

Starfinder Adventure Path

The Ruined Clouds



STARFINDER SOCIETY ORGANIZED PLAY

STARFINDER ADVENTURES

The volumes of the *Starfinder Adventure Path: Dead Suns* can be played to gain specific benefits for the Starfinder Society Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Starfinder Adventure Paths have variable playtimes. They don't contain specific faction-related elements, nor are they designed for play by characters over a wide range of levels. Sometimes they include pregenerated characters tailored and themed to the adventure. While not required, we recommend using these provided characters, as they strengthen players' immersion in the story.

Thematically, Starfinder Adventure Paths don't assume the characters are members of the Starfinder Society. *Dead Suns* is therefore offered outside of the standard Organized Play environment; characters don't need to conform to the standard Organized Play requirements laid out in the *Guide to Organized Play: Starfinder Society*.

APPLYING CREDIT

Players who play through *Dead Suns* as well as GMs who run the adventure can apply the adventure's Chronicle Sheet to any of their Starfinder Society Organized Play characters in the listed level ranges. Players and GMs must decide which character to apply credit to when they receive the Chronicle Sheet. Each Chronicle Sheet gives 3 Experience Point(s), 5 Reputation with one faction, and credits as listed on the Chronicle Sheet. A character can also attempt one Day Job roll to earn income per XP earned, using a skill bonus from the character receiving credit. In addition, players and GMs receive Achievement Points, which they can use to purchase Starfinder Society character upgrades. These adventures are not repeatable (with the exception of the first volume, *Incident at Absalom Station*), therefore an individual may earn a chronicle once as player and once as GM for the adventure.

Players earn access to the items and options listed on the Chronicle Sheet through their actions during the adventure. If the PCs don't discover an item or fulfill the conditions described

SANCTIONED CONTENT KEY

ADVENTURE

LEVEL RANGE

"Incident at Absalom Station"	1-2*
"Temple of the Twelve"	3-4
"Splintered Worlds"	5-6
"The Ruined Clouds"	7-8
"The Thirteenth Gate"	9-10
"Empire of Bones"	11-12

*This adventure counts as having the "Repeatable" scenario tag.

in the adventure to gain access to an option, cross that option off of each player's Chronicle Sheet. If a PC gains access to an option presented on the Chronicle Sheet that can only be obtained by one member of the party, they earn that option on the Chronicle Sheet for all members of their group.

ABOUT THE STARFINDER SOCIETY

The Starfinder Society is a worldwide science fantasy living campaign that puts you in the role of an agent of the Starfinder Society. The Society is a group of explorers who travel out into the galaxy in search of lost knowledge and technologies, bringing what they learn back with them to share with the people of the Pact Worlds.

In an organized play campaign, characters exist in a common setting shared by tens of thousands of other gamers from around the world. Paizo's Organized Play programs, including Starfinder Society and Pathfinder Society, are campaigns produced by Paizo and used by a volunteer community of organizers and GMs in more than 36 countries on six continents.

Participants in the Starfinder Society can take their characters to any public Starfinder Society event anywhere in the world, and any Game Master can gather a group of players to run through dozens of different pre-made adventures. It's a great way to get in

touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Players and GMs both earn special Achievement Points for participating, which they can use to buy special options for their characters on paizo.com. GMs earn double Achievement Points rewards for the games they run. For more information on the Starfinder Society, on how to read the attached Chronicle Sheet, and to find games in your area, check out the campaign's homepage at starfindersociety.club.



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Starfinder Adventure Path #1: Incident at Absalom Station

