

Angawilwarin

Player: Fritz

N Male kiriinta themeless technomancer 6

Deity: **Black Butterfly**; Age: **30**; Height: **2' 6"**; Weight: **30 lb.**; Eyes: **black**; Hair: **fuzzy**; Skin: **smooth**
Speed: **40 ft.**, **Fly Speed 20 ft.**, Languages: Kiriinta, Auran, Common, Elven, Goblin, Shirren, Ysoki

Stamina	Hit Points	Resolve
36	34	8

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

<input type="checkbox"/>	INITIATIVE	+4	= +4 Dexterity +0 Misc
<input type="checkbox"/>	FORTITUDE	+3*	= +2 Base +1 Constitution +0 Misc
<input type="checkbox"/>	REFLEX	+6	= +2 Base +4 Dexterity +0 Misc
<input type="checkbox"/>	WILL	+6	= +5 Base +1 Wisdom +0 Misc
<input type="checkbox"/>	EAC	23	= +9 Armor +4 Dexterity +0 Misc
<input type="checkbox"/>	KAC	24	= +10 Armor +4 Dexterity +0 Misc
<input type="checkbox"/>	KAC+8	32	= +10 Armor +4 Dexterity +0 Misc

Defenses

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

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

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

Advanced lashunta tempweave

EAC: +9, KAC: +10, Max Dex: +6, Armor Check: -, Speed: -

Second skin

EAC: +1, KAC: +2, Max Dex: +5, Armor Check: -, Speed: -

Azimuth laser pistol

Ranged (80 ft.): **+8 (1d4+3 F; Crit burn 1d4)**

Range Full: +4/+4

Special:

Special Abilities

Cache Capacitor (1 slots, Current spell) (Su)

When regaining spells, cast spell from limited list into spell cache to affect self for 24 hrs.

Certainty (1/day) (Ex)

Activate before rolling for +2 to one skill check.

Eho Hadif champion

Custom Boon associated with a particular faction.

Elite Hiring Access (Bluff, Diplomacy, Intimidate)

Hiring can make Bluff, Diplomacy, Intimidate checks at +12

Energize Spell (1/day) (Ex)

As a move action, cast spell using 20 charges per spell level from a power cell.

Harmful Spells (Su)

When cast an instant spell dealing dam, gain extra dam.

Kiriinta Admittance (1 Uses)

Custom Boon.

Low-Light Vision (Ex)

See in dim light as if it were normal light.



Skills

<input type="checkbox"/>	+10	Acrobatics	Dexterity, 6r
<input type="checkbox"/>	+5*	Athletics	Strength, 5r
<input type="checkbox"/>	+0	Bluff	Charisma
<input type="checkbox"/>	+16	Computers	Intelligence, 6r
<input type="checkbox"/>	+6	Culture	Intelligence, 1r
<input type="checkbox"/>	+0	Diplomacy	Charisma
<input type="checkbox"/>	+0	Disguise	Charisma
<input type="checkbox"/>	+14	Engineering	Intelligence, 6r
<input type="checkbox"/>	+0	Intimidate	Charisma
<input type="checkbox"/>	+13	Life Science	Intelligence, 5r
<input type="checkbox"/>	+6	Medicine	Intelligence, 1r
<input type="checkbox"/>	+11	Mysticism	Wisdom, 5r
<input type="checkbox"/>	+10	Perception	Wisdom, 6r
<input type="checkbox"/>	+9	Physical Science	Intelligence, 1r
<input type="checkbox"/>	+8	Piloting	Dexterity, 1r
<input type="checkbox"/>	+13	Profession (electrician)	Intelligence, 5r
<input type="checkbox"/>	+1	Sense Motive	Wisdom
<input type="checkbox"/>	+8	Sleight of Hand	Dexterity, 1r
<input type="checkbox"/>	+9	Stealth	Dexterity, 5r
<input type="checkbox"/>	+1	Survival	Wisdom

Skill Modifiers

Athletics (Land speed 40'): +4 to jump

Proficiencies

Weapon Proficiencies: Basic Melee Weapons, Small Arms

Armor Proficiencies: Light Armor

Special Abilities

Spell Cache (item type, 1/day) (Su)

Activate to cast any one spell known for free.

Star Monster Slayer

+2 bonus to all skill checks made during starship combat against living starships -- fellow crewmates get +1 on skill checks during the fight.

Universal Explorer (specialty is The Vast)

Custom Boon.

Feats

Agile Casting

As a full action, move up to speed and at any point use spell or supernatural ability that requires standard action or less.

FLEET feat, FLUTTERCLOUD, and REVERB SHRIEK

Mobility [Combat Feat]

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

Spell Focus

DC of spells (but not spell-like abilities) increases by 1, 2 (11th+ level), or 3 (17th+ level).

Spells

Technomancer spells known (CL 6th; ranged +8)

2nd (4/day)—*caustic conversion, flight**, *invisibility*, *see invisibility*

1st (6/day)—*life bubble, magic missile, overheat* (DC 17), *shrink object*^{COM} (DC 17)

Cantrip (at will)—*dancing lights, detect magic, energy ray, mending, psychokinetic hand, token spell** This spell can be cast using a lower level spell slot to varying effect. See the spell's description.

Tracked Resources

Battery	<input type="text" value="20"/>
Battery (Azimuth laser pistol)	<input type="text" value="20"/>
Battery, super-capacity (Comm unit, personal)	<input type="text" value="80"/>
Certainty (1/day) (Ex)	<input type="checkbox"/>
Computer idol, mk 1 (1/day)	<input type="checkbox"/>
Energize Spell (1/day) (Ex)	<input type="checkbox"/>
Gravitational harness, mk 1 (1/day)	<input type="checkbox"/>
Kiriinta Admittance	<input type="checkbox"/>
Serum of healing, mk I	<input type="checkbox"/>
Spell Cache (item type, 1/day) (Su)	<input type="checkbox"/>

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

Total Bulk Carried: 1.1, Unencumbered

Backpack, industrial <In: Null-space chamber, mk 1>	1
Comm unit, personal	L
Computer (tier 1)	-
artificial personality, hardened, miniaturization, miniaturization, range I (100 feet), self-charging, telepathic user interface	
Computer idol, mk 1 (1/day)	L
Engineering kit	L
Hacking kit	L
Null-space chamber, mk 1 <Holds: 2 @ 0 blk>	L
Professional's tools (Profession [electrician])	L
Serum of healing, mk I	-
Spell gem of detect affliction	L
Spell gem of magic missile	L

Boons Experience & Wealth

Career Experience Points: **15** (15/18 to 7th)

Current Cash: **3,090.5 credits**

Gear

Starstone compass L

Augmentations

Force soles, mk 1

Gravitational harness, mk 1 (1/day)

Speed suspension, minimal

Synaptic accelerator, mk 1 (Intelligence)

Factions

Ehu Hadif
Tier 3; Reputation 25

Exo-Guardians
Tier 0; Reputation 2

Wayfinders
Tier 1; Reputation 11

Boons

Amateur Hireling Access (Bluff, Diplomacy, Intimidate)
[Ally]
Hireling can make Bluff, Diplomacy, Intimidate checks at +8

Basic Hireling Access (Bluff, Diplomacy, Intimidate)
[Ally]
Hireling can make Bluff, Diplomacy, Intimidate checks at +6

Boons

Elite Hireling Access (Bluff, Diplomacy, Intimidate) [Ally]

Hireling can make Bluff, Diplomacy, Intimidate checks at +12

Professional Hireling Access (Bluff, Diplomacy, Intimidate) [Ally]

Eho Hadif champion [Faction]

Custom Boon associated with a particular faction.

