlike other factions, the Second Seekers' goals closely mirror those of the current First Seeker. As future First Seekers fill that role, the previous First Seeker's missions will give way to his or her successor. PCs can still gain reputation for the previous First Seeker's faction by completing non-faction scenarios. Rather than simply noting the Second Seekers faction on a character sheet, the player should follow the faction name with the name of the appropriate First Seeker. An example would be: "Second Seeker (Luwazi Elsebo)."



WAYFINDERS

Members of the Wayfinders are some of the Society's foremost experts in first contact scenarios. An organization dedicated to fully pursuing the Starfinder Society's mission statement of exploration, the Wayfinders are at the forefront of each expedition to scan a planet, set foot on an asteroid, or greet a previously unknown species. Wayfinders have a natural passion for exploration, be it through social situations with new species or discovering ancient alien ruins.

Faction Leader: Fitch (CN female ysoki technomancer)

Motto: First into the unknown.

Objectives: The Wayfinders are paragons of the greater Starfinder Society's drive to explore the innumerable worlds accessible with the advent of the Drift. They, more than any other group within the Society, focus their efforts outside of the Pact Worlds. Traveling through Near Space and the Vast, the Wayfinders live for the thrill of discovery, bringing their findings back to the Lorespire Complex for proper cataloguing and dissemination.

Season 1 Goal: Many organizations outside of the Starfinder Society decry the events of the Scoured Stars as a sign that the Society's rampant exploration could be more trouble than it's worth. The Wayfinders strive to continue their mission, regardless of outside doubt and derision. They hope to make an important discovery that will prove the value of the Starfinder Society's expeditions, something all the Pact Worlds can see and appreciate.

NEW FACTIONS

There are innumerable entities and organizations in the galaxy, and some represent unique factions yet to make major inroads with the Starfinder Society. During the course of play, it's possible for a character to receive a special Chronicle sheet reward that allows admission into one of these new factions. The rules for joining these factions, as well as gaining reputation and spending Fame for faction-specific rewards, will be listed with the associated Chronicle sheet.

FACTION REWARDS

Each of the five major factions offers a variety of rewards, accessible at varying tiers of reputation, that PCs can purchase with Fame. Along with these faction-specific rewards, several generic rewards exist for every faction, depending on the amount of Reputation earned.

Reputation Tiers: There are a total of five Reputation Tiers a character can progress through with a faction. As a PC earns Reputation associated with a faction, she unlocks additional benefits and access to more boons. A PC's overall standing is represented by her Reputation Tier. These tiers number 0 through 4, with a Reputation Tier of 0 representing no advancement within a faction, while a Reputation Tier of 4 is the height of prestige within a faction. To advance in Reputation Tiers, a character must collect the requisite amount of Reputation as detailed on Table 2-1.

TABLE 2-1: REPUTATION TIER THRESHOLDS

Reputation Tier	Reputation
0	0+
1	5+
2	15+
3	25+
4	45+

ALL FACTIONS

The following is a list of purchasable rewards for all factions.

Special Note: To calculate your current Reputation Tier for the purpose of all-factions boons, add up your total Reputation from all factions. For example, a character with 5 Reputation with the Wayfinders and 11 Reputation with the Exo-Guardians would have 16 Reputation with all factions and have access to Tier 2 all-factions rewards.

ALL-FACTIONS BOONS

Name	Tier	Type	Cost	Description
Basic Hiring Access	0	Ally	1	An ally with a basic skill bonus
Basic Purchasing Plan	0	Slotless	Varies	Access to always available purchases
Starship Towing	0	Slotless	5	Get a tow when your starship is crippled
Amateur Hiring Access	1	Ally	2	An ally with a minor skill bonus
Sellback Plan	1	Slotless	Special	Sell back previously purchased boons

Professional Hiring Access	2	Ally	2	An ally with a high skill bonus
Elite Hiring Access	3	Ally	2	An ally with a very high skill bonus
Untarnished Reputation	3	Slotless	1	One-time Infamy reduction
Master Hiring Access	4	Ally	2	An ally with the best skill bonus

ACQUISITIVES

The following is a list of purchasable rewards for the PCs in the Acquisitives faction.

ACQUISITIVES BOONS

Name	Tier	Type	Cost	Description
Acquisitives Champion	0	Faction	2	Champion the faction
Abundant Ammunition	1	Starship	1	Extra ammo for starship weapons
Publicist	1	Ally	2	An ally maintains your public image
Purveyor of Fortunes	1	Slotless	0	Gameplay objective boon
Acquisitives Champion, Improved	2	Faction	4	Gain additional benefits for your faction
Known Quality	2	Social	2	Improve day job checks
Skillful Sales	2	Slotless	2	Increase sale value of equipment
Sponsorship	2	Social	2	Gain an extra Promotional boon slot
Personalized Hull	3	Starship	2	Re-roll starship critical hits on your ship
Shameless Sponsorship	3	Social	3	Gain a third Promotional boon slot
Balanced Nepotism	4	Slotless	4	Start a character with 10 Reputation

DATAPHILES

The following is a list of purchasable rewards for the PCs in the Dataphiles faction.

DATAPHILES BOONS

Name	Tier	Type	Cost	Description
Dataphiles Champion	0	Faction	2	Champion the faction
Digital Presence	1	Slotless	0	Gameplay objective boon
Expert Blackmail	1	Social	1	Use Resolve to influence others
Enhanced Targeting	1	Starship	1	Increase range of starship weapon
Backup Info Check	2	Slotless	1	Rerolls on pre-adventure skill checks
Computational Savant	2	Starship	3	Extra node for computers on starship
Dataphiles Champion, Improved	2	Faction	4	Gain additional benefits for your faction
Digital Imp	2	Ally	2	Digital ally provides remote hacking
Data Concierge	3	Ally	2	Access to outside skill assistance
Ruthless Blackmail	3	Social	3	Improved influence from blackmail
Information Sharing	4	Slotless	4	Access a boon from this PC

EXO-GUARDIANS

The following is a list of purchasable rewards for the PCs in the Exo-Guardians faction.

EXO-GUARDIANS BOONS

Name	Tier	Type	Cost	Description
Exo-Guardians Champions	0	Faction	2	Champion the faction
Collector and Examiner	1	Ally	2	Deliver alien remains for future insight
Pact Worlds Defender	1	Social	1	You and nearby allies better resist fear
Theoretical Historian	1	Slotless	0	Gameplay objective boon
Exo-Guardians Champion, Improved	2	Faction	4	Gain additional benefits for your faction

Expert Gunnery	2	Starship	2	You can reroll critical hits against foes
Tools for the job	2	Slotless	2	Use fame to access better equipment
Untarnished Reputation	2	Slotless	1	One-time Infamy reduction
Fusion Guild Contact	3	Social	Varies	Access to cheaper weapon fusions
Ammo Caddy	3	Ally	3	A trained ally reloads your weapon
Starship Schematic	4	Slotless	4	Access a new starship

SECOND SEEKERS (LUWAZI ELSEBO)

The following is a list of purchasable rewards for the Second Seekers (Luwazi Elsebo) faction.

SECOND SEEKERS (LUWAZI ELSEBO) BOONS

Name	Tier	Type	Cost	Description
Second Seekers Champions	0	Faction	2	Champion the faction
Field Trainee	1	Ally	1	An ally helps you in and out of combat
Instructor	1	Social	2	Mentor a future Starfinder in your spare time
Rugged Hull	1	Starship	2	Increase the CT of your starship
Society Shepherd	1	Slotless	0	Gameplay objective boon
Efficient Administrator	2	Ally	2	Grant a bonus to other Ally boons
Second Seekers Champion, Improved	2	Faction	4	Gain additional benefits for your faction
Team Spirit	2	Slotless	1	Access to less costly <i>raise dead</i>
Scrappy Little Ship	3	Starship	3	Your ship endures under sustained attack
Uniter	3	Social	5	Count Tier 1 factions as being Tier 2
Rising Star	4	Slotless	4	You've helped rebuild the Society

WAYFINDERS

The following is a list of purchasable rewards for the PCs in the Wayfinders faction.

WAYFINDERS BOONS

Name	Tier	Type	Cost	Description
Wayfinders Champion	0	Faction	2	Champion the faction
First Contact Step-In	1	Social	1	Use Resolve to reroll first contact skills
Improved Drift Engine	1	Starship	1	Better starship Drift Engine
Mobile Translator	1	Slotless	2	Gain equipment to help translate languages
Worldwide Expert	1	Slotless	0	Gameplay objective boon
Enhanced Shield Regeneration	2	Starship	2	Reduce the time for shield regeneration
Living Translator	2	Ally	2	Gain an ally with access to other languages
Wayfinders Champion, Improved	2	Faction	4	Gain additional benefits for your faction
Alien Access	3	Social	3	Gain access to alien technology
Alien Observer	3	Ally	2	Reduced cost for body retrieval
Alien Allies	4	Slotless	4	Access a new alien race for play

BOON LIST

The following section includes descriptions for all boons purchasable with Fame.

Abundant Ammunition (Starship Boon)

Your faction provides you with ample starship ammo for important missions.

Prerequisites: Acquisitives Tier 1

Cost: 1 Fame

Benefit: When this boon is slotted, select one starship weapon with the limited fire special property on the group's starship. The selected weapon increases the value of the limited fire value by half (rounded down). For example, a limited fire 5 weapon would become limited fire 7. This boon can be used to improve weapons gained as a result of other Starship boons.

Special: Multiple copies of this boon can be used on a starship, but each copy must affect a different weapon.

Acquisitives Champion (Faction Boon)

You've declared your allegiance to the Acquisitives and dedicate your missions to furthering the goals of that faction.

Prerequisites: Acquisitives Tier 0

Cost: 2 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Acquisitives faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

Normal: A character gains no Reputation unless he has a Faction boon slotted.

Acquisitives Champion, Improved (Faction Boon)

Your allegiance with the Acquisitives means you gain personal bonuses for completing related mission objectives as well as championing the faction.

Prerequisites: Acquisitives Tier 2

Cost: 4 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Acquisitives faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of the scenario.

In addition, once per adventure, when you succeed at a Culture or Intimidate skill check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Normal: A character gains no Reputation unless he has a Faction boon slotted.

Alien Access (Social Boon)

Your continued devotion to exploring the Vast pays off in the form of easier access to alien technology.

Prerequisites: Wayfinders Tier 3

Cost: 3 Fame

Benefit: You gain a +2 circumstance bonus to skill checks related to negotiating for equipment outside of the Pact Worlds. This also applies to skill checks where a successful result would secure you and your party a gifted alien item (typically detailed in the Treasure section of an encounter). In addition, you always have access to new equipment found on your Chronicle sheet, regardless of whether you are in an appropriate settlement. You can purchase this equipment at a 10% discount, and it arrives via a non-combat starship within 1d3 days.

