



# 2024 Regional Support Program Boon: Game Store Owner

Character Chronicle #

Character Name	Organized Play #	Character #	Faction
<p><b>Game Store Owner (Social Boon):</b> Inspired by your love of games and community, you've opened a gaming store on Absalom Station. You can choose the details of this gaming store, including the district it's located in, the name of the store, who you hire, and the merchandise it carries. With some time, effort, and luck, you hope to make your little shop into the best (and most profitable) game store on Absalom Station! It's time to get down to business!</p> <p><b>Benefit:</b> You can develop, organize, and work in your game store by GMing Starfinder Society games. Whenever you GM a game after January 1 2024, check one box below. Whenever you GM a game at an RSP-supported location, instead check two boxes below. Whenever you GM a game at a convention of any size, instead check three boxes below. Bounties check one box regardless of where they are run. Running sanctioned content longer than a scenario (such as an Adventure Path volume) allows you to check three boxes upon completion and reporting of the adventure. You must check these boxes in order, beginning with People Person. When a set of boxes is fully checked, this character gains that benefit while this boon is slotted.</p> <p><b>Special:</b> Each player may only apply one copy of this boon until the Franchising benefit is unlocked.</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>People Person:</b> Working in your game store has made you adept at dealing with customers of all kinds. You've learned to make a quick positive impression on strangers and talk down angry and demanding patrons with a few choice words. Once per scenario, when you roll a Diplomacy or Intimidate check, you can roll the check twice and use the higher result.</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Experienced Manager:</b> With time, patience, and a lot of trial and error, your ability to manage your store has improved. You gain a +1 bonus to Culture checks and a +2 bonus to Profession (manager) and Profession (merchant) checks.</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Friendly Local Game Store:</b> You've fostered a positive and friendly community environment in your gaming store, which has made it a fun and welcoming place to be. Once per adventure, when you're on Absalom Station, you can spend an hour in your game store relaxing. When you do, you and any PCs who accompany you count as if you had taken a 10-minute rest to regain Stamina Points. This doesn't cost you or your fellow PCs any RP.</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Celebrity Endorsement:</b> You've leveraged your contacts in the Starfinder Society to earn your store a celebrity endorsement, which has greatly improved your profits! Select either a prominent member of the Starfinder Society or a celebrity that you've met through your adventures as a Starfinder. The selected person gives your store a public endorsement. You immediately earn a number of credits based on your character level.</p> <p><b>Level 1-2:</b> 685 credits; <b>Level 3-4:</b> 1,385 credits; <b>Level 5-6:</b> 3,880 credits; <b>Level 7-8:</b> 5,545 credits; <b>Level 9-10:</b> 13,690 credits; <b>Level 11-12:</b> 28,000 credits; <b>Level 13-14:</b> 75,000 credits; <b>Level 15+:</b> 160,000 credits</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Turn a Profit:</b> After a lot of time and investment, your gaming store is finally beginning to turn a profit. While most of this money gets reinvested in the store, a small percentage of this income goes to you. At the end of every adventure, you earn an additional 5% of the total credits earned, as additional income from your store.</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Franchising:</b> Your store has become so successful that you've opened a second location! You may grant a copy of this boon to a second character belonging to you or another player. The copy starts with the first five boxes checked off.</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Best in the Business:</b> Your gaming store has become incredibly popular—the best on Absalom Station! Increase the bonus credits you earn from Turn a Profit to 10%.</p>			
<b>Reputation/Infamy</b>			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			

LEVELS	<input type="checkbox"/> Normal Max Credits
-	-
LEVELS	<input type="checkbox"/> Normal
-	-
LEVELS	<input type="checkbox"/> Normal
-	-
LEVELS	<input type="checkbox"/> Normal
-	-

MAX CREDITS
Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total

EXPERIENCE
Starting Credits
+
Credits Gained (GM ONLY)
+
Day Job (GM ONLY)
-
Credits Spent
=
Total

CREDITS
Starting Credits
+
Credits Gained (GM ONLY)
+
Day Job (GM ONLY)
-
Credits Spent
=
Total

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: QR2C

For more information about the Starfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [starfindersociety.club](https://starfindersociety.club)