Kiriinta Admittance [Personal]

Custom Boon.

Universal Explorer (specialty is The Vast) [Social]

Custom Boon.

Star Monster Slayer [Starship]

+2 bonus to all skill checks made during starship combat against living starships -- fellow crewmates get +1 on skill checks during the fight.

Background

has the "FLEET" feat, so his speed is bumped from 20 to 30 -- then "Minimal Speed Suspension" bumps speed to *40*

Boons



Starfinder Society Scenario #2-15: The Infernal Gallery

Character Chronicle # 1

duhwoo	A.K.A.	Angawilwarin	10468	- 7 03	WAY
Player Name		Character Name	Organized Play #	Character #	Faction

Items Found During This Scenario

Diabolical Hitchhiker (Ally) You picked up an unexpected passenger on your journey back to Absalom Station. What appeared to be an imprisoned bird from the holy plane of Elysium was actually the imp Kremzle in disguise, and he deceitfully (or invisibly) hitched a ride on your starship. After taunting you, he flew off to participate in his own machinations, but your paths may cross again. This boon will have an effect in a future scenario.

All Subtiers	Subtier 3-4
diffraction resonator (2,080; item level 4; <i>Armory</i> 23) electron crystal, least (1,430; item level 3; <i>Armory</i> 26) figurine of wondrous power (obsidian electrovore; 3,000; item level 5; <i>Armory</i> 113) nanite hypopen, brown (160; item level 2; <i>Armory</i> 106) recovery aegis (1,350; item level 3; <i>Armory</i> 115)	dented kasa (3,000; item level 5; <i>Armory</i> 112) filtered rebreather (4,600; item level 6) harmonic shrieking knife (2,180; item level 4; <i>Armory</i> 11) electron crystal, minor (3,850; item level 6; <i>Armory</i> 26) nanite hypopen, white (2,300; item level 9; <i>Armory</i> 106; limit 1) silver sledge (1,350; item level 3; <i>Armory</i> 8)
Reputation	
Faction <u>WAY</u> Reputation <u>0</u> <u>2</u>	Faction _____ Reputation _____
Faction _____ Reputation _____	Infamy _____

MAX CREDITS	SUBTIER <input type="checkbox"/> Normal Max Credits
1-2	700
SUBTIER <input checked="" type="checkbox"/> Normal	Out of Subtier 1,080
SUBTIER <input type="checkbox"/> Normal	3-4 1,460
SUBTIER <input type="checkbox"/> Normal	- -
EXPERIENCE	0
	Starting XP
+	1 GM's Initiative SV
	XP Gained (GM ONLY)
=	1
	Final XP Total
FAME	0
	Initial Fame
+	2 GM's Initiative SV
	Fame Gained (GM ONLY)
-	0
	Fame Spent
	2
	Final Fame
CREDITS	14
	Starting Credits
+	1080 GM's Initiative SV
	Credits Garnered (GM ONLY)
+	0 GM's Initiative SV
	Day Job (GM ONLY)
-	0
	Credits Spent
=	1094
	Total

For GM Only				
FG Starfinder	687902	02/23/2020		328439
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #



Starfinder Society Scenario #2-13: Storm of the End Times

Character Chronicle # **2**

Fritz N.	A.K.A. Angawiliwrin	10468	03	-	7 Wayfinders
Player Name	Character Name	Organized Play #	Character #		Faction

Items Found During This Scenario

Allies in the Aeon Empire (Ally Boon): During your mission to Wealdriad, you met with a group of shatoris from the Azlanti Star Empire. This group performed research outside of the Empire's purview, but they regularly operate within the Empire's borders. You can slot this boon at any point while operating with the Azlanti Star Empire to be able to make purchases following all of the normal rules for purchasing items. In addition, this boon might have other benefits in scenarios related to the Azlanti Star Empire, which your GM will make you aware of prior to slotting boons.

All Subtiers	Subtier 3-4
azimuth laser pistol (350; item level 1) frostbite-class zero rifle (2,330; item level 4) graphite carbon skin (1,220; item level 3) hydrojet armor upgrade (1,400; item level 3; <i>Starfinder Armory</i> 83) iridescent spindle aeon stone (740; item level 2) keen senses spell ampoule (300; item level 3; limit 2) second skin (250; item level 1) survival knife (95; item level 1)	 burst weapon fusion seal (1,040; item level 6) dispelling AG accelerator rifle (9,060; item level 7; <i>Starfinder Alien Archive</i> 7) frag grenade I (35; item level 1) static arc pistol (750; item level 2) tactical dueling sword (475; item level 2) viridian balhis aeon stone (4,200; item level 6; <i>Starfinder Armory</i> 110)

Reputation			
Faction	Wayfinders	Reputation	+2
Faction		Reputation	
Faction		Reputation	
Faction		Infamy	

SUBTIER	<input type="checkbox"/> Normal Max Credits
1-2	720
SUBTIER	<input type="checkbox"/> Normal
Out of Subtier	1,091
SUBTIER	<input type="checkbox"/> Normal
3-4	1,462
SUBTIER	<input type="checkbox"/> Normal
-	-
MAX CREDITS	
1	
Starting XP	
+	1 AB
XP Gained (GM ONLY)	
=	2
Final XP Total	
2	
Initial Fame	
+	2 AB
Fame Gained (GM ONLY)	
-	-
FAME	
-	
Fame Spent	
4	
Final Fame	
1,094	
Starting Credits	
+	720 AB
Credits Garnered (GM ONLY)	
+	---- AB
CREDITS	
-	
Day Job (GM ONLY)	
-	
Credits Spent	
=	1,814
Total	



Starfinder Society Scenario #2-21: Illegal Shipment

Character Chronicle # 3

<u>Fritz N.</u>	A.K.A.	<u>Angawiliwrin</u>	<u>10468</u>	<u>703</u>	<u>Wayfinders</u>
Player Name		Character Name	Organized Play #	Character #	Faction

Items Found During This Scenario

Swarm Foe (Social Boon): You managed to assist in stopping a Swarm incursion onto Absalom Station. While the Swarm were prevented a foothold, you fought only the nascent stages of a Swarm attack. When you slot this boon, you gain a +1 bonus to attack and damage rolls made against Swarm creatures. In addition, once per session when you have this boon slotted, you can reroll a single saving throw made to resist any effects caused by a Swarm creature.