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
- 7						
This Chronicle sheet grants access to the following:						
<input type="checkbox"/> Loaned Ship: Sunrise Maiden (Starship Boon; Limited-Use): You can only slot this boon in a Tier 1-4 scenario, and everyone at the table must agree to you slotting this boon. When you slot this boon, rather than choosing the standard starships presented in the <i>Starfinder Society Roleplaying Guild Guide</i> (such as the Drake or Pegasus), you can instead choose to take the <i>Sunrise Maiden</i> . The statistics for this hull are presented below. This ship can be further upgraded with Starship boons from other characters in the group as normal. When used in Subtier 3-4, the PCs crewing the <i>Sunrise Maiden</i> gain a bonus reroll that can only be used on a d20 roll made during a starship combat encounter. This reroll is meant to give the starship a slight bonus when outmatched by more powerful encounters. This reroll can be used by one PC and does not count towards the reroll limit for that PC. Otherwise, this ability follows the rules for rerolls (<i>Starfinder Core Rulebook</i> 243).						
SUNRISE MAIDEN (MEDIUM EXPLORER)						TIER 3
Speed 10; Maneuverability good (turn 1); Drift 1; AC 13; TL 13; HP 55; DT —; CT 11						
Shields Light 60; forward 15, port 15, starboard 15, aft 15						
Attack (Forward) gyrolaser (1d8); Attack (Port) light laser cannon (2d4); Attack (Starboard) light laser cannon (2d4); Attack (Aft) flak thrower (3d4); Attack (Turret) light particle beam (3d6)						
Power Core Pulse Green (150 PCU); Drift Engine Signal Basic; Systems basic mid-range sensors, crew quarters (good), extra light weapon mount (aft), mk 3 armor, mk 3 defenses, mk 1 duonode computer (tier 1, artificial personality upgrade); Expansion Bays cargo holds (2), escape pods, recreation suite (HAC/gym)						
Modifiers +1 to any 2 checks per round, +2 Computers, +1 Piloting; Complement 1-6						
Street Cred: Absalom Station (Social Boon): Once per scenario as a free action, you may recollect your dealing with the gangs of Absalom station to provide insight into dealing with other gangsters. Doing so grants you a +1 insight bonus to Bluff, Diplomacy and Intimidate checks made when interacting with street gangs or other suitable gang-like groups at the GM's discretion. You also gain a +1 morale bonus to attack and damage rolls against members of a street gang. Both bonuses increase to +2 if the gang members belong to a gang based on Absalom Station. These bonuses last for 1 minute.						
All subtiers						
autotarget rifle (755; Item Level: 2)						
backup generator armor upgrade (2,100; Item Level: 4)						
brown force field armor upgrade (1,600; Item Level: 3)						
disruptive fusion seal (5th level) (792; Item Level: 5; limit 1)						
flame pistol (470; Item Level: 2)						
freebooter armor I (750; Item Level: 2)						
graphite carbon skin (1,220; Item Level: 3)						
holoskin (500; Item Level: 2)						
incendiary grenade I (375; Item Level: 2; limit 3)						
mk 1 ring of resistance (735; Item Level: 2)						
spell amp of lesser restoration (700; Item Level: 6; limit 2)						
static arc pistol (750; Item Level: 2)						
tactical arc emitter (750; Item Level: 2)						
tactical dueling sword (475; Item Level: 2)						
tactical shirren-eye rifle (755; Item Level: 2)						
tool kit (engineering kit) (445; Item Level: 2)						
Reputation						
Faction	Reputation	Faction	Reputation	Faction	Reputation	
Faction	Reputation	Infamy				

LEVELS	<input type="checkbox"/> Normal Max Credits
1-2	2,160
LEVELS	<input type="checkbox"/> Normal
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LEVELS	<input type="checkbox"/> Normal
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LEVELS	<input type="checkbox"/> Normal
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EXPERIENCE
Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total

CREDITS
Starting Credits
+
Credits Garnered (GM ONLY)
+
Day Job (GM ONLY)
—
Credits Spent
=
Total