Alien Observer (Ally Boon)

The Wayfinders have attached an alien observer to watch over your missions and report back to its people.

Prerequisites: Wayfinders Tier 3

Cost: 2 Fame

Benefit: You bring along a noncombatant alien observer belonging to a species from outside of the Pact Worlds. This alien does not take part in combat. It speaks Common and its native

language. The alien observes your actions, but it does not take part in any encounters; it refrains from involving itself in combat or making skill checks. Because of the importance of preserving the observer, while this boon is slotted, you and other characters taking part in the scenario reduce the Fame cost to purchase a body recovery by a rescue team (see the Basic Purchasing Plan boon) by 2. If you gain Infamy at any point while this boon is slotted, you immediately lose this boon.

Special: You can only benefit from one copy of this boon at a time; this boon's effects do not stack with those of other Alien Observer boons.

Amateur Hireling Access (Ally Boon)

You can requisition amateur assistance from the Starfinder Society.

Prerequisites: All Factions Tier 1, Basic Hireling Access

Cost: 2 Fame

Benefit: This boon acts as Basic Hireling Access, except the total bonus to your ally's skill check bonus is now equal to 2 + your level.

Special: This boon supersedes the skill bonus used by Basic Hireling Access. When slotting this boon, you select any skill set from Basic Hireling Access that you already purchased but use the improved skill check bonus instead.

Ammo Caddy (Ally Boon)

A skilled weapons expert follows you into combat, reloading your weapons at critical moments.

Prerequisites: Exo-Guardians Tier 3

Cost: 3 Fame

Benefit: You recruit a non-combat ally who can assist you by reloading your weapon. Once per adventure, you can spend 1 Resolve Point to have the caddy reload one weapon in your possession, as long as you have the requisite spare ammo to provide. The reloading occurs at the beginning of your turn or at the end of your turn (your choice). If reloading the weapon would take more than 1 round, this instead reduces the time to reload the weapon by 1 round. It is assumed the caddy carries a set of your ammunition appropriate for each of your weapons, but will only reload one weapon once per adventure.

Backup Info Check (Slotless Boon; Limited-Use)

You have access to several invite-only infosphere data repositories and forums.

Prerequisites: Dataphiles Tier 2

Cost: 1 Fame

Benefit: Most scenarios include a mission briefing with one or more relevant skill checks that you can attempt to learn information important to the scenario. Some scenarios include skill checks prior to the PCs arriving at the adventure location. Typically, these skill checks include a table with information provided based on varying DCs; with this boon, you can reroll one of these skill checks and use the higher of the two results. Skill checks occurring after the start of the first encounter of the scenario cannot be affected by the purchase of this boon.

Special: You can purchase this boon multiple times, but only once per skill check.

Basic Hireling Access (Ally Boon)

You can requisition basic assistance from the Starfinder Society.

Prerequisites: All Factions Tier 0

Cost: 1 Fame

Benefit: You bring on a non-combat ally that can assist with a certain set of skill checks. This ally can perform the listed skills with a total bonus equal to your level. You must expend any necessary actions and be in range to perform the action yourself. The ally's result cannot be modified by class abilities or spells, but can be improved by a successful aid another action. The ally does not participate in combat, cannot be killed outside of combat, and has no effect other than providing the ability to attempt skill checks.

When you select this boon, you must select one of the following sets of skills.

Set 1: Computers, Engineering, Physical Science

Set 2: Bluff, Diplomacy, Intimidate

Set 3: Culture, Medicine, Survival

Set 4: Life Science, Mysticism, Physical Science

Special: You can purchase this boon multiple times. Each time you purchase this boon, you can select a different set of skills from the list above. When slotting this boon, you can only select one of the skill lists you have available from the above list, even if you have purchased multiple lists.

Basic Purchasing Plan (Slotless Boon; Limited-Use)

The following is a list of purchases available to all members of the Starfinder Society.

Prerequisites: All Factions Tier 0

Cost: Varies (see below)

Benefit: Every Starfinder can acquire certain services from the Starfinder Society by spending Fame. All Starfinders have access to the following list of services.

TABLE 2-2 BASIC PURCHASES

Award	Cost*
+4 to any one skill check**	1 Fame
<i>Dispel magic</i>	1 Fame
<i>Lesser restoration</i>	1 Fame
<i>Make whole</i>	1 Fame
<i>Remove affliction</i> (CL 7th)	1 Fame
<i>Break enchantment</i>	2 Fame
<i>Greater dispel magic</i>	2 Fame
<i>Restoration</i>	2 Fame
<i>Regenerate</i>	6 Fame
Have your body recovered by a rescue team	5 Fame
<i>Raise dead</i>	14 Fame
Reduce Infamy by 1	4 Fame
<i>Mnemonic editor</i> (mk varies)	4 × mk of the editor purchased***

* Increase cost by 3 in Near Space and 5 in the Vast

**Does not include Day Job check

***Mk 1 = 4 Fame, mk 2 = 8 Fame, mk 3 = 12 Fame, mk 4 = 16 Fame

Special: This boon can be purchased multiple times, as it strictly allows access to purchase the services listed above.

Collector and Examiner (Ally Boon)

The Exo-Guardians host a variety of professionals interested in researching alien life from the Vast. One such researcher would like to work with you.

Prerequisites: Exo-Guardians Tier 1

Cost: 2 Fame

Benefit: You have a growing relationship with a researcher among the Exo-Guardians. At the end of a scenario for which you've slotted this boon, you can return one, and only one, mostly intact cadaver of a defeated significant enemy (*Starfinder Core Rulebook* 242) for the ally to study. Mark the creature type (such as aberration, fey, or ooze) of the collected cadaver on your Chronicle sheet. While this boon is slotted, you gain an insight bonus to Engineering, Life Science and Mysticism checks to identify creatures corresponding to creatures of the types you have collected. The bonus is equal to the number of corpses of that creature type collected, up to a maximum of +3. The bonus represents your correspondence between you and your examiner ally, and it does not mean the examiner is physically present during the adventure.

Computational Savant (Starship Boon)

You've mastered the art of getting the most out of starship computers. Where others gain some insight from computerized assistance, you are able to take away far greater information.

Prerequisites: Dataphiles Tier 2

Cost: 3 Fame

Benefit: When operating on board a starship with a computer, that computer counts as having an extra node that only you can use. For example, if you're on a starship with a mk 2 trinode computer, it would count as providing +2/+2/+2/+2, with the last +2 bonus being available only for a skill check that you attempt. If your starship has no computer, you can cobble together a basic network with onboard systems that counts as a mk 1 mononode that only you can use to enhance your skill checks.

Special: A starship can only benefit from one copy of this Starship boon at a time.

Data Concierge (Ally Boon)

As long as you have the ability to communicate with the Pact Worlds, you can call in an ally to assist on a failed skill check.

Prerequisites: Dataphiles Tier 3

Cost: 2 Fame

Benefit: You have gained the ability to contact a junior member of the Dataphiles in the Pact Worlds. Once per scenario, while outside of a combat situation and with access to an unlimited-range communication device (such as your starship or facilities in a

cosmopolitan settlement), you can contact this ally. The ally allows you to reroll one previously failed skill check to acquire a piece of knowledge, such as identifying a creature or understanding a coded language. Successfully contacting this ally requires 1 hour.

Dataphiles Champion (Faction Boon)

You've declared your allegiance to the Dataphiles and dedicate your missions to furthering the goals of that faction.

Prerequisites: Dataphiles Tier 0

Cost: 2 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Dataphiles faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

Normal: A character gains no Reputation unless he has a Faction boon slotted.

Dataphiles Champion, Improved (Faction Boon)

Your allegiance with the Dataphiles means you gain personal bonuses for completing related mission objectives as well as championing the faction.

Prerequisites: Dataphiles Tier 2

Cost: 4 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Dataphiles faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

In addition, once per adventure, when you succeed at a Computers or Engineering check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Normal: A character gains no Reputation unless he has a Faction boon slotted.

Digital Imp (Ally Boon)

The Dataphiles offer you a digital construct that can assist with certain skills.

Prerequisites: Dataphiles Tier 2

Cost: 2 Fame

Benefit: The Dataphiles have provided you with a digital construct. While commonly called an "imp," this digital program can resemble any creature you desire, along with a personality you choose. Lacking physical form, this intricate program can reside within a wrist-mounted computer, a hacking kit, or even inside a mechanic's exocortex. As a standard action, you can unleash the digital imp on an adjacent computer system, where it is able to perform the following uses of the Computers skill: Access Unsecured System, Destroy System or Module, Detect Fake Shell, Disable or Manipulate Module, Gain Root Access, or Hack System. The digital imp uses your bonus to Computers with a -4 penalty to the check and cannot take 10 or 20. The digital imp also doubles the time to perform any task, such as 2

full actions per tier of a computer system to hack a system. You can recollect the deployed digital imp as a standard action when adjacent to a computer system where the imp is deployed.

Digital Presence (Slotless Boon)

You work to propagate a thriving digital community.

Prerequisites: Dataphiles Tier 1

Cost: 0 Fame (see below)

Benefit: If you complete a scenario that you played online, such as by using a virtual tabletop or a play-by-post format, you earn 1 additional Fame and 1 additional Reputation with the Dataphiles faction (regardless of whether you have the Dataphiles Champion Faction boon slotted for that scenario).

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Dataphiles faction (maximum four total times at Reputation Tier 4). Each time you fulfill the requirements of this boon, mark it on your Chronicle sheet along with the associated Reputation Tier. Have the GM sign beside this notation.

Efficient Administrator (Ally Boon)

You've arranged to take on the services of a manager skilled at directing other allies.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 2 Fame

Benefit: You hire an administrator to help vet and assist certain allies recruited by your fellow party members. While this boon is slotted, all other PC's Ally boons gain an insight bonus to their skill checks equal to your current Reputation Tier with the Second Seekers faction. If the ally performs a combat role, then he instead gains an insight bonus to his ability DCs, attack rolls, and saving throws equal to half your Reputation Tier with the Second Seekers.

Special: An ally can benefit from only one copy of this boon at a time. This has no effect on Ally boons that do not have a skill check, combat roll, or DC-based effect.

Elite Hiring Access (Ally Boon)

You can requisition elite assistance from the Starfinder Society.

Prerequisites: All Factions Tier 3, Professional Hiring Access

Cost: 2 Fame

Benefit: This boon acts as Basic Hiring Access, except the total bonus to your ally's skill check is now equal to 6 + your level.