All Subtiers	Subtier 3-4
graphite carbon skin (1,220; item level 3) mk 2 serum of healing (425; item level 5; limit 2) recovery aegis (1,350; item level 3; Starfinder Armory 115) tactical arc emitter (750; item level 2) tremor boomer rifle (520; item level 2; Armory 20)	freebooter armor II (4,720; item level 6) mk 1 scrambler gloves (4,500; item level 6; Starfinder Armory 124) pulse staccato rifle (2,000; item level 4; Armory 20)

purchased a standard battery (60 Cr)

Reputation			
Faction <u>Wayfinders</u>	Reputation <u>+2</u>	Faction _____	Reputation _____
Faction _____	Reputation _____	Infamy _____	

SUBTIER	<input type="checkbox"/> Normal Max Credits
1-2	720
SUBTIER	<input type="checkbox"/> Normal
Out of Subtier	1,090
SUBTIER	<input type="checkbox"/> Normal
3-4	1,460
SUBTIER	<input type="checkbox"/> Normal
-	-
EXPERIENCE	2
Starting XP	
+ 1	GM's Discretion AB
XP Gained (GM ONLY)	
= 3	
Final XP Total	
FAME	4
Initial Fame	
+ 2	GM's Discretion AB
Fame Gained (GM ONLY)	
-	-
Fame Spent	
6	
Final Fame	
CREDITS	1,814
Starting Credits	
+ 720	GM's Discretion AB
Credits Garnered (GM ONLY)	
+ ---	GM's Discretion AB
Day Job (GM ONLY)	
- 60	
Credits Spent	
= 2,474	
Total	



Starfinder Society Scenario #1-12: Ashes of Discovery

Character Chronicle #

4

Fritz Neufeld A.K.A. Angawilwarin 10468 7 04 Wayfinders
 Player Name Character Name Organized Play # Character # Faction

This Chronicle sheet grants access to the following:

all used

Contractor's Respect (Social Boon; Limited Use): By successfully completing a mission to investigate an abandoned outpost in Near Space, you also earned the esteem of a prominent organization within the Pact Worlds. You can call upon the resources of this organization by slotting this boon. The organization loans you a set of armor or a nonconsumable weapon (but fully loaded with conventional ammunition) for the duration of the adventure. The loaned equipment must have an item level equal to or less than your character level + 1, up to a maximum item level of 8. The item must be returned to the organization at the end of the adventure. Whenever you slot this boon, you must check one of the boxes.

This boon might have additional uses based on the organization you have influenced. How this influence will play out in the future is not yet clear. You will be told if this boon is important to a future scenario prior to slotting your boons. When all the boxes are checked, you can no longer earn loaned equipment while slotting this boon, as your preferred standing with this organization is expended.

For tracking purposes, your GM should mark the name of your hiring organization here: Xenowardens

Star Monster Slayer (Starship Boon): You defeated a spacefaring monster known as a Besmaran whelp. Since this battle, you've mastered the art of battling against living starship-sized enemies when operating a starship of your own. While this boon is slotted, you gain a +2 bonus to all skill checks made in a starship combat against an enemy living starship. Any of your fellow crewmates who don't have this boon slotted instead gain a +1 bonus to their skill checks against enemy living starships—the direct result of your guidance during the battle.

All Sub	Subtier 3-4
advanced medkit (2,700; item level 5; limit 2) azimuth laser pistol (425; item level 1) basic medkit (100; item level 1; limit 2) graphite carbonskin (1,220; item level 3) incendiary grenade I (375; item level 2; limit 4) medpatch (50; item level 1; limit 4) mk 1 ring of resistance (735; item level 2) mk 1 serum of healing (50; item level 1; limit 4) screamer grenade I (725; item level 4; limit 2) spell gem of lesser restoration (450; item level 5; limit 1) spell gem of remove condition (450; item level 5; limit 1) squad defiance series armor (1,220; item level 3) squad machine gun (2,060; item level 4) survival knife (95; item level 1) trailblazer fusion seal (4th) (1,114; item level 4)	estex suit II (2,700; item level 5) incendiary grenade II (1,040; item level 6; limit 2) lashunta ringwear II (2,970; item level 5) shock grenade II (650; item level 4; limit 4) spell gem of remove affliction (1,400; item level 8; limit 1) sprayflesh (440; item level 5; limit 2) static shock caster (4,620; item level 6) tactical dueling sword (475; item level 2) thunderstrike sonic rifle (3,400; item level 5)

PURCHASED A MK I SYNAPTIC ACCELERATOR PERSONAL UPGRADE FOR +2 INT

Reputation

Faction Wayfinders +2 Reputation Faction Reputation

Faction Reputation Infamy

SUBTIER	<input checked="" type="checkbox"/> Normal Max Credits
	1-2 733
SUBTIER	<input type="checkbox"/> Normal
	Out of Subtier 1,116
SUBTIER	<input type="checkbox"/> Normal
	3-4 1,499
SUBTIER	<input type="checkbox"/> Normal
	- -
EXPERIENCE	3 Starting XP
	+ 1 B.G. XP Gained (GM ONLY)
	= 4 Final XP Total
	6 Initial Fame
FAME	+ 2 B.G. Fame Gained (GM ONLY)
	- Fame Spent
	8 Final Fame
CREDITS	2,474 Starting Credits
	+ 733 B.G. Credits Garnered (GM ONLY)
	+ 44 B.G. Day Job (GM ONLY)
	- 1,400 Credits Spent
= 1,851 Total	

For GM Only

3XP Online 2700689 13 June 2020 732
 EVENT EVENT CODE DATE Game Master's Signature GM Organized Play #



Scenario #3-01: Crash Down

Character Chronicle #

5

Fritz	A.K.A.	Angawilwarin	10468	-	703	Wayfinders
Player Name		Character Name	Organized Play #		Character #	Faction

Adventure Summary

After performing a routine orbital scan on an uncharted world in the Vast, a localized weather phenomenon flared and caused your starship to crash. Escaping from a sinking swamp, you somehow managed to survive on the planet for three weeks while the Society dispatched a rescue party to retrieve you. Along the way you uncovered signs of some prior civilization and indications that the fauna and flora of the world had been modified to hyper evolve into apex predators. You survived these threats and managed to escape onboard the Society rescue ship to return to Absalom Station with your findings.