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: DGBS



Starfinder Adventure Path #2: Temple of the Twelve

Character Chronicle #

Character Name				Organized Play #	Character #	Faction																							
- 7																													
This Chronicle sheet grants access to the following:																													
<p>Enemy of the Devourer (Social Boon): After stopping a Cult of the Devourer cell on Castrovel, you've developed quite the reputation. You've also taken steps to learn as much as you can about the destructive organization. You gain a +2 bonus on any Culture, Diplomacy (gather information), or Mysticism check related to the Cult of the Devourer. Once per session, you can re-roll any one saving throw against an effect created by a follower of the Devourer.</p> <p>Qabarat University Admittance (Slotless Boon): In thanks for your service, the Qabarat University of Xenoarchaeology and Xenoanthropology has offered you admittance and free tuition to attend the school. At the end of an adventure, you can forgo your Downtime to check one box associated with one of the skills listed below. If the adventure awarded 3 XP, you can instead check 3 boxes. Once all six boxes for a skill are checked, you gain a permanent +1 insight bonus when making checks with that skill. Once you've checked all 18 boxes below, you graduate from Qabarat University and gain 2 Fame.</p> <table><tbody><tr><td>Culture</td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr><tr><td>Life Science</td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr><tr><td>Physical Science</td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr></tbody></table>						Culture	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Life Science	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Physical Science	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						
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<table><tbody><tr><td>basic lashunta tempweave suit (1,950; item level 4)</td><td>psychic booster (2,000; item level 4)</td></tr><tr><td>carbon steel curve blade (2,230; item level 4)</td><td>spell gem of flight (2nd level) (450; item level 5)</td></tr><tr><td>d-suit I (2,980; item level 5)</td><td>spell gem of remove affliction (1,400; item level 8)</td></tr><tr><td>freebooter armor (750; item level: 2)</td><td>spell gem of see invisibility (450; item level 5)</td></tr><tr><td>inferno knife (2,100; item level 4; <i>Starfinder Adventure Path #2: Temple of the Twelve</i> 12)</td><td>sprayflesh (440; item level 5)</td></tr><tr><td>kasatha micorcord I (460; item level 2)</td><td>squad machine gun (2,060; item level 4)</td></tr><tr><td>lashunta ringwear II (2,970; item level 5)</td><td>squad defiance series armor (1,220; item level 3)</td></tr><tr><td>least gluon crystal (3,900; item level 6)</td><td>staff of mystic healing (3,700; item level 5)</td></tr><tr><td>liquidator disintegrator pistol (4,500; item level 6; <i>Starfinder Adventure Path #2: Temple of the Twelve</i> 52)</td><td>stickybomb grenade II (675; item level 4)</td></tr><tr><td>mk 1 ability crystal (1,400; item level 3)</td><td>tactical dueling sword (475; item level 2)</td></tr><tr><td></td><td>tactical shirren-eye rifle (755; item level 2)</td></tr><tr><td></td><td>thermal capacitor armor upgrade (3,600; item level 5)</td></tr></tbody></table>						basic lashunta tempweave suit (1,950; item level 4)	psychic booster (2,000; item level 4)	carbon steel curve blade (2,230; item level 4)	spell gem of flight (2nd level) (450; item level 5)	d-suit I (2,980; item level 5)	spell gem of remove affliction (1,400; item level 8)	freebooter armor (750; item level: 2)	spell gem of see invisibility (450; item level 5)	inferno knife (2,100; item level 4; <i>Starfinder Adventure Path #2: Temple of the Twelve</i> 12)	sprayflesh (440; item level 5)	kasatha micorcord I (460; item level 2)	squad machine gun (2,060; item level 4)	lashunta ringwear II (2,970; item level 5)	squad defiance series armor (1,220; item level 3)	least gluon crystal (3,900; item level 6)	staff of mystic healing (3,700; item level 5)	liquidator disintegrator pistol (4,500; item level 6; <i>Starfinder Adventure Path #2: Temple of the Twelve</i> 52)	stickybomb grenade II (675; item level 4)	mk 1 ability crystal (1,400; item level 3)	tactical dueling sword (475; item level 2)		tactical shirren-eye rifle (755; item level 2)		thermal capacitor armor upgrade (3,600; item level 5)
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LEVELS	<input type="checkbox"/> Normal Max Credits
3-4	4,380
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 Garnered (GM ONLY)
+
Day Job (GM ONLY)
-
Credits Spent
=
Total