Special: This boon supersedes the skill bonus used by Basic Hiring Access. When slotting this boon, you can select one skill set from Basic Hiring Access that you already purchased but use the improved skill check bonus instead.

Enhanced Shield Regeneration (Starship Boon)

You've learned how to get the most out of your shields, pushing them to the limit to survive the rigors of special phenomena and starship combat.

Prerequisites: Wayfinders Tier 2

Cost: 2 Fame

Benefit: Once per starship combat, you can spend 1 Resolve Point to push your starship's shields to the limit. The starship regains a number of Shield Points (SP) equal to the starship tier × your current Wayfinder Reputation Tier. You can assign these SP to any facing, or divide them among any number of facings. A starship can only benefit from this boon once per starship combat encounter.

Enhanced Targeting (Starship Boon)

Through intense computational mathematics, you can temporarily rig a weapon to fire well beyond its normal range.

Prerequisites: Dataphiles Tier 1

Cost: 1 Fame

Benefit: At the start of a starship combat encounter, you can increase the range of one of your starship's weapons. A short-range weapon becomes medium-range, or a medium-range weapon becomes long-range. This effect lasts for the first 1d3 rounds of the starship combat, after which the required computations become too complex to maintain. This boon has no effect on long-range weapons.

Special: Multiple copies of this boon can be used on a starship, but each copy must affect a different weapon.

Exo-Guardians Champion (Faction Boon)

You've declared your allegiance to the Exo-Guardians and dedicate your missions to furthering the goals of that faction.

Prerequisites: Exo-Guardians Tier 0

Cost: 2 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Exo-Guardians faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

Normal: A character gains no Reputation unless she has a Faction boon slotted.

Exo-Guardians Champion, Improved (Faction Boon)

Your allegiance with the Exo-Guardians means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Exo-Guardians Tier 2

Cost: 4 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Exo-Guardians faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

In addition, once per adventure when you successfully score a critical hit in combat against a significant enemy (*Starfinder Core Rulebook* 242) or succeed at Life Science check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Normal: A character gains no Reputation unless she has a Faction boon slotted.

Expert Blackmail (Social Boon)

You've earned enough organizational contacts to help you act against certain targets.

Prerequisites: Dataphiles Tier 1

Cost: 1 Fame

Benefit: During the course of an adventure in which you have this boon slotted, you can spend 1 Resolve Point to call in outside assistance on a skill check against an opponent. You roll 1d4 and add the total to one Bluff, Computers, Culture, Diplomacy, Engineering, Intimidate, Life Science, Physical Science, or appropriate Profession check, representing the added effort of an outside organization. This effect can only occur in situations where you're acting against a known target or organization. For example, you could spend a Resolve Point to gain this bonus when attempting a Diplomacy or Intimidate check against an opponent, but could not use it for attempting an Engineering check to overcome a lock in a forgotten ruin.

Special: In some cases, the GM can rule that your outside contacts can't assist. This might be because you're on a world cut off from the Pact Worlds or dealing with a completely alien threat. In these instances, you do not expend a Resolve Point.

Expert Gunnery (Starship Boon)

Through repeated exposure to the rigors of starship combat, you have learned about how to put a key shot in exactly the right place.

Prerequisites: Exo-Guardians Tier 2

Cost: 2 Fame

Benefit: During a starship combat encounter, when your ship scores critical damage against an opponent, you can spend 1 Resolve Point to reroll the critical damage effect. You must use the second result.

Special: A starship can only benefit from one copy of this Starship boon at a time.

Field Trainee (Ally Boon)

A Starfinder trainee accompanies you on field missions to gain further experience.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 1 Fame

Benefit: You bring along an ally who assists you in and out of combat. Once per adventure, you can direct your trainee to perform the aid another action (*Starfinder Core Rulebook* 133) or provide covering fire (*Starfinder Core Rulebook* 246). Your trainee is considered to have a +3 bonus to all skill checks and a +5 ranged attack roll bonus. You can direct your trainee to provide this more than once in an adventure, but each use beyond the first requires you to spend 1 Resolve Point.

Special: While the trainee can affect combat encounters, he's considered a noncombatant and is not tracked during combat.

First Contact Step-In (Social Boon)

When not engaged in field missions, you pore over Wayfinder briefings about various first contact missions.

Prerequisites: Wayfinders Tier 1

Cost: 1 Fame

Benefit: When an ally fails a skill check during a first contact situation—specifically when encountering a previously undiscovered species—you can spend 1 Resolve Point to immediately attempt the same skill check. If the result of your skill check is greater than your ally's failed attempt, use your result to determine the outcome. You can use this ability on any skill check so long as it relates to a first contact encounter. A common example would be using skills like Diplomacy or Intimidate on a newly encountered race, but attempting a Computers check to learn from an alien network about a new species would also be appropriate. Exactly when this boon can be used is up to the GM's discretion.

Fusion Guild Contact (Social Boon)

You've garnered some contacts in Pact World organizations dedicated to the construction of weapon fusions.

Prerequisites: Exo-Guardians Tier 3

Cost: Varies (see below)

Benefit: When you purchase this boon, select a weapon fusion (*Starfinder Core Rulebook* 192) with an item level equal to $2 \times$ your Exo-Guardians Reputation Tier. This boon costs a number of Fame equal to half the item level of the weapon fusion, rounding up. While this boon is slotted, you gain a fusion seal for that specific weapon fusion for the duration of the scenario. You do not keep the fusion seal, but you can gain it again in any adventure in which you slot this boon.

Special: You can purchase this boon multiple times. Each time you purchase this boon, select a different weapon fusion.

Improved Drift Engine (Starship Boon)

Members of the Wayfinders have access to some of the most advanced Drift engines in the Starfinder Society.

Prerequisites: Wayfinders Tier 1

Cost: 1 Fame

Benefit: Increase the Drift engine of your starship to Signal Booster. This may affect certain aspects of a scenario, but only if the scenario specifically calls this out. Otherwise, the increased engine gives you extra time to prepare for any starship combat encounter you take part in. At the start of a starship combat encounter, you can choose your ship facing and move your ship up to 1d6 hexes in any direction.

Special: A starship can only benefit from one copy of this Starship boon at a time.

Instructor (Social Boon)

You dedicate some of your time off to training an up-and-coming Starfinder recruit.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 2 Fame

Benefit: This boon represents time spent outside of adventuring that you're taking to train a potential new Starfinder. At the end of every adventure you have this boon slotted, record the total

amount of Fame you earned. You can expend your Downtime at the end of an adventure to increase the amount of Fame recorded for this boon by 1. Once you have accrued 40 Fame with this boon, your student has come into his or her own and is ready to become a full-fledged Starfinder (a new character). Have your GM mark the Chronicle sheet where you accomplished this, and keep a copy with your new character.

When your new character reaches 5th level, instead of choosing four ability scores to increase, you can choose five. Otherwise you follow all other rules for leveling up. This bonus only applies at 5th level.

Special: You can apply this boon only to one new character, and only once the objectives have been completed.

Known Quality (Social Boon)

You have become a rising celebrity backed by your faction.

Prerequisites: Acquisitives Tier 2

Cost: 2 Fame

Benefit: When you have this boon slotted and you attempt a Day Job check at the end of a session, multiply your total earnings by your Acquisitives Reputation Tier. For example, if you are Tier 3 in the Acquisitives, you multiply the result of your Day Job check by 3.

Living Translator (Ally Boon)

An aide skilled in languages accompanies you as a translator on missions.

Prerequisites: Wayfinders Tier 2

Cost: 2 Fame

Benefit: You bring along a noncombatant translator skilled in several languages. In addition to Common, the translator knows a number of languages equal to your current Reputation Tier with the Wayfinders faction + 1. When you purchase this boon, you must select the languages known by the translator. These can be any languages listed on page 41 of the *Starfinder Core Rulebook* or any unique language you've encountered in a previous scenario. When your Reputation Tier increases, you can add an additional language to those known by your translator.

Master Hiring Access (Ally Boon)

You can requisition elite assistance from the Starfinder Society.

Prerequisites: All Factions Tier 4, Elite Hiring Access

Cost: 2 Fame

Benefit: This boon acts as Basic Hiring Access, except the total bonus to your ally's skill check is now equal to 8 + your level.

Special: This boon supersedes the skill bonus used by Basic Hiring Access. When slotting this boon, you can select one skill set from Basic Hiring Access that you already purchased but use the improved skill check bonus instead.

Mobile Translator (Slotless Boon)

Your connections with the Wayfinders grant you easier access to a rudimentary translation device useful in first contact situations.

Prerequisites: Wayfinders Tier 1

Cost: 2 Fame

Benefit: You acquire a Tetrad certified translator as if you had purchased it, but you do not need to expend any credits.

Normal: You need to spend credits to acquire this item.

TETRAD CERTIFIED TRANSLATOR		LEVEL 2
ITEM	PRICE	BULK
TECHNOLOGICAL	500	L

This elaborate datapad has several additional audio receptors to capture nearby sounds. If you don't share a language with creatures you encounter, you can activate this device to collect basic linguistic information. The device requires 10 minutes of observed conversation to gain enough information to operate. The device then acts as a rudimentary translator. It does not allow you to converse with creatures with whom you don't share a language, but it can relate very basic information. Examples of statements the device could interpret would be: "come with us," "lower your weapons," or "leave immediately." The device cannot parse proper names, including personal designations or the names of items and places. Some extraordinary complex or obscure languages might not translate clearly with this device.

A Tetrad certified translator has 10 capacity and 1/hour usage.

Pact Worlds Defender (Social Boon)

You make no secret your desire to defend the Pact Worlds from external threats.

Prerequisites: Exo-Guardians Tier 1

Cost: 1 Fame

Benefit: When you have this boon slotted, you and any adjacent allies gain a +1 morale bonus to saving throws against fear effects. This bonus increases to +2 if the source of the fear effect is something that did not originate within the Pact Worlds.

Personalized Hull (Starship Boon)

The outer hull of your starship includes a variety of personalized flair that has an unintended side effect of making it hard to target certain systems.

Prerequisites: Acquisitives Tier 3

Cost: 2 Fame

Benefit: When an opponent imposes a critical damage condition on your starship, after rolling d% to see which system is affected, you can force the GM to reroll the d% and use the new result. A critical damage result can only be rerolled in this way once.

Special: A starship can only benefit from one copy of this Starship boon at a time.

Professional Hiring Access (Ally Boon)

You can request the assistance of a professional agent from the

Starfinder Society.

Prerequisites: All Factions Tier 2, Amateur Hireling Access

Cost: 2 Fame

Benefit: This boon acts as Basic Hireling Access, except the total bonus to your ally's skill check is now equal to 4 + your level.