Levels 1-2	Levels 3-4
adamantine alloy cable line (10 ft.) (500; item level 2) ion tape (275; item level 3; <i>Starfinder Armory</i> 105) mystic cure (1st level) spell gem (140; item level 2) Starfinder backpack (750; item level 2; <i>Armory</i> 116) survival straw (450; item level 2; <i>Armory</i> 108) tier 1 datapad (hardened and self-charging) (80; item tier 2; <i>Armory</i> 100) trailblazer fusion seal (2nd level) (396; item level 2)	 backup generator armor upgrade (2,100; item level 4) basic domestic drone (2,000; item level 4; <i>Starfinder Armory</i> 101) conserving fusion seal (4th level) (748; item level 4) smart cable (10 ft.) (4,000; item level 6; <i>Armory</i> 107) solar sheeting (2,000; item level 4; <i>Armory</i> 107)

Reputation			
Faction	Wayfinders	Reputation	+2 10
Faction		Reputation	
Faction		Infamy	

LEVELS	<input type="checkbox"/> Normal Max Credits
	①-2 720
	<input type="checkbox"/> Normal
MAX CREDITS	Out of Level 1,090
	<input type="checkbox"/> Normal
LEVELS	3-4 1,460
	<input type="checkbox"/> Normal
LEVELS	- -
	<input type="checkbox"/> Normal
EXPERIENCE	4
	Starting XP
	+ 1 MDB
	XP Gained (GM ONLY)
	= 5
FAME	Final XP Total
	8
	Initial Fame
	+ 2 MDB
	Fame Gained (GM ONLY)
CREDITS	-
	Fame Spent
	10
	Final Fame
	1,851
CREDITS	Starting Credits
	+ 720 MDB
	Credits Garnered (GM ONLY)
	+ 30 MDB
	Day Job (GM ONLY)
CREDITS	-
	Credits Spent
	= 2,601
Total	

For GM Only				
ConCurrent 2020	2700169	2020-06-20	Michael D. Beck	1773
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #



Convention Boon #8 ConCurrent 2020

Character Chronicle #

5a

Fritz
Neufeld A.K.A. Angawilwarin 10468 - 703 Wayfinders

Player Name Character Name Organized Play # Character # Faction

NOT INTENDED FOR SALE. NO CASH VALUE
This Chronicle sheet grants access to the following:

Universal Explorer (Social Boon)

You're somewhat renowned for your specialized skills in exploring a certain type of area in the known universe. Your skill in exploration is such that you can navigate your preferred region with ease.

Benefit: When you earn this boon, select one of the following exploration specializations: Pact Worlds, Near Space, the Vast, the Drift or Extraplanar.

Whenever you must roll a random dice result to determine how long it takes to travel in the selected region, you can reroll the result. In addition, anytime you have to make a skill check related to navigation in your specialized region, you gain a +2 bonus to that skill check. This bonus applies to Piloting (both starships and vehicles) in the associated area. Finally, once per adventure while in the specialized region, you can reroll your Initiative check after seeing the result; you must use the new result.

exploration specialization selected is THE VAST

Originally Issued to Organized Play ID 10468

Reputation			
Faction _____	Reputation _____	Faction _____	Reputation _____
Faction _____	Reputation _____	Infamy _____	

TRADING

Date Traded:	6/22/2020
Transfer From:	initial boon
Date Traded:	
Transfer From:	
Date Traded:	
Transfer From:	

EXPERIENCE

n/a	
Starting XP	
+	0 <small>GM's Initials</small>
XP Gained (GM ONLY)	
=	n/a
Final XP Total	

FAME

n/a	
Initial Fame	
+	0 <small>GM's Initials</small>
Fame Gained (GM ONLY)	
-	n/a
Fame Spent	
n/a	
Final Fame	

CREDITS

n/a	
Starting Credits	
+	0 <small>GM's Initials</small>
Credits Garnered (GM ONLY)	
+	0 <small>GM's Initials</small>
Day Job (GM ONLY)	
-	n/a
Credits Spent	
=	n/a
Total	

For GM Only

ConCurrent 2020	2700169	June 19-21, 2020	<i>Alex Seidel</i>	014
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #



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

Character Chronicle #

6

Fritz Neufeld A.K.A. Angawilwarin 10468 703 Ehu Hadif

Player Name Character Name Organized Play # Character # Faction

Items Found During This Scenario

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

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

All Subtiers

Subtier 3-4

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

estex suit II (2,700; item level 5)
frostbite-class zero pistol (3,060; item level 5)
mk 1 null-space chamber (3,050; item level 5)
ring of sustenance (2,925; item level 5)
staff of mystic healing (3,700; item level 5)

spent 2 Fame to get Edu Hadif faction champion boon, and used up "For the Future First" boon for +4 bonus reputation in the Edu Hadif faction

Reputation

Faction Ehu Hadif Reputation +6 | 6 Faction Wayfinders Reputation - | 10

Faction _____ Reputation _____ Infamy _____

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal Max Credits
	1-2	720
	SUBTIER	<input type="checkbox"/> Normal
MAX CREDITS	Out of Subtier	1,090
	SUBTIER	<input type="checkbox"/> Normal
	3-4	1,460
MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal
	-	-
	EXPERIENCE	
5 Starting XP		
+	1	HS
XP Gained (GM ONLY)		
=	6	
Final XP Total		
10		
Initial Fame		
+	2	HS
Fame Gained (GM ONLY)		
-	2	
Fame Spent		
10		
Final Fame		
2,601		
Starting Credits		
+	720	HS
Credits Gained (GM ONLY)		
+	26	HS
Day Job (GM ONLY)		
-	none	
Credits Spent		
=	3,347	
Total		

For GM Only

GenCon Online 2020

2700167

8/02/2020

Hannes Schmid

104723

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #



Scenario #3-03: Frozen Ambitions: The Shimmerstone Gateway

Character Chronicle #
7

<u>duhwoo</u>	<u>A.K.A.</u>	<u>Angawilwarin</u>	<u>10468</u>	<u>703</u>	<u>EH</u>
Player Name		Character Name	Organized Play #	Character #	Faction

Adventure Summary

You traveled to Vesk-8, a frigid world on the outskirts of the Veskarium, to investigate an anomaly in a mining camp. The rare ore harvested here, shimmerstone, caused a mysterious portal in the mine to activate, and you journeyed to the other side of the portal. Soon after passing through, you were set upon by explosive creatures that collapsed the tunnel behind them, blocking your way home. You found a mysterious lunar fey named Dolain on an abandoned smuggling ship. Through your conversations with Dolain and investigation of the ship, you learned that you were on Vesk-8's moon, Traverse (x and uncovered valuable encrypted secrets that the smugglers had left behind). After speaking with Dolain, you sought aid from the kothama mystic Mathun. When Mathun explained that they wished for their existence to be kept a secret from outsiders, you (a ignored their plea and made a full report of your findings to the Starfinder Society / x honored their request for privacy).