Special: This boon supersedes the skill bonus used by Basic Hireling Access. When slotting this boon, you can select one skill set from Basic Hireling Access that you already purchased but use the improved skill check bonus instead.

Publicist (Ally Boon)

You have a follower who provides free publicity and can cover up some misdeeds.

Prerequisites: Acquisitives Tier 1

Cost: 2 Fame

Benefit: When slotting this boon, select either Culture, Diplomacy, or Profession. You gain a circumstance bonus to that skill check equal to your half your current Acquisitives Reputation Tier (rounding up). If you gain any Infamy while this boon is slotted, you can choose to forgo gaining Reputation at the end of the adventure to avoid gaining any Infamy. If you choose to do this, mark this boon as being permanently expended.

Special: If you gain Infamy and use this boon to pay it off, that character can never retake this boon—no publicist will ever work with such a scoundrel again.

Purveyor of Fortunes (Slotless Boon)

You know the importance of supporting those who support you.

Prerequisites: Acquisitives Tier 1

Cost: 0 Fame (see below)

Benefit: After a scenario for which you achieved the primary success condition and participated in the Starfinder Society Retail Incentive Program by contributing at least \$10, then you earn 1 additional Fame and 1 additional Reputation with the Acquisitives Faction.

Special: You can only benefit from this boon a number of times equal to your current Reputation Tier with the Acquisitives faction (maximum four total times at Reputation Tier 4). Each time you fulfill the requirements of this boon, mark it on your Chronicle sheet along with the associated Reputation Tier. Have the GM sign beside this notation.

Rugged Hull (Starship Boon)

Your starship includes retrieved pieces of old Starfinder starship hulls. These hull sections have survived countless battles and clearly have some strange luck around them.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 2 Fame

Benefit: Increase the critical threshold (CT) of your starship by an amount equal to your current Reputation Tier with the Second Seekers (Luwazi Elsebo) faction.

Special: A starship can only benefit from one copy of this Starship boon at a time.

Ruthless Blackmail (Social Boon)

Your allies can be called on to apply extreme pressure to your foes.

Prerequisites: Dataphiles Tier 3, Expert Blackmail

Cost: 3 Fame

Benefit: This Social Boon works exactly like Expert Blackmail, except you add 1d8 to your check rather than 1d4.

Scrappy Little Ship (Starship Boon)

Followers of Luwazi Elsebo know they are part of the last chance to keep the Starfinder Society alive. As starship battles rage across the galaxy, you need to survive for the Society to do the same.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 3

Cost: 3 Fame

Benefit: When your starship suffers critical damage that results in a glitching system, you can temporarily increase your AC or TL by 1. This bonus lasts until the critical damage is fixed, or until the end of the starship combat. This bonus occurs only as a result of damage (not as a result of effects like EMP weapons). A subsequent critical damage effect that results in a malfunctioning system allows you to increase this temporary bonus to +2. Wrecked systems do not provide any bonus beyond that gained from a malfunctioning system.

Special: A starship can only benefit from one copy of this Starship boon at a time.

Second Seekers: Luwazi Elsebo Champion (Faction Boon)

You've declared your allegiance to the Second Seekers (Luwazi Elsebo) and dedicate your missions to furthering the faction's goals.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 0

Cost: 2 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Second Seekers (Luwazi Elsebo) faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

Normal: A character gains no Reputation unless she has a Faction boon slotted.

Second Seekers: Luwazi Elsebo Champion, Improved (Faction Boon)

Your allegiance with the Second Seekers (Luwazi Elsebo) means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 4 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Second Seekers (Luwazi Elsebo) faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

In addition, once per adventure when you successfully use the aid another action to improve an ally's skill check using a skill

that is written into the adventure, or when you succeed at Sense Motive check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Normal: A character gains no Reputation unless she has a Faction boon slotted.

Sellback Plan (Slotless Boon)

As your reputation within the Starfinder Society grows, you can return acquired benefits.

Prerequisites: All Factions Tier 1

Cost: None (see below)

Benefit: You can return previously purchased boons with a Fame cost that is less than or equal to your current Reputation Tier in All Factions as long as the boon is neither a limited-use nor a slotless boon. You immediately gain an amount of Fame equal to the total Fame cost of the boon traded in.

Special: You can utilize this boon multiple times, but you can sell only one boon this way between scenarios and cannot sell boons during the course of play.

Shameless Sponsorship (Social Boon)

There's almost no room left on your armor to show off any more sponsorship logos.

Prerequisites: Acquisitives Tier 3, Sponsorship

Cost: 3 Fame

Benefit: By slotting this boon, you gain two additional Promotional boon slots. This allows you to slot up to three Promotional boons as long as you meet all the prerequisites for those boons, such as having the appropriate product or having earned the necessary volunteer recognition. You cannot slot the same Promotional boon multiple times, nor can you slot two or more Promotional boons that offer the same effect (such as two boons that both provide rerolls).

Normal: Characters have only one Promotional boon slot.

Skillful Sales (Slotless Boon; Limited-Use)

Through your connections, you have discovered a way of getting the best deals when selling equipment.

Prerequisites: Acquisitives Tier 2

Cost: 2 Fame (see below)

Benefit: At the end of a scenario, you can spend 2 Fame to increase the sale value of any number of pieces of equipment you sell from 10% of their price to 20% of their price. You must sell the equipment immediately, and the list of equipment thus sold must be noted on the Chronicle sheet with a GM signature. If you sell equipment later, you gain 10% of the equipment's price (as normal) unless you purchase this boon (and pay the required Fame) again.

Special: You can purchase this boon multiple times (though only once per scenario).

Society Shepherd (Slotless Boon)

You work to rebuild the Starfinder Society from the brink of disaster by recruiting new agents.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 0 Fame (see below)

Benefit: If you brought a new player—a player without a Starfinder Society character or playing their first Starfinder Society session—you earn 1 additional Fame and 1 additional Reputation with the Second Seekers (Luwazi Elsebo) faction.

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Second Seekers (Luwazi Elsebo) faction. Each time you fulfill the requirements of this boon, mark it on your Chronicle sheet along with the associated Reputation Tier. Have the GM sign beside this notation.

Sponsorship (Social Boon)

The Acquisitives have connected you with an organization interested in using you to promote its logos and merchandise.

Prerequisites: Acquisitives Tier 2

Cost: 2 Fame

Benefit: By slotting this boon, you gain an additional Promotional boon slot. This allows you to slot up to two Promotional boons as long as you meet all the prerequisites for those boons, such as possessing the appropriate product or having earned the necessary volunteer recognition. You cannot slot the same Promotional boon multiple times, nor can you slot two Promotional boons that offer the same effect (such as two boons that both provide rerolls).

Normal: Characters have only one Promotional boon slot.

Starship Towing (Slotless Boon; Limited-Use)

The Starfinder Society has connections with multiple organizations that own starships. You can call in those favors when your own starship endeavors have not worked out as well as you'd hoped.

Prerequisites: All Factions Tier 0

Cost: 5 Fame

Benefit: You can purchase this boon when your starship has been reduced to 0 Hull Points during a starship combat encounter. When you do so, a recovery team arrives to recover you and your party members before the enemy can finish you off. It is assumed that you and your group manage to somehow make your way to the next encounter in the scenario if there is one. This boon does not count the starship combat encounter as being completed, so it is still possible to miss out on rewards from the encounter.

Normal: The destruction of a starship can lead to severe repercussions, as detailed in individual scenarios.

Special: Multiple PCs can contribute Fame to purchase this boon. You can purchase this boon multiple times.

Team Spirit (Slotless Boon)

You are an expert at using your resources in order to help out other Starfinders.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 1 Fame

Benefit: When you or another character is killed during an adventure in which you participated, reduce the Fame cost of the

raise dead spellcasting service by 2. This boon is not expended when used.

Special: A dead character can benefit from only one copy of this boon at a time, to a maximum discount of 2 Fame.

Theoretical Historian (Slotless Boon)

You use some of your time to replay past encounters with different parameters, hoping to devise improved tactics for future use.

Prerequisites: Exo-Guardians Tier 1

Cost: 0 Fame (see below)

Benefit: If you run a scenario as a GM that you have already run as a GM, you can take a Chronicle sheet from that scenario and apply it to this character. This Chronicle sheet provides no rewards (such as XP, credits, or boons), except you can mark the Chronicle sheet as being completed as part of this boon and earn 1 additional Fame and 1 additional Reputation with the Exo-Guardians Faction for your associated character.

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Exo-Guardians faction (to a maximum of four total times at Reputation Tier 4). Each time you fulfill the requirements of this boon, mark it on your Chronicle sheet along with the associated Reputation Tier.

Tools for the Job (Slotless Boon; Limited-Use)

The Exo-Guardians have contacts throughout numerous corporations, factories, and forges throughout the Pact Worlds. You can leverage this association for access to better equipment.

Prerequisites: Exo-Guardians Tier 2

Cost: 2 Fame (see below)

Benefit: At the end of a scenario, you can spend 2 Fame to treat the effective item level of a single piece of armor or weapon as 1 lower for the purpose of determining what you can purchase. This allows you to purchase armor or a weapon from the *Starfinder Core Rulebook* whose level is equal to your character level + 2, or equipment from other sanctioned sources whose item level is equal to your character level + 1. This boon does not affect the available item level of items found on Chronicle sheets.

Normal: You can normally purchase only equipment from the *Starfinder Core Rulebook* whose item level equal to your character level + 1, or equipment from other sanctioned sources whose level equal to your character level.

Special: You can purchase this boon multiple times. Its effects do not stack; each purchase instead applies to a different piece of equipment.

Uniter (Social Boon)

Your dedication to the First Seeker is renowned throughout all factions in the Starfinder Society. Other Starfinders consider you an upstanding role model.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 3

Cost: 5 Fame

Benefit: When this boon is slotted, you treat your effective Reputation Tier for any faction for which you have earned Reputation Tier 1 as though you were Reputation Tier 2. This affects that any boons that scale off Reputation Tier as long as your unaltered Reputation Tier for those factions is 1. At the end of any scenario in which you have this boon slotted, you can purchase Tier 2 rewards from those factions. These rewards can only be slotted or used if you have this boon slotted, or if your Reputation Tier for that faction rises to 2 through natural reputation gain.

Untarnished Reputation (Slotless Boon; Limited-Use)

Your reputation within the Starfinder Society is rarely called into question. When it is, you have people willing to help you avoid unnecessary repercussions.

Prerequisites: All Factions Tier 3 or Exo-Guardians Tier 2

Cost: 1 Fame

Benefit: You can purchase this boon to remove a single point of Infamy that you have accrued.

Normal: Reducing Infamy typically costs multiple Fame.

Special: You can purchase this boon only once, even if you qualify for it from multiple factions.

Wayfinders Champion (Faction Boon)

You've declared your allegiance to the Wayfinders and dedicate your missions to furthering the goals of that faction.

Prerequisites: Wayfinders Tier 0

Cost: 2 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Wayfinders faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

Normal: A character gains no Reputation unless he has a Faction boon slotted.

Wayfinders Champion, Improved (Faction Boon)

Your allegiance with the Wayfinders means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Wayfinders Tier 2

Cost: 4 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Wayfinders faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

In addition, once per adventure when you succeed at a Diplomacy or Survival skill check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Normal: A character gains no Reputation unless he has a Faction boon slotted.

Worldwide Explorer (Slotless Boon)

You earn additional experience by traveling outside your typical comfort zone.

Prerequisites: Wayfinders Tier 1

Cost: 0 Fame (see below)

Benefit: If you complete a scenario in a region with a different Regional Venture-Coordinator than your home region, you earn 1 additional Fame and 1 additional Reputation with the Wayfinders faction. For more information on the regions overseen by Regional Venture-Coordinators, see paizo.com/organizedplay/coordinators.

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Wayfinders faction. Each time you fulfill the requirements of this boon, mark it on your Chronicle sheet along with the associated Reputation Tier. Have the GM sign beside this notation.

CAPSTONE BOONS

In addition to the boons presented above, each faction has access to a unique Reputation Tier 4 boon that grants a truly special benefit.

Special: A character can purchase only a single capstone boon during his or her career. A new character receiving the benefits of a capstone boon can only ever benefit from one capstone boon (though he can still purchase a capstone boon when he qualifies).

Alien Allies (Slotless Boon)

Your work in championing the Wayfinders' cause introduced a new variety of aliens into the Starfinder Society.

Prerequisites: Wayfinders Tier 4

Cost: 4 Fame

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character can select a new playable race without needing to expend the Personal boon slot. That character cannot slot a different race boon into the Personal boon slot, but can slot another type of Personal boon. The rules on this new race will appear in a future update.

Balanced Nepotism (Slotless Boon)

Your reputation allows you to grant Social boons to new Starfinders.

Prerequisites: Acquisitives Tier 4

Cost: 4 Fame

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character immediately gains 10 Reputation with a faction of your choosing.

Information Sharing (Slotless Boon)

You can pass on the contacts and knowledge you've learned to a new generation.

Prerequisites: Dataphiles Tier 4

Cost: 4 Fame

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character gains access to one boon your current character has. The selected boon must be from a Chronicle sheet played from Tier 1-4 or Tier 3-6. Alternatively, you can share any boon you've previously purchased that has a Reputation Tier requirement of 2 or less.

Rising Star (Slotless Boon)

Your work in rebuilding the Starfinder Society is known throughout the galaxy.

Prerequisites: Second Seeker (Luwazi Elsebo) Tier 4

Cost: 4 Fame

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character begins play with 5 Fame to spend on purchases and no longer pays additional Fame for purchases in Near Space, and only pays 3 additional Fame for purchases made in the Vast (instead of 5). That character gains an additional 5 Fame once they reach 20 Reputation with any one faction.

In addition to the benefits of this boon, once you purchase this capstone boon, you are encouraged to send an e-mail to organizedplay@paizo.com with a subject line of "Second Seekers Rising Star." Include your character's race, class, name, character number, and a description of 75 words or less in the body of the e-mail. That character is entered into a drawing to become a future in-world Venture-Captain, member of the Forum, or even the First Seeker.

Starship Schematic (Slotless Boon)

You pass on the contacts and knowledge you've learned to a new generation.

Prerequisites: Exo-Guardians Tier 4

Cost: 4 Fame

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character gains access to a new base starship. The character can select this unique starship by slotting this boon in the Starship boon slot. The statistics for this new starship will be presented in a future update.

APPENDIX 3: STARSHIPS

Starship combat is an integral part of the Starfinder Roleplaying Game and characters should expect to participate in it from time to time. As explained earlier in this guide, certain scenarios have the Starship tag, indicating that the associated scenario includes one or more starship combat encounters. This appendix details all the guidelines and information necessary for players to participate in starship combat encounters, in addition to the rules presented in the *Starfinder Core Rulebook*.

STARSHIP COMBAT OVERVIEW

The Starfinder RPG contains a robust system for starship creation and customization, which while intuitive for home campaigns, is difficult to manage in an organized play environment. As starships are essentially another character shared between a party, it would be extremely time consuming for a group of players to decide on exactly how to customize a starship prior to a scenario. To facilitate ease of play, the Starfinder Society provides characters with two common starship variants, accessible in any scenario involving starship combat.

Starship Choice: Starship choice occurs immediately prior to slotting boons for the scenario. During this period, the PCs can also decide on any Starship boons they wish to utilize (more on this further below). The party should come to an agreement on which starship will best suit their style of play, as well as the best starship for the specific mission. In the event that the party cannot come to a unanimous agreement on which ship to take, scenarios provide a suggested starship from those commonly available, which the GM can declare the party will use.

When choosing a starship, the PCs always receive the version of the ship with a tier equal to the highest level of their subtier. For example, a party selecting a starship for a Subtier 1–2 scenario would receive the tier 2 ship, while a party selecting a starship for a Subtier 5–6 scenario would receive a tier 6 ship.

Common Starships: The Drake and Pegasus models of starship are the most commonly employed ships in the modern Starfinder Society. Presented in this guide are Drake and Pegasus models for tiers 2, 4, 6, 8, 10 and 12; starships of higher tiers do exist, but

they are provided within the associated scenario. Both the Drake and Pegasus ships presented in this guide are always considered available to PCs.

New Starships: Throughout the course of a character's career, he may come into possession of a new starship to use in the Starfinder Society Roleplaying Guild. Often, these starships will be a reward from an important scenario, gained from a promotional Chronicle sheet, or featured temporarily in an adventure. Unlike the common starships presented in this guide, new starships will have all the rules for using them in starship combat scenarios listed on their respective information sheets.

DRAKE (TRANSPORT FRAME VARIANT)

When a problem can be solved through the liberal application of missiles, the Drake stands ready. This workhorse starship proves the Starfinder Society can bring impressive combat presence to a space battle. It sacrifices scanning capabilities and the built-in expansion bays of the Pegasus, making it less enticing to support landing parties or extended operations.

PEGASUS (EXPLORER FRAME VARIANT)

Of the two common starship types, the Pegasus emphasizes speed and provides a suite of supportive options. It is less armed than its counterpart, but it employs improved sensors and a host of ready expansion bays. This makes the Pegasus ideal for missions where starship support will be equally as valuable as combat capabilities.

STARSHIP BOON SLOT

Following the selection of a starship, a character can select a boon for his Starship boon slot. This boon slot typically includes boons that act as abilities, modifications, or replacements for starships. Each Starship boon indicates the specific rules in applying it, often citing specific starships or tiers to which the boon can be applied. For ease of play, players do not need to concern themselves with the build points, power core units (PCU), or available expansion bays of a shared starship.

Unless otherwise stated, multiple versions of the same Starship boon do not stack.

DRAKE TIER 2

STARFINDER SOCIETY DRAKE

TIER 2

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 12; **TL** 12

HP 70; **DT** —; **CT** 14

Shields light 50 (forward 15, port 10, starboard 10, aft 15)

Attack (Forward) coilgun (4d4)

Attack (Aft) gyrolaser (1d8)

Attack (Turret) high explosive missile launcher (4d8)

Power Core Arcus Heavy (130 PCU); **Drift Engine** Signal Basic;

Systems budget medium-range sensors, crew quarters (good), mk 1 trinode computer, mk 2 armor, mk 2 defenses;

Expansion Bays cargo hold, escape pods

Modifiers +1 to any three checks per round;

Complement 4–7

DRAKE TIER 4

STARFINDER SOCIETY DRAKE

TIER 4

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 14; **TL** 14

HP 85; **DT** —; **CT** 17

Shields light 70 (forward 20, port 15, starboard 15, aft 20)

Attack (Forward) heavy laser cannon (4d8), coilgun (4d4)

Attack (Aft) coilgun (4d4)

Attack (Turret) coilgun (4d4), high explosive missile launcher (4d8)

Power Core Pulse Green (150 PCU); **Drift Engine** Signal Basic;

Systems budget medium-range sensors, crew quarters (good), mk 1 trinode computer, mk 4 armor, mk 4 defenses;

Expansion Bays cargo hold, escape pods

Modifiers +1 to any three checks per round;

Complement 4–7



DRAKE TIER 6

STARFINDER SOCIETY DRAKE

TIER 6

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 15; **TL** 14

HP 85; **DT** —; **CT** 17

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) particle beam (8d6), coilgun (4d4)

Attack (Port) coilgun (4d4)

Attack (Aft) coilgun (4d4)

Attack (Turret) linked high explosive missile launchers (8d8)

Power Core Pulse Blue (200 PCU); **Drift Engine** Signal Basic;

Systems basic medium-range sensors, crew quarters (good), mk 2 trinode computer, mk 5 armor, mk 5 defenses;

Expansion Bays cargo hold, escape pods

Modifiers +2 to any three checks per round, +2 Computers;

Complement 4–7

DRAKE TIER 8

STARFINDER SOCIETY DRAKE

TIER 8

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 16; **TL** 15

HP 100; **DT** —; **CT** 20

Shields medium (160 forward 40, port 40, starboard 40, aft 40)

Attack (Forward) persistent particle beam (10d6), coilgun (4d4)

Attack (Port) coilgun (4d4)

Attack (Aft) laser net (2d6)

Attack (Turret) heavy antimatter missile launcher (10d10), light particle beam (3d6)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, crew quarters (good), mk 2 trinode computer, mk 6 armor, mk 6 defenses;

Expansion Bays cargo hold, escape pods

Modifiers +2 to any three checks per round, +2 Computers;

Complement 4–7



DRAKE TIER 10

STARFINDER SOCIETY DRAKE

TIER 10

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 17; **TL** 16

HP 100; **DT** —; **CT** 20

Shields medium 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) persistent particle beam (10d6), heavy plasma torpedo launcher (5d10)

Attack (Port) coilgun (4d4)

Attack (Starboard) coilgun (4d4)

Attack (Aft) heavy laser net (5d6)

Attack (Turret) heavy antimatter missile launcher (10d10), light particle beam (3d6)

Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (good), mk 3 trinode computer, mk 7 armor, mk 7 defenses;

Expansion Bays cargo hold, escape pods

Modifiers +3 to any three checks per round, +2 Computers;

Complement 4–7

DRAKE TIER 12

STARFINDER SOCIETY DRAKE

TIER 12

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 18; **TL** 18

HP 115; **DT** —; **CT** 23

Shields heavy 280 (forward 70, port 70, starboard 70, aft 70)