GM Notes: Purchased basic hireling for 1 fame

Levels 1-2	Levels 3-4
chill frosthaft doshko (2,100; item level 4; <i>Starfinder Near Space 148</i>) defrex hide (2,250; item level 4) sunset shimmerstone staff (4,000; item level 6; <i>Starfinder Alien Archive 3 65</i>)	aurora storm doshko (6,700; item level 7; <i>Starfinder Near Space 148</i>) defrex hide (2,250; item level 4) sunset shimmerstone staff (4,000; item level 6; <i>Starfinder Alien Archive 3 65</i>)

Reputation	
Faction <u>EH</u> Reputation <u>6</u> <u>9</u>	Faction _____ Reputation _____
Faction <u>WAY</u> Reputation <u>10</u> <u>10</u>	Infamy _____

LEVELS	<input type="checkbox"/> Normal Max Credits				
1-2	720				
LEVELS	<input type="checkbox"/> Normal				
Out of Level	1,090				
LEVELS	<input checked="" type="checkbox"/> Normal				
3-4	1,460				
LEVELS	<input type="checkbox"/> Normal				
-	-				

EXPERIENCE					
	6				
	Starting XP				
+	1				<small>GM's Initiative</small> SV
	XP Gained (GM ONLY)				
=	7				
	Final XP Total				

FAME					
	10				
	Initial Fame				
+	2				<small>GM's Initiative</small> SV
	Fame Gained (GM ONLY)				
-	1				
	Fame Spent				
	11				
	Final Fame				

CREDITS					
	3347				
	Starting Credits				
+	1460				<small>GM's Initiative</small> SV
	Credits Garnered (GM ONLY)				
+	50				<small>GM's Initiative</small> SV
	Day Job (GM ONLY)				
-	0				
	Credits Spent				
=	4857				
	Total				

For GM Only				
Atlantis	37976	08/16/2020	<i>Vega</i>	328439
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #



Starfinder Society Scenario #1-09: Live Exploration Extreme!

Character Chronicle # 8

Fritz Neufeld A.K.A. Angawilwarin 10468 - 703 SS(Ehu)
Player Name Character Name Organized Play # Character # Faction

This Chronicle sheet grants access to the following:

Budding Media Celebrity (Social Boon): Following your stint on *Live Exploration Extreme!*, your face and name appear in images, videos, and memes across countless media platforms. This recognition lasts only a few days before the next major media phenomenon arises, but you can use this to launch your media career. If you have the icon theme, you gain a +5 bonus to Profession checks when performing a Day Job check. If you do not have the icon theme, when you slot this boon, you can gain the icon's celebrity ability in place of your own theme's 6th-level ability.

Dwarven Admittance (Personal Boon; Limited Use): Your heavily publicized encounters with dwarves has inspired a new generation of dwarven Starfinders—possibly even recruited from the Marbleheart clan found in *Salvation's End*. You can apply this boon in one of two ways. Select one of the following uses, and cross the other use off this Chronicle sheet.

New Character: You can play a dwarf character, beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the *Starfinder Society Roleplaying Guild Guide*. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character.

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

Salvation's Delver (Slotless Boon; Limited Use): *Salvation's End* has proven an incredible find with untold potential for further exploration, and discovering this would not have been possible without your efforts. You can check the box that precedes this boon when purchasing a mk 1 synaptic accelerator (*Starfinder Core Rulebook* 212) to buy it at the discounted price of 1,200 credits.

Items Found During This Scenario

RED STAR PLASMA KUKRI

A red star plasma kukri is a 4th-level one-handed basic melee weapon that deals 1d4 electricity and fire damage and has the wound critical hit effect. It has the operative and powered (capacity 20, usage 1) special properties. It has L bulk and costs 2,450 credits.

GOBLIN BATTLE JACK (POWERED ARMOR) LEVEL 2

EAC Bonus +6 **KAC Bonus +8**
Max Dex Bonus +2 **Armor Check Penalty -5** **Speed 30 feet**
Strength 16 (+3) **Damage 1d8 B** **Size Medium**
Capacity 20 **Usage 1/hour**
Weapon Slots 1 **Upgrade Slots 1** **Bulk 18**

All Subtiers

- basic iridishell (755; item level 2)
- business stationwear (2,600; item level 5)
- ember flame doshko (750; item level 2)
- goblin battle jack (950; item level 2)
- ifrit-class flamethrower (780; item level 2)
- jump jets (1,000; item level 2)
- red star plasma kukri (3,200; item level 5)
- spell gem of tongues (1,400; item level 8)
- static arc pistol (750; item level 2)
- static arc rifle (4,200; item level 6)

Subtier 3-4

- goblin battle jack (950; item level 2)
- goblin artillery laser (1,650; item level 6)
- combat laser pistol (1,270; item level 6)
- elite stationwear (4,100; item level 6)
- officer ceremonial plate (2,275; item level 4)
- red star plasma doshko (4,650; item level 6)
- red star plasma rifle (1,600; item level 6)
- fire tactical sword (1,120; item level 7)

spent 2 Fame to upgrade Basic Hireling Access to 'Amateur' (Bluff/Diplomacy/Intimidate)

Reputation

Faction SS (Ehu Hadif) Reputation +2 **11** Faction _____ Reputation _____

Faction _____ Reputation _____ Infamy _____

SUBTIER	<input type="checkbox"/> Normal Max Credits		
1-2		740	
SUBTIER	<input type="checkbox"/> Normal		
Out of Subtier		1,110	
SUBTIER	<input type="checkbox"/> Normal		
3-4		1,480	
SUBTIER	<input type="checkbox"/> Normal		
-		-	
MAX CREDITS			
		7	
<small>Starting XP</small>			
+	1	<small>GM's Initials</small> LH	
<small>XP Gained (GM ONLY)</small>			
=		8	
<small>Final XP Total</small>			
		11	
<small>Initial Fame</small>			
+	2	<small>GM's Initials</small> LH	
<small>Fame Gained (GM ONLY)</small>			
=		-2	
<small>Fame Spent</small>			
		11	
<small>Final Fame</small>			
		4,857	
<small>Starting Credits</small>			
+	1110	<small>GM's Initials</small> LH	
<small>Credits Garnered (GM ONLY)</small>			
+	44	<small>GM's Initials</small> LH	
<small>Day Job (GM ONLY)</small>			
-		none	
<small>Credits Spent</small>			
=		6,011	
<small>Total</small>			

For GM Only

DisplacementCon 2701152 09/04/2020 *Landon Hatfield* 63420
EVENT EVENT CODE DATE Game Master's Signature GM Organized Play #



Starfinder Society Scenario #1-10: The Half-Alive Streets

Character Chronicle # 09

Fritz Neufeld A.K.A. Angawilwarin 10468 - 703 SS - Ehu
Player Name Character Name Organized Play # Character # Faction

This Chronicle sheet grants access to the following:

AbadarCorp Augmentations (Social Boon; Limited Use): AbadarCorp has made you a special offer after you helped maintain the stability of their Freemarkets by keeping illegal augmentations off the streets. At the end of a scenario where you have this boon slotted, you can purchase one or more augmentations from the *Starfinder Core Rulebook* and receive a one-time 20% discount. If the item level of the augmentation is 8 or more, then you receive only a 10% discount on that augmentation. For each augmentation you purchase in this manner, check one of the boxes on this boon. Once you've checked all three boxes, you can no longer receive this discount on future purchases.

Halfling Admittance (Personal Boon; Limited Use): Your efforts on Absalom Station roused the attention of the station's halfling population. By assisting the halfling Maija and her family, you created a bond between Absalom Station's halflings and the Starfinder Society. As a result, several halflings have displayed an obvious interest in joining the Society. Select one of the following uses, and cross the other use off this Chronicle sheet.

New Character: You can play a halfling character, beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the *Starfinder Society Roleplaying Guild Guide*. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character.

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

All Subtiers

Subtier 3-4

- azimuth laser pistol (350; item level 1)
- engineering toolkit (445; item level 2)
- falcon boots (3,000; item level 5; *Starfinder Adventure Path #1: Incident at Absalom Station 51*)
- hacking toolkit (445; item level 2)
- high-density datajack (2,600; item level 5)
- kasatha microcord I (460; item level 2)
- merciful fusion seal (5th) (792; item level 5)
- minimal speed suspension (1,900; item level 4)
- oculoak processor (2,200; item level 4; *Starfinder Alien Archive 103*)
- spell gem of invisibility (450; item level 5; limit 1)
- spell gem of mirror image (450; item level 5; limit 1)
- static arc pistol (750; item level 2)
- survival knife (95; item level 1)

- ~~basic lashunta tempweave (1,900; item level 4)~~
- ~~cardiac accelerator (3,850; item level 6)~~
- ~~corona laser pistol (4,270; item level 6)~~
- ~~least gluon crystal (3,900; item level 6)~~
- ~~spell gem of dispel magic (1,400; item level 8; limit 1)~~
- ~~spell gem of probability prediction (1,400; item level 8; limit 1)~~
- ~~thunderstrike sonic pistol (2,300; item level 4)~~

spent 2 Fame to upgrade Hireling Access (Bluff/Diplomacy/Intimidate) from AMATEUR to PROFESSIONAL; also, purchased MK1 NULL-SPACE CHAMBER

Reputation

Faction SS - Ehu Reputation +2 | 13 Faction _____ Reputation _____
 Faction _____ Reputation _____ Infamy _____

SUBTIER	<input type="checkbox"/> Normal Max Credits								
1-2		735							
SUBTIER	<input type="checkbox"/> Normal								
Out of Subtier		1,107							
SUBTIER	<input type="checkbox"/> Normal								
3-4		1,480							
SUBTIER	<input type="checkbox"/> Normal								
-		-							
EXPERIENCE									
		8							
		Starting XP							
	+	1				GM's Initials	SAC		
		XP Gained (GM ONLY)							
		=	9						
		Final XP Total							
FAME									
		11							
		Initial Fame							
	+	2				GM's Initials	SAC		
		Fame Gained (GM ONLY)							
	-	2							
		Fame Spent							
		11							
		Final Fame							
CREDITS									
		6011							
		Starting Credits							
	+	1107				GM's Initials	SAC		
		Credits Garnered (GM ONLY)							
	+	50				GM's Initials	SAC		
		Day Job (GM ONLY)							
	-	3,050							
		Credits Spent							
		=	4,118						
		Total							

For GM Only

Displacement Con 2,701,152 09.05.2020 SAC 241600
EVENT EVENT CODE DATE Game Master's Signature GM Organized Play #



Scenario #3-02: The Subterranean Safari

Character Chronicle #
10

Fritz	A.K.A. Angawilwarin	10468	703	SS (EH)
Player Name	Character Name	Organized Play #	Character #	Faction

Adventure Summary

In an effort to build connections within the Veskarium, Starfinders joined the vesk Brigadier Teshgari and her cheerful skittermander aides Mimzy and Jomp on a journey to the dangerous underground caverns under Vesk-3. Though their main mission's aim was to hunt stridermanders, the Starfinders also uncovered buried history beneath the planet's surface. Their prey's lair was once the base of a group of well-intentioned but misunderstood skittermanders, the Allsix Assist, who were targeted and killed as a terrorist group. You decided to share the truth of the Allsixers' fate. respect the Brigadier's wishes to keep classified information secret.)

spent 2 Fame to upgrade Hiring Access (Bluff/Diplomacy/Intimidate) to ELITE

Levels 3-4	Levels 5-6
enforcer armor I (3,100; item level 5; Armory 68)	advanced infinity rifle (6,100; item level 7; Starfinder Armory 40)
field tactical shield (2,500; item level 5; Character Operations Manual 125)	aurora doshko (6,700; item level 7; Near Space 150)
provincial skitterstaff (1,880; item level 4; Near Space 150)	golemforged pistol III (5,500; item level 7)
recruit spark knife (3,700; item level 5; Armory 48)	phase shield (4,300; item level 6)
ring of resistance mk 2 (4,200; item level 6)	purple force field (4,000; item level 6)
spell gem of invisibility (450; item level 5)	sharp-pointed needles (4,000; item level 6; Starfinder Character Operations Manual 122)
surge rackarack (4,400; item level 6; Near Space 150)	sonic dampener (4,000; item level 6)
tactical x-gen gun (4,240; item level 6)	swagger hand (4,350; item level 6; Armory 44)
tempest gale baton (4,240; item level 6; Armory 34)	tactical dagger I (4,300; item level 6; Near Space 149)
vesk brigandine II (2,650; item level 5; Armory 71)	vesk pistol I (3,910; item level 6)
vivifier flare rifle (3,600; item level 6; Armory 37)	vivifier flare rifle (3,600; item level 6; Armory 37)
wyrmiling dragon rifle (3,020; item level 5; Armory 37)	z-boson crystal, minor (7,000; item level 7; Armory 49)
yellow star flare axe (2,710; item level 5; Armory 42)	

Reputation

Faction SS (EH) +2	Reputation 13 15	Faction _____	Reputation _____
Faction Acquisitives +1	Reputation _____	Infamy _____	

LEVELS	<input checked="" type="checkbox"/> Normal Max Credits
3-4	1,460
LEVELS	<input type="checkbox"/> Normal
Out of Level	2,773
LEVELS	<input type="checkbox"/> Normal
5-6	4,085
LEVELS	<input type="checkbox"/> Normal
-	-
EXPERIENCE	
9	Starting XP
+ 1	GM's Initial <i>JG</i>
	XP Gained (GM ONLY)
= 10	Final XP Total
11	Initial Fame
+ 2	GM's Initial <i>JG</i>
	Fame Gained (GM ONLY)
- 2	Fame Spent
	11
	Final Fame
4118	Starting Credits
+ 1460	GM's Initial <i>JG</i>
	Credits Garnered (GM ONLY)
+ 52	GM's Initial <i>JG</i>
	Day Job (GM ONLY)
- 0	Credits Spent
= 5630	Total