Attack (Forward) linked plasma cannons (10d12)

Attack (Port) twin laser (5d8)

Attack (Starboard) twin laser (5d8)

Attack (Aft) heavy laser net (5d6)

Attack (Turret) heavy antimatter missile launcher (10d10), heavy plasma torpedo launcher (5d10)

Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (good), mk 4 trinode computer, mk 8 armor, mk 9 defenses;

Expansion Bays cargo hold, escape pods

Modifiers +4 to any three checks per round, +2 Computers;

Complement 4–7



PEGASUS TIER 2

STARFINDER SOCIETY PEGASUS

TIER 2

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 12; **TL** 12

HP 55; **DT** —; **CT** 11

Shields basic 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) light laser cannon (2d4)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Turret) coilgun (4d4)

Power Core Pulse Green (150 PCU); **Drift Engine** Signal Basic;

Systems basic medium-range sensors, crew quarters (good), mk 1 duonode computer, mk 2 armor, mk 2 defenses;

Expansion Bays cargo hold, escape pods, science lab, tech workshop

Modifiers +1 to any two checks per round, +2

Computers, +1 Piloting; **Complement** 4–7

PEGASUS TIER 4

STARFINDER SOCIETY PEGASUS

TIER 4

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 13; **TL** 14

HP 65; **DT** —; **CT** 13

Shields light 60 (forward 20, port 15, starboard 15, aft 10)

Attack (Forward) light particle beam (3d6)

Attack (Port) laser net (2d6)

Attack (Starboard) light laser cannon (2d4)

Attack (Turret) light particle beam (3d6)

Power Core Pulse Red (175 PCU); **Drift Engine** Signal Basic;

Systems advanced medium-range sensors, crew quarters (good), mk 2 duonode computer, mk 3 armor, mk 4 defenses;

Expansion Bays cargo hold, escape pods, science lab, tech workshop

Modifiers +2 to any two checks per round, +4 Computers, +1

Piloting; **Complement** 4–7



PEGASUS TIER 6

STARFINDER SOCIETY PEGASUS

TIER 6

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 14; **TL** 16

HP 65; **DT** —; **CT** 13

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) twin laser (5d8)

Attack (Port) laser net (2d6)

Attack (Starboard) light plasma torpedo launcher (3d8)

Attack (Turret) light particle beam (3d6)

Power Core Pulse Blue (200 PCU); **Drift Engine** Signal Basic;

Systems advanced medium-range sensors, crew quarters (good), mk 3 duonode computer, mk 4 armor, mk 6 defenses;

Expansion Bays cargo hold, escape pods, science lab, tech workshop

Modifiers +3 to any two checks per round, +4

Computers, +1 Piloting; **Complement** 4–7

PEGASUS TIER 8

STARFINDER SOCIETY PEGASUS

TIER 8

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 15; **TL** 17

HP 75; **DT** —; **CT** 15

Shields medium 160 (forward 40, port 40, starboard 40, aft 40)

Attack (Forward) particle beam (8d6), high explosive missile launcher (4d8)

Attack (Port) laser net (2d6)

Attack (Starboard) light EMP cannon (special)

Attack (Turret) twin laser (5d8)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Basic;

Systems advanced long-range sensors, crew quarters (good), mk 3 duonode computer, mk 5 armor, mk 8 defenses;

Expansion Bays cargo hold, escape pods, science lab, tech

workshop **Modifiers** +3 to any two checks per round, +4

Computers, +1 Piloting; **Complement** 4–7



PEGASUS TIER 10

STARFINDER SOCIETY PEGASUS

TIER 10

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 16; **TL** 18

HP 75; **DT** —; **CT** 15

Shields medium 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) persistent particle beam (10d6)

Attack (Port) heavy laser net (5d6)

Attack (Starboard) light particle beam (3d6)

Attack (Turret) particle beam (8d6)

Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal

Basic; **Systems** advanced long-range sensors, crew quarters (good), mk 5 duonode computer, mk 6 armor, mk 9 defenses; **Expansion Bays** cargo hold, escape pods, science lab, tech workshop

Modifiers +5 to any two checks per round, +4

Computers, +1 Piloting; **Complement** 4–7

PEGASUS TIER 12

STARFINDER SOCIETY PEGASUS

TIER 12

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 18; **TL** 19

HP 85; **DT** —; **CT** 17

Shields heavy 280 (forward 70, port 70, starboard 70, aft 70)

Attack (Forward) persistent particle beam (10d6), heavy antimatter missile launcher (10d10)

Attack (Port) heavy laser net (5d6)

Attack (Starboard) light EMP cannon (special), light plasma cannon (2d12)

Attack (Turret) particle beam (8d6)

Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal

Basic; **Systems** advanced long-range sensors, crew quarters (good), mk 6 duonode computer, mk 8 armor, mk 10 defenses; **Expansion Bays** cargo hold, escape pods, science lab, tech workshop

Modifiers +6 to any two checks per round, +4

Computers, +1 Piloting; **Complement** 4–7



APPENDIX 4: THE UNIVERSE OF THE STARFINDER SOCIETY

This appendix details information on the Starfinder Society and introduces the campaign setting in which the Roleplaying Guild's adventures are set.

THE STARFINDER SOCIETY

The time period known as the Gap, an indeterminate span of time from which memories and records alike were wiped away, profoundly altered the galaxy. Golarion, cradle of humanity in the home star system of the Pact Worlds, disappeared entirely. Untold history vanished during the Gap, with no species retaining any memories of this tumultuous time. Even the gods remain silent on the Gap, only giving vague allusions to the safety of lost Golarion.

Founded shortly after the Gap, the Starfinder Society was inspired by incomplete tales of a similar pre-Gap organization called the Pathfinder Society. The Starfinder Society originally aimed to map the temporal edges of the Gap and piece together the history of what transpired during that tumultuous event, ambitiously endeavoring to find lost Golarion. Since the Society's inception, its mission has changed to focus less on the Gap and more on exploring a galaxy made accessible due to the spread of Drift beacons.

The heroes of the Starfinder Society travel the breadth of the galaxy—from verdant jungle worlds where even a fingernail-sized insect is deadly, to seemingly abandoned space stations filled with unspeakable horrors, to ruined temples of dead gods hidden amid the ruins of similarly dead worlds, and to the bustling streets of the metropolises of the Pact Worlds. Starfinders work in small but efficient groups to explore the known and unknown, recording their findings and bringing them back to the greater organization for dissemination.

Most Starfinders operate out of scattered regional headquarters called lodges, which dot the galaxy. Each lodge is home to a venture-captain and that officer's staff, who provide direction and support for field agents and manage the day-to-day operations of the Society. The Lorespire Complex stands apart from other lodges. Located in Absalom Station, the Lorespire Complex is always accessible to even the farthest-flung Starfinder expeditions due to the unique ability for ships to quickly travel the Drift to reach Absalom Station. More than a single building, the Lorespire Complex is a campus of structures built around the eponymous spire. The Archives, the Hall of Discovery, and other edifices integral to the Society's ongoing existence fill the grounds of the Lorespire Complex.

The First Seeker is a Starfinder elevated above her peers. This Starfinder is elected based on the merit of adventuring experience and personal field of focus. Each First Seeker uses her appointment to prioritize the Starfinder Society's primary research focus, using the position to advance a personal scholarly pursuit of value. Once a First Seeker's term has ended, that First Seeker can never again serve as a leader within the Starfinder Society. The thrust of many of the Starfinder Society's missions are the result of the

First Seeker's goals—luckily, those same agents who perform these missions are integral in deciding who receives the honor of ascending to the rank of First Seeker.

The Forum is an elected body of Starfinders who work to coordinate the Society's many operations. Integral in drumming up the necessary support to elect a First Seeker, the Forum also assists the elected First Seeker in completing her personal mission. Any Starfinder can ascend to become a member of the Forum, and membership does not stop one from partaking in other activities. In fact, many faction leaders and venture-captains are active members of the Forum in addition to their other duties. Many other Forum members are experienced Starfinders who hold no title beyond their appointment to the Forum.

The third pillar of the Society's leadership is Guidance, a network of uploaded personalities of exemplary Starfinders. Most First Seekers are invited to upload their consciousness into Guidance, and only those deemed unworthy or who perish in their mission fail to become part of the Starfinder Society's spiritual anchor. Guidance functions in two major ways: it's the first entity to formally induct new Starfinders into the organization, and every new Starfinder begins his or her careers by receiving a commencement address from Guidance. The uploaded bank of personalities also confirms the election of new First Seekers, and while historically Guidance agrees to the democratic decision of the Society, there have been a handful of cases where Guidance has not approved an elected First Seeker.

Every Starfinder contributes to the overall success of the Starfinder Society. Some do so through diligent research, rarely leaving the teeming Archives of the Lorespire Complex. Others prefer to explore the relative safety of the Pact Worlds or the appropriately titled Near Space, where civilization remains only a short jaunt into the Drift away. The bravest Starfinders travel to the other ends of the galaxy, using the Society's starships to explore the endless expanse of space known as the Vast.

THE SCOURED STARS INCIDENT (PRE-SEASON 1)

In 316 AG, the Starfinder Society elected the renowned kasatha explorer Jadnura as First Seeker. Elevated due to his reputation for maintaining balance between the various divisions of the Society, Jadnura also proposed a tantalizing personal objective: a coordinated expedition to a region of space known as the Scoured Stars.

The Scoured Stars are a small cluster of star systems known for housing worlds filled with vicious fauna, not to mention an abundance of malicious outsiders and other strange entities. Well over a century ago, the Starfinder Society prohibited expeditions to the Scoured Stars, in part because of the deadly inhabitants but also because findings from the few successfully explored worlds showed little of research value. Jadnura's quest would have seem suicidal, had he not provided a link to the mysterious worlds.

During his time as a Starfinder field agent, Jadnura discovered a mysterious artifact known only as the *Tear*. The item was

little more than a jagged hunk of magical stone etched with indecipherable markings. The magical artifact defied most mystical and technological investigation, only relenting after years of intense scrutiny. It took the most powerful divination magic available, but veteran Starfinders uncovered a link between the *Tear* and the Scoured Stars. When Jadnura ascended to the rank of First Seeker, he rallied the Society to travel to the Scoured Stars to at last answer the *Tear*'s secrets.

While the threats of the Scoured Stars were powerful, they were disorganized and possessed no obvious spacefaring assets. What followed was one of the greatest single undertakings by the Starfinder Society. A task force of almost 80% of the Society's assets and agents joined the First Seeker on his mission into the Scoured Stars. Everything went well at first, with reports returning of Jadnura and the bulk of the Starfinder teams landing on the surface of the world to which the *Tear* directed them.