For GM Only

TPKon IX
EVENT

2701148 19 September 2020
EVENT CODE DATE

John Godek
Game Master's Signature

268023
GM Organized Play #



Scenario #3-09: Frozen Ambitions: Freeing the Herd

Character Chronicle #

11

Fritz	A.K.A.	Angawilwarin	10468	-	703	SC-EH
Player Name		Character Name	Organized Play #		Character #	Faction
Adventure Summary						
<p>While touring Near Space, you received a distress call from a retired Starfinder asking you for help. When you landed on remote Zrulik-3, you learned that his dromada herd recently suffered a series of violent wildlife attacks followed by several mysterious disappearances. You earned the herd's trust and investigated the incidents, leading you to a nearby cave claimed by a group of mercenaries as a makeshift laboratory. You infiltrated the compound and overcame various security features to uncover evidence of experiments conducted using shimmerstone. Finally, you confronted the mercenary scientist responsible for the experiments and freed the surviving test subjects.</p> <p>GM Notes: Purchased mk 1 computer idol for 1850 cr. Copy of cult classic action adventure game <i>Interstellar Trials</i></p>						
All Levels			Levels 3-4			
defrex hide (2,250; item level 4) frostbite-class zero rifle (2,330; item level 4) high-density datajack (2,600; item level 5) mk 1 computer idol (1,850; item level 4; <i>Armory</i> 120) recovery aegis (1,350; item level 3; <i>Armory</i> 115)			advanced shobhad horizon striker (4,750; item level 6; <i>Pact Worlds</i> 194) freebooter armor II (4,720; item level 6) frostbite-class zero pistol (3,060; item level 5) lashunta ringwear II (2,970; item level 5) thunderstrike sonic rifle (3,400; item level 5)			
Reputation						
Faction	SC-EH	Reputation	15	17	Faction	Reputation
Faction		Reputation			Infamy	
MAX CREDITS						
LEVELS						<input type="checkbox"/> Normal Max Credits
1-2	684					
LEVELS						<input type="checkbox"/> Normal
Out of Level	1,936					
LEVELS						<input checked="" type="checkbox"/> Normal
3-4	1,387					
LEVELS						<input type="checkbox"/> Normal
-	-					
EXPERIENCE						
10						
Starting XP						
+	1					GM's Initials SV
XP Gained (GM ONLY)						
=	11					
Final XP Total						
11						
Initial Fame						
+	2					GM's Initials SV
Fame Gained (GM ONLY)						
-	0					
Fame Spent						
13						
Final Fame						
5630						
Starting Credits						
+	1387					GM's Initials SV
Credits Garnered (GM ONLY)						
+	44					GM's Initials SV
Day Job (GM ONLY)						
-	1850					
Credits Spent						
=	5211					
Total						

For GM Only

Atlantis

37976

11/07/2020

328439

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #



Scenario #1-98: Into the Perplexity: The First Trial (Save SROs)

Character Chronicle #

12

Fritz	A.K.A.	Angawilwarin	10468	-	703	SC-EH	
Player Name		Character Name	Organized Play #		Character #	Faction	

Adventure Summary		LEVELS	<input type="checkbox"/> Normal Max Credits
<p>You willingly entered the mysterious Starfinder proving ground known as the Perplexity. Inside you travelled to Lumina Colony, where you uncovered the area had become overrun with a virulent infection due to the Starfinder Society's actions. You were faced with an unconscionable choice. You chose to keep Lumina Colony's power grid online in order to spare the resident SROs from destruction, even though it cost you your only means of escape. Ultimately, this choice came at the cost of your character's life, but others eventually discovered your sacrifice. You managed to send out a message to the Pact Worlds in your final moments. The Starfinder Society received this message and sent a full expedition to the site of your death, possibly even recovering your body. Eventually, the Society extricated the surviving SROs (the Scraps) from their tragic situation and returned them to the Pact Worlds.</p>		LEVELS	<input checked="" type="checkbox"/> Normal
		MAX CREDITS	Out of Level
		LEVELS	<input type="checkbox"/> Normal
		LEVELS	<input type="checkbox"/> Normal
		-	-

Boons		EXPERIENCE	11
<p>Stain of the Perplexity (Personal) Whether you remember the events or not, the Perplexity has seared itself onto your soul. Unless you have another permanently slotted Personal boon, this boon now takes up that slot. When this boon is slotted, you gain a +2 divine bonus to skill checks when influencing or negotiating with evil-aligned creatures. This bonus increases to +4 when influencing demons. When another living creature takes bleed damage while within 15 feet of you, that creature must roll the damage dice twice and take the higher damage result.</p>		Starting XP	13
<p>Lumina's Savior You kept Lumina Colony's energy grid online to save the resident SROs from destruction, even though it cost you your life. .Eventually, the Society extricated the surviving SROs (the Scraps) from their horrific home.</p>		+	1
<p>Each time you play with any character or GM an adventure for which you have not previously received credit on this boon, your GM or event organizer should stamp, sign, or otherwise mark off one of the boxes below, regardless of how many sessions it takes to complete the adventure. You cannot earn credit from a particular adventure (even a repeatable one) more than once. If you have multiple copies of this Chronicle Sheet, you can only check boxes on one copy at a time.</p>		XP Gained (GM ONLY)	SV
<ul style="list-style-type: none"> • 1 box for playing 4 hours of quests, a scenario, or a 16-page module (not including this one) • 2 boxes for playing an entire Adventure Path volume. • 2 boxes for GMing 4 hours of quests, a scenario, or a 16-page module. • 3 boxes for GMing an entire Adventure Path volume. • 3 boxes for GMing at an event that received Paizo Event Support or a Regional Support Package. 		=	12
<p>□□□□□□□□□□ □□□□□□□□□□ □□□□□□□□□□</p> <p>Once you have filled 30 boxes, you earn the SRO Admittance boon below.</p>		Final XP Total	13
<p>SRO Admittance (Personal Boon; Limited Use): You can play an SRO character (<i>Starfinder Pact Worlds</i> 213), beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the Guide to Organized Play: Starfinder Society. A copy of this Chronicle Sheet must be the first Chronicle Sheet for the given character.</p>		FAME	Initial Fame
		+	2
		Fame Gained (GM ONLY)	SV
		-	15
		Fame Spent	0
		Final Fame	5211

All Levels		CREDITS	Starting Credits
advanced lashunta tempweave (8,500; item level 8)	lashunta ringwear II (2,970; item level 5)	+	2808
aphelion laser pistol (14,820; item level 9)	mk 2 electrostatic field armor upgrade (13,000; item level 9)	Credits Gained (GM ONLY)	SV
bleeding weapon fusion seal (8th) (2,530; item level 8)	mk 2 ring of resistance (4,200; item level 6)	+	30
corona laser pistol (4,270; item level 6)	tactical cryopike (3,360; item level 5)	Day Job (GM ONLY)	6120
frosbite-class zero rifle (2,330; item level 4)	x-ray visor (15,000; item level 9)	Credits Spent	1929
haste circuit armor upgrade (9,250; item level 8)		Total	328439

Reputation				
Faction	SC-EH	Reputation	17 19	Faction
Faction		Reputation		Infamy