And then, nothing.

When the remaining Starfinders in the Lorespire Complex attempted to make contact, they discovered a terrifying reality: the Scoured Stars were now cut off from the rest of the galaxy. A vast shield of aurum energy surrounded the region of space, preventing communication and travel into the systems. Drift travel was rendered ineffective, and even visual scans failed to pierce the shifting veil, which was soon after dubbed "The Godshield" for its incomprehensible power. This single event left the Starfinder Society crippled, as most agents and assets are now trapped within the now-untouchable region of the Scoured Stars.

NEW BEGINNINGS (SEASON 1)

This is the starting point for the first season of the Starfinder Society Roleplaying Guild. With the bulk of the Starfinder Society lost in the aftermath of the Scoured Stars incident, the Society is on the brink of ruin. Only the actions of a particularly outspoken Starfinder, Luwazi Elsebo, has held the Starfinder Society together in the ensuing months. A dedicated assembly of surviving senior Starfinders has assisted Elsebo in stabilizing the Society, as well as in rebuilding the Forum. Many of these agents specialized in managing specific aspects of Society operations, each becoming de-facto leaders for Society factions both old and new.

Even with the dedication of Luwazi and her allies, the Starfinder Society suffered further losses, as discouraged surviving agents opted to leave the Society. The loss of further field agents, especially those few veterans who left, made holding onto the Society's vast portfolio of claimed planetoids, stellar regions, and other archaeological sites almost impossible. The necessity of maintaining the Society's claims on these regions was too much for the remaining agents to handle, and Luwazi turned to outside assistance from reputable mercenary organizations.

Through such imperfect arrangements, Luwazi and her allies successfully held the Starfinder Society together long enough for a new cadre of Starfinders to complete their training. Now, with the Scoured Stars incident still fresh in the memories of the Society's survivors, the quest to rebuild and discover the truth of what happened in the Scoured Stars begins!

APPENDIX 5: AFTER THE ADVENTURE

After completing an adventure in the Starfinder Society Roleplaying Guild, there are several things you need to do to prepare for the next session. First, return your character to her full Hit Points, Stamina Points, and Resolve Points, and refresh all spellcasting and daily-use abilities. Remove any temporary conditions such as ability score damage and time-limited conditions which simply haven't run their full duration (though more tenuous conditions must be resolved; see Conditions, Death, and Expendables in Chapter 4 for information).

You will also be given a Chronicle sheet to record your participation in that session. To complete a Chronicle sheet, follow the steps below.

STEP 1: EXPERIENCE POINTS (XP)

Each time you play an adventure, your character will receive experience points (XP). Typically, you gain 1 XP for completing a Starfinder Society scenario or 3 XP for completing an Adventure Path. Characters advance 1 level for every 3 XP they earn.

STEP 2: FAME AND REPUTATION

In each adventure, characters have the opportunity to earn Fame. Fame success conditions are located at the end of the adventure. In most cases, a scenario offers an amount of Fame equal to the total Reputation earned through the course of the scenario. Most scenarios offer 2 Fame for completing the primary and secondary success conditions, while others can offer potentially higher Fame rewards. The Fame earned will be listed on the scenario's associated Chronicle sheet. Similarly, some scenarios offer additional Reputation rewards for specific factions.

Track earned and spent Fame in the spaces on the right-hand side of the Chronicle sheet, and note your accumulated Reputation with the appropriate faction in the spaces at the bottom of the sheet.

STEP 3: DOWNTIME

Not every Starfinder works for the Society full time. Some are trained artisans, professionals, or performers and earn extra credits between missions. After each adventure that grants XP, you gain a period of Downtime before your next mission, which you can use in one of three ways per adventure: crafting, a day job, or other pursuits.

Crafting: You can spend your Downtime to craft an item following the rules presented on page 235 of the *Starfinder Core Rulebook*. A character must use the skills listed in this section of the book and cannot use the Profession skill to craft equipment. It is assumed that between adventures, you have access to the tools and workshop necessary to craft equipment.

To craft an item, you must acquire the requisite number of UPBs. You can purchase UPBs at a rate of 1000 UPBs for every 1000 credits spent. You cannot scavenge parts from equipment you own or collect during a scenario. Any equipment crafted between sessions should be marked on the Chronicle sheet to indicate that it was crafted.

Day Job: During Downtime, you can attempt one trained Profession check to earn extra money: this is called a Day Job check. Permanent bonuses from class, equipment, feats, race, and theme apply to your Day Job check as they would any check for the

relevant skill. Temporary bonuses do not apply to Day Job checks, no matter the source. You can take 10 on a Day Job check, but you can't take 20 or use the aid another action.

You gain a number of credits equal to twice your Profession skill check result, as per the "Earn a Living" entry in the Profession skill (*Starfinder Core Rulebook* 146). You cannot use other skills to make a Day Job check. Add this amount to the Day Job box on your Chronicle sheet.

Other Pursuits: Some boons allow you to use Downtime in other ways. These boons will provide exact rules on their use, but often require a character to sacrifice the opportunity to attempt a Day Job check or perform any crafting.

STEP 4: REWARDS

Starfinder Society Roleplaying Guild play handles treasure and in-game monetary rewards differently than a standard roleplaying experience. Instead of dividing up treasure among the party, every Starfinder has access to every piece of loot available in an adventure. Every Chronicle sheet lists all the equipment that can be found during the adventure, with the exception of minor items available to every character. After the scenario, the GM checks which items you and your fellow Starfinder discovered, and each of these items immediately becomes available for purchase by all party members. If two players in the party want an item, they both can purchase their own. Items not discovered in play are crossed off by the GM. In addition, every player who completes a scenario receives a set amount of credits for the scenario that she can spend to acquire items from sources listed found at paizo.com/starfindersociety/additional.

ADDENDUM: CHARACTER REVISION

First-level characters may be rebuilt per the rules in Appendix 1: Character Creation. This is not a necessary step to completing a Chronicle sheet after an adventure, but a Chronicle sheet is required in order to confirm the changes. The same is true for retraining, as described below.

Retraining: After 1st level, the only way to retrain character choices is through the use of the *mnemonic editor* hybrid item (*Starfinder Core Rulebook* 226). Characters can use this item to reverse the last 2 levels worth of decisions on a character. Different versions of the device allow you to retrain up to three additional times, effectively allowing a character to wipe and retrain up to 8 levels worth of decisions throughout her career.

All changes must be tracked on your Chronicle sheets or on a suitable Inventory Tracking Sheet, made in the presence of a Roleplaying Guild GM, and initialed by the observing GM. The GM can audit your character before allowing changes, so bring your character sheet and all Chronicle sheets to the GM. Retraining may be limited by time constraints. When retraining using a *mnemonic editor*, players must purchase the appropriate mark of *mnemonic editor* (e.g. mk I) using credits or Fame.

For more information on purchasing a *mnemonic editor*, refer to Table 2-2: Basic Purchases on page 27.

APPENDIX 6: PLAYER REWARDS

In addition to the boons gained by participating in Starfinder Society Roleplaying Guild sessions, players can earn additional rewards.

BOONS

Boons are small in-game rewards distributed for a variety of reasons, including attending events and supporting charities.

Convention: A player can acquire a convention boon from participating in a convention supported by Paizo. You can't assign multiple copies of a convention boon to the same character. If the only difference in the Chronicle sheet is the title of the convention or event listed at the top, it is the same boon.

Discounts: Some boons provide a discount in the number of credits or amount of Fame associated with a purchase. Unless otherwise noted, only one boon that provides any discount can be applied to any one purchase. This prevents multiple discounts from reducing a purchase's cost by an unreasonable amount for the game's wealth expectations.

Holiday: Some in-game holidays offer unique boons, often announced on the blog at paizo.com. You must participate in the specified Roleplaying Guild session or otherwise follow the rules provided in the relevant blog post in order to attach the holiday

boon to one of your characters. You receive only one copy of the boon, but can assign it to any one of your characters during the dates specified on the boon; it doesn't have to be the character you played during that session.

Quests: Some quests award special types of boons. These boons must be applied to the character you played for the quest. If your character dies in a quest that grants 0 XP, the Chronicle sheet can be applied to the character, but cross off the boon. The death condition is not permanent for such quests. This is an exception to the normal death rules (see page 17).

Welcome: A player may apply the Welcome to Starfinder boon to their first character (XXXX-701)

PROMOTIONAL

As a way of rewarding players who show their support for the Starfinder Society Organized Play campaign by purchasing and using items featuring campaign insignia, faction logos, or Starfinder branding, a player utilizing any of the Starfinder items on paizo.com/organizedplay/perks can slot the associated boon into his or her Promotional boon slot. Game Masters are also invited to bring promotional material to games, but they gain no additional benefits other than supporting Starfinder.

APPENDIX 7: VOLUNTEER COORDINATORS

Over 84,000 players and 16,000 active GMs participate in Paizo organized play activities. Events span the globe, occurring regularly in 42 countries on six of the seven continents. Players and GMs work together to plan local events, but even in our media-savvy times, connecting with other players proves a difficult task. Most often, the task of organizing events falls to a local person or team who volunteers time and effort to promote gaming in their community.

To coordinate this pool of global volunteers, Paizo has teamed up with the Organized Play Foundation, a nonprofit charitable organization created to help bring together gamers and to promote education through strategic games. Volunteers with the Organized Play Foundation choose which organized play program and the scope of their activities, ranging from planning events at a local game store to overseeing organized play across an entire country or continent, to provide regular gaming opportunities for gamers.

Volunteers, collectively known as Venture-Officers, receive ranks based on their duties and geographical areas of responsibility. The top level of volunteers, Regional Venture-Coordination, looks after large geographical areas. Under them are Venture-Captains, responsible for countries, states, or large metropolitan areas. Their right hands, the Venture-Lieutenants, assist in the area's coordination efforts. The lowest level, Venture-Agents, coordinate activities in one location, such as a game store, a school, a community center, or a military installation.

The current roster of Paizo Venture-Officers is online at paizo.com/organizedplay/coordinators. Players looking for organized play activities in their area should contact their closest Venture-Officer. If you are unsure who your local Venture-Officer is, find the appropriate state or country in the list below and contact the associated Regional Venture-Coordinator.

Anyone may join the Organized Play Foundation as a volunteer. A list of recommended tasks and benefits for each level of Venture-Officer rank is located at organizedplayfoundation.com/paizoorganizedplay/volunteer. If you read the Venture-Officer descriptions and are interested in joining the team, complete the volunteer interest form linked at the bottom of the webpage listed above. The Regional Venture-Coordinator for your area will receive your information and establish contact to bring you onboard the team.