For GM Only				
Atlantis	37976	12/06/2020		328439
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #

GM Notes: Raise Dead (13 Fame, discounted), , remove 1 negative level (2 Fame), totaling 15 Fame; -4120 cr. for Ysoki Refractor armor, -2000 cr. chipping in for Raise Dead, totaling 6120 cr. Ongoing conditions: 1 negative level



Scenario #3-07: Strike at Zone 78

Character Chronicle #

14

Fritz Neufeld A.K.A. Angawilwarin 10468 - 703 SS-E
Player Name Character Name Organized Play # Character # Faction

Adventure Summary

You investigated an island military base outside of the restricted Zone 78 on Tabrid Minor where a navigational beacon had stopped functioning. As you approached the island, you had to overcome the effects of Zone 78 anomalies in the ocean. When you reached the island, you encountered a gharial protecting its nest. Throughout the island, you were able to examine the mutated flora and fauna. As you approached the beacon, the Fallen Hand agents' blockade prevented you from accessing the beacon tower. You passed through the blockade by negotiating with the Fallen Hand, or killing the agents). Once past the blockade, you discovered the missing attunement core and reactivated the beacon.

LEVELS	<input type="checkbox"/> Normal Max Credits
	3-4 1,460
	Out of Level 2,773
LEVELS	<input type="checkbox"/> Normal
	5-6 4,085
LEVELS	<input checked="" type="checkbox"/> Normal
	- -
LEVELS	<input type="checkbox"/> Normal
	13
EXPERIENCE	Starting XP
	+ 1 <small>GM's Initials</small>
	XP Gained (GM ONLY)
	= 14
Final XP Total	
FAME	0
	Initial Fame
	+ - <small>GM's Initials</small>
	Fame Gained (GM ONLY)
Fame Spent	
0	
Final Fame	
CREDITS	6931
	Starting Credits
	+ 4085 <small>GM's Initials</small>
	Credits Garnered (GM ONLY)
+ 48 <small>GM's Initials</small>	
Day Job (GM ONLY)	
- 3740	
Credits Spent	
= 7324	
Total	

Levels 3-4

pheromone grenade, mk 1 (325; item level 4; *Starfinder Alien Archive* 3 131)
 tracking bug (4,250; item level 6; *Starfinder Pact Worlds* 199)

Levels 5-6

tracking bug (4,250; item level 6; *Starfinder Pact Worlds* 199)

using discount from AbadarCorp boon, purchased Force Soles MK1 (normally 2,260Cr), Gravitational Harness (normally 1,900Cr), and Speed Suspension MK1 (normally 515Cr) – for 20% off! (total 3,740Cr)

Reputation

Faction Second Seekers (Ehu Hadif) Reputation 2 | 23 Faction _____ Reputation _____
 Faction Exo-Guardians Reputation 1 | Infamy _____

For GM Only

PaizoCon Online 2021 2704350 05/28/2021 ARW 97292
EVENT EVENT CODE DATE Game Master's Signature GM Organized Play #



Scenario #4-16: Hope for the Future

Character Chronicle #

15

<p>Angawilwarin 10468 - 703 SS-E</p> <p>Character Name Organized Play # Character # Faction</p>				<p>LEVELS <input checked="" type="checkbox"/> Normal Max Credits</p> <p>5-6 4,100</p>
<p>Adventure Summary</p> <p>At the culmination of the Data Scourge, you defended Absalom Station from Historia-Prime's final invasion. After destroying Historia-Prime, you <input type="checkbox"/> deleted Hope-01 or <input checked="" type="checkbox"/> saved Hope-01.</p> <p>GM Notes: Purchased two spell gems of MAGIC MISSILE at start of session, for 280cr.; purchased Advanced Lashunta Tempweave for 8500 cr.; totaling 8780 cr.; sold Ysoki Refractor Suit for 412 cr.; totaling 8368 cr.</p>				<p>LEVELS <input type="checkbox"/> Normal</p> <p>Out of Level 5,000</p> <p>LEVELS <input type="checkbox"/> Normal</p> <p>7-8 5,900</p> <p>LEVELS <input type="checkbox"/> Normal</p> <p>- -</p>
<p>Boons</p> <p>Congratulations on completing the adventure! You've earned Starfinder Society Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons. To redeem your Achievement Points, go to our website at paizo.com/organizedplay/myaccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p> <p>This adventure qualifies you for a unique Achievement Point boon: Data Scourge Savior.</p>				<p>14</p> <p>Starting XP</p> <p>+ 1</p> <p>XP Gained (GM ONLY)</p> <p>= 15</p> <p>Final XP Total</p>
<p>All Levels</p> <p>advanced lashunta tempweave (8,500; item level 8) crypt-class void rifle (4,400; item level 6; <i>Starfinder</i> <i>Armory</i> 36) ultrathin switchblade (9,100; item level 8; <i>Armory</i> 54) whisper sonic suppressor (9,700; item level 8; <i>Armory</i> 51)</p>		<p>Levels 7-8</p> <p>anharmonic dirge pistol (20,500; item level 10; <i>Armory</i> 50) power battleglove (16,100; item level 10) white carbon carbon skin (19,650; item level 10)</p>		<p>7324</p> <p>Starting Credits</p> <p>+ 4100</p> <p>Credits Garnered (GM ONLY)</p> <p>+ 34</p> <p>Day Job (GM ONLY)</p> <p>- 8368</p> <p>Credits Spent</p> <p>= 3090</p> <p>Total</p>
<p>Exo-Guardians 1 Reputation</p> <p>Faction <u>Second Seekers (Ehu Hadif)</u> Reputation <u>3</u> <u>26</u></p> <p>Faction <u>Dataphiles</u> Reputation <u>1</u> </p>		<p>Wayfinders 1</p> <p>Acquisitives Reputation <u>1</u> </p> <p>Infamy _____</p>		

For GM Only

FG Starfinder

EVENT

687902

EVENT CODE

16/07/2022

DATE

328439

GM Organized Play #



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

Character Chronicle #
18

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

Items Found During This Scenario

Kiirinta Admittance (Personal Boon; Limited Use):

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

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

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

NEUTRIAD FLAIL

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

NEUTRIAD PISTOL

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

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

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal Max Credits
	5-8	4,175
	Out of Subtier	5,015
EXPERIENCE	SUBTIER	<input checked="" type="checkbox"/> Normal
	7-8	3,855
	-	-
FAME	17	Starting XP
	+ 1	GM's Initials SV
	= 18	XP Gained (GM ONLY)
CREDITS	29	Initial Fame
	+ 2	GM's Initials SV
	= 0	Fame Gained (GM ONLY)
31		Fame Spent
7617		Final XP Total
7617		Starting Credits
+ 5015	GM's Initials SV	Credits Gained (GM ONLY)
+ 40	GM's Initials SV	Day Job (GM ONLY)
- 5070		Credits Spent
= 7602		Total

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