PAIZO ORGANIZED PLAY REGIONS

The regional Venture-Coordination and their regions are listed below.

NORTH AND SOUTH AMERICA

Great Lakes [United States & Canada] Regional Venture-Coordinator Bob Jonquet (pfs.illinois@gmail.com): Illinois, Indiana, Kentucky, Michigan, Ohio, Ontario, and Wisconsin

Midwest [United States & Canada] Regional Venture-Coordinator Todd Morgan (toddpmorgan@gmail.com): Iowa, Kansas, Manitoba, Minnesota, Missouri, Nebraska, North Dakota, Oklahoma, Saskatchewan, and South Dakota

Northeast [United States & Canada] Regional Venture-Coordinator June Soler (njpathfinders@gmail.com): Atlantic Canada, Connecticut, Delaware, Maine, Maryland, Massachusetts, New Hampshire, New Jersey, New York, Pennsylvania, Quebec, Rhode Island, and Vermont

Northwest [United States & Canada] Regional Venture-Coordinator Walter Sheppard (pullmanpathfinder@gmail.com): Alaska, Alberta, British Columbia, Idaho, Montana, Oregon, Washington, and Wyoming

Southeast [United States] Regional Venture-Coordinator Del Collins (regionalventurecaptain@s-c-a-r-a-b.com): Alabama, Arkansas, Florida, Georgia, Louisiana, Mississippi, North Carolina, South Carolina, Tennessee, Virginia, and West Virginia

Southwest [United States] Central & South America Regional Venture-Coordinator Eric Brittain (sdpathfinder@gmail.com): Argentina, Arizona, Brazil, California, Chile, Colorado, Mexico, Nevada, New Mexico, Texas, Uruguay, and Utah

AFRICA, ASIA, AUSTRALIA, AND EUROPE

Africa and East Eurasia Regional Venture-Coordinator Auke Teeninga (pathfinderbenelux@gmail.com): Belarus, Finland, Iceland, Netherlands, Denmark, Latvia, Russia, and South Africa

Asia-Pacific Regional Venture-Coordinator Stephen White (pathfindersocietyoz@gmail.com): Australia, China, Hawaii, India, Japan, Malaysia, New Zealand, Okinawa, Philippines, Singapore, and Eastern Asia

Central Europe Regional Venture-Coordinator Dan Simons (pfs.rvc.centraleurope@gmail.com): Austria, Germany, and Switzerland

West Eurasia and Middle East Regional Venture-Coordinator Dave Harrison (paizoconuk@hotmail.com): Belgium, Croatia, France, Ireland, Israel, Italy, Portugal, Slovenia, Spain, Turkey, Ukraine, United Arab Emirates, and United Kingdom

APPENDIX 8: ROLEPLAYING GUILD GUIDE GLOSSARY

Like the Starfinder Roleplaying Game, the Starfinder Society Roleplaying Guild uses a number of terms, abbreviations, and definitions. The following are some of the most common.

Additional Resources: The Additional Resources page lists what classes, feats, items, spells, and other character options are legal from books published by Paizo, Inc. To use such an option, you must have a legal source in which it appears, as well as a copy of the current version of the Additional Resources list (paizo.com/starfindersociety/additional).

Adventure: Adventures collectively refer to scenarios, and sanctioned Adventure Paths.

Alignment Infraction: Any intentionally evil action or suitably callous criminal action, known as an alignment infraction, results in a player gaining Infamy. The consequences of Infamy vary from limits on purchases to forced retirement of a character from the Starfinder Society Roleplaying Guild (see page 12).

Average Party Level (APL): APL represents the average level of all PCs participating in the adventure; this number determines which subtier to use when playing a scenario. See page 11 for rules on how to determine APL and how APL determines subtier.

Boon: A boon is an in-game reward other than XP, credits, Fame, or standard item access. Boons appear on Chronicle sheets, typically earned as part of an adventure or when attending conventions or other special events.

Character Versus Character (aka PVP): Character-versus-character conflict occurs when one PC attempts, of his or her own volition, to harm, kill, or otherwise contribute to the injury of another PC. Player-versus-player conflict is strictly prohibited in the Starfinder Society Roleplaying Guild. See page 8 for more details.

Companion: Any permanent creature that accompanies a PC, can take its own actions in combat, and is acquired through a PC's class features (such as a mechanic's drone) is referred to as a companion. In the Starfinder Society Roleplaying Guild, a character may have only one companion active during a session. See the Starfinder Society FAQ at paizo.com/organizedplay/faq for more information on companions.

Chronicle Sheet: This is a record of adventures that a character has completed, recording XP, credits, Fame, Reputation, boons, and item access the character earned. Some Chronicle sheets grant special rewards that are not associated with an adventure but are rather earned for attending conventions or participating in special events. These records allow a player to play their character at any Starfinder Society event of the appropriate level anywhere in the world.

Day Job: Your PC may utilize Downtime in order to attempt a trained Profession check—often referred to as a Day Job check—to earn additional credits. See page 45 for more information.

Downtime: A PC gains a unit of time called Downtime after each XP-granting adventure. You can spend this Downtime to perform one of several actions, such as crafting items or attempting a Day Job check. See page 45 for more information on Downtime.

Evil Act: An evil act represents an action that, on its own or as part of a pattern, would push your character's alignment toward evil. An individual evil act may or may not result in the acquisition of Infamy.

Exclusive: An exclusive is an adventure that requires a GM to meet certain criteria to run—typically having earned a certain number of GM novas.

Faction: The Starfinder Society is comprised of five primary factions and various minor factions. Your faction defines your PC's secondary loyalties in the in the campaign. See Appendix 2: Factions for more information on the primary factions and their goals.

Fame: Fame represents your character's social currency within the Starfinder Society and can be expended to purchase boons and services from the Society or its various factions. Fame is gained from successfully completing adventures.

Game Master (GM): A GM adjudicates the rules and controls the elements of the story and galaxy that the players explore, providing a fair and fun game. In the Starfinder Society Roleplaying Guild, a GM must also help players accurately fill out their paperwork and report the results of each game to the event coordinator or on paizo.com/starfindersociety.

GM Novas: GM novas are a measure of how many Starfinder Society games an individual has run, ranging from 10 sessions (one star) to over 100 sessions (four novas). GM novas grant access to exclusive content and grant a bonus on rerolls gained via boons. A fifth nova can be earned by meeting several additional criteria yet to be established.

Infamy: Infamy represents a character's slide into evil, typically accrued by a character performing intentionally evil or suitably callous criminal actions during an adventure. The consequences of Infamy vary from limits on purchases to forced retirement of a character from the Starfinder Society Roleplaying Guild (see page 12).

Legal Source: A legal source is a physical copy of a book, name-watermarked PDF of the book, a printout of one or more pages from a name-watermarked PDF, or a printout of the rules from the SFRD accompanied by a proof of purchase for the product in which those rules appear. In order to use a character option—especially in conjunction with the Additional Resources page—you must own and have at the table a legal source that contains that option.

Organized Play Manager (OPM): The organized play manager administers organized play campaigns, including the Pathfinder Society Roleplaying Guild, Starfinder Society Roleplaying Guild, and Adventure Card Guild.

Starfinder Reference Document (SFRD): This is a free online version of all the rules contained within the *Starfinder Core Rulebook* and other RPG hardcover books, available at paizo.com/sfrd. The SFRD is not a legal source for players to reference rules or PC building purposes. GMs can reference the SFRD as they wish for ease of preparing and running an adventure.

Organized play number: Each participant in Paizo's organized play programs is provided an organized play number. The number

is often hyphenated; the first, longer number represents your player number, and the second number represents your individual character (e.g. # 123456-702 refers to player number 123456 and her second PC in Starfinder Society). This number is used when reporting completed adventures and should appear on each Chronicle sheet and any Inventory Tracking Sheets associated with your PCs.

Player Character (PC): These are the characters portrayed by the players, rather than by a GM.

Pregenerated Character: These are premade characters of levels 1, 4, and 8 designed for quick use by players who may not have a character of their own or want to try a new character class. Some exclusive events also provide special pregenerated characters.

Reputation: Reputation represents your character's current standing with a faction. A character can have multiple Reputation scores, each with different factions. The higher a Reputation score, the more resources are available for purchase from the associated faction.

Rebuilding: The process of replacing one or more of your character features as directed by campaign rules, typically without cost. The most common type of rebuilding is a 1st-level character rebuild, which you may do freely any time before playing an adventure at 2nd level or higher. More information about rebuilding can be found on page 9.

Regional Venture Coordinator: Regional Venture-Coordinators, under the guidance of the Organized Play Manager, supervise a large section of the world and support Venture-Captains and Venture-Lieutenants in their duties.

Replay: A player replays a scenario when she plays it more than once. The Starfinder Society Roleplaying Guild allows only limited forms of replay. See page 8 for the limited replay rules.

Repeatable Scenarios: A scenario with the repeatable tag. This scenario includes rules for being played more than once by a single player (but never more than once with a single character).

Quest: Quests are short adventures designed to last about 1 hour.

Sanctioned: Sanctioned material is that which has been approved for use within the Starfinder Society Roleplaying Guild.

Sanctioned Adventure Path: These are adventures other than Starfinder Society scenarios for which characters can receive credit. The list of which Adventure Paths are sanctioned for play appears on the Additional Resources page, where you can download each such adventure's Chronicle sheets and any special rules involved.

Scenario: These are adventures that typically take 4-5 hours to complete, written specifically for the Starfinder Society Roleplaying Guild. Most adventures in the campaign are scenarios.

Season: A season is a year-long period that typically begins at Gen Con (August). Most seasons have a unifying theme and contain about 15 scenarios, with one usually released per month.

Special: This is a catch-all term used to refer to exclusives and scenarios with other unusual formats.

Subtier: This is a small level range within a tier used to scale the difficulty of an adventure for groups of different Average Party Levels.

Tier: This is a range of character levels that can participate in an adventure. Scenario tiers are usually subdivided into subtiers. A PC cannot participate in an adventure if the PC's level at the start of the adventure is outside that adventure's tier.

Venture-Agent: Venture-Agents are dedicated volunteer coordinators who direct operations at one venue.

Venture-Captain (VC) (In-Game): Rather than travel widely, some Starfinders establish lodges where they can coordinate local agents, store regional lore, and provide a safe refuge for their colleagues. In scenarios, venture captains are often the NPCs who brief the PCs on their next mission or opportunity.

Venture-Captain (VC) (Real-World): Named after the in-game veterans of the Starfinder Society, Venture-Captains are the many dedicated volunteer coordinators who oversee large geographic regions that contain a large number of players.

Venture-Lieutenant: Venture-Lieutenants are dedicated volunteer coordinators who assist the Venture-Captains in their efforts.

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