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

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: 3K1B

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	-	7	
Character Name	Organized Play #	Character #	Faction
This Chronicle sheet grants access to the following:			
Corpse Fleet and Devourer Blueprints (Slotless Boon; Limited-Use): You have clashed with the Cult of the Devourer and the Corpse Fleet, in the process uncovering some of each group's secrets. At the end of any adventure, including this one, you can purchase a single piece of equipment from the Corpse Fleet article (<i>Starfinder Adventure Path #3: Splintered Worlds</i> 44) or Cult of the Devourer article (<i>Starfinder Adventure Path #2: Temple of the Twelve</i> 46) as though it were listed in the <i>Starfinder Core Rulebook</i> —any item with an item level equal to your character level +1. In addition, you receive a 10% discount on this purchase, or a 20% discount if you craft the item yourself. Check the appropriate organization off when you make this purchase, you cannot use this boon to purchase an item from that article again. Once both checks are marked, cross this boon off your Chronicle sheet. <input type="checkbox"/> Corpse Fleet <input type="checkbox"/> Cult of the Devourer <input type="checkbox"/> Loaned Ship: Crypt Warden (Starship Boon; Limited-Use): You can only slot this boon in a Tier 5–8 scenario, and everyone at the table must agree to you slotting this boon. When you slot this boon, rather than choosing the standard starships presented in the <i>Starfinder Society Roleplaying Guild Guide</i> (such as the Drake or Pegasus), you can instead choose to take a captured Crypt Warden from the Corpse Fleet (<i>Splintered Worlds</i> 51). The statistics for this hull appear below. This ship can be further upgraded with Starship boons from other characters in the group as normal. When used in Subtier 7–8, the PCs crewing this ship gain a bonus reroll that can only be used on a d20 roll made during a starship combat encounter. This reroll is meant to give the starship a slight bonus when outmatched by more powerful encounters. This reroll can be used by one PC, and does not count towards the reroll limit for that PC. Otherwise, this ability functions following the rules for rerolls as detailed in the <i>Starfinder Core Rulebook</i> on page 243.			
Crypt Warden		Tier 7	
Large destroyer			
Speed 6; Maneuverability average (turn 2); Drift 2			
AC 15; TL 14			
HP 170; DT —; CT 34			
Shields Medium 100; forward 30, port 25, starboard 25, aft 30			
Attack (Forward) heavy laser net (5d6), plasma cannon (5d12)			
Attack (Port) gyrolaser (1d8) Attack (Starboard) gyrolaser (1d8)			
Attack (Turret) light EMP cannon (special)			
Power Core Arcus Maximum (200 PCU); Drift Engine Signal Basic; Systems basic computer, basic medium-range sensors, crew quarters (common) mk 5 armor, mk 4 defenses; Expansion Bays cargo hold, escape pods, life science lab, medical bay (modified to accommodate undead)			
Modifiers +2 Computers; Complement 6–20			
All subtiers			
advanced Diasporan rifle (3,750; item level 5; <i>Starfinder Alien Archive</i> 99) advanced shirren-eye rifle (9,350; item level 8) <i>bleeding weapon fusion seal</i> (6th) (1,144; item level 6; limit 1) corona laser pistol (4,270; item level 6) d-suit I (2,980; item level 5) estex suit II (2,700; item level 5) frag grenade III (2,560; item level 8; limit 3) freebooter armor II (4,720; item level 6) <i>glove of storing</i> (4,600; item level 6) golemforged plating III (5,500; item level 7)		kasatha microcord II (3,670; item level 6) mk I electrostatic field (3,000; item level 5) red star plasma rifle (4,600; item level 6) <i>ring of sustenance</i> (2,925; item level 5) static arc rifle (4,200; item level 6) tactical swoop hammer (3,360; item level 5) thunderstrike sonic rifle (3,400; item level 5) thunderstrike streetsweeper (7,150; item level 7) <i>vicious weapon fusion seal</i> (5th) (792; item level 6; <i>Starfinder Adventure Path #2: Temple of the Twelve</i> 53; limit 1) ysoki refractor suit (4,120; item level 6)	
Reputation			
Faction _____	Reputation ____ ____	Faction _____	Reputation ____ ____
Faction _____	Reputation ____ ____	Infamy _____	

MAX CREDITS	LEVELS	<input type="checkbox"/> Normal Max Credits
	5–6	12,255
	LEVELS	<input type="checkbox"/> Normal
	–	–
EXPERIENCE	LEVELS	<input type="checkbox"/> Normal
	–	–
	LEVELS	<input type="checkbox"/> Normal
	–	–
CREDITS	LEVELS	<input type="checkbox"/> Normal
	–	–
	Starting XP	
+		
XP Gained (GM ONLY)		
=		
Final XP Total		
Starting Credits		
+		
Credits Garnered (GM ONLY)		
+		
Day Job (GM ONLY)		
–		
Credits Spent		
=		
Total		

Corpse Fleet and Devourer Blueprints (Slotless Boon; Limited-Use): You have clashed with the Cult of the Devourer and the Corpse Fleet, in the process uncovering some of each group's secrets. At the end of any adventure, including this one, you can purchase a single piece of equipment from the Corpse Fleet article (*Starfinder Adventure Path #3: Splintered Worlds* 44) or Cult of the Devourer article (*Starfinder Adventure Path #2: Temple of the Twelve* 46) as though it were listed in the *Starfinder Core Rulebook*—any item with an item level equal to your character level +1. In addition, you receive a 10% discount on this purchase, or a 20% discount if you craft the item yourself. Check the appropriate organization off when you make this purchase, you cannot use this boon to purchase an item from that article again. Once both checks are marked, cross this boon off your Chronicle sheet.

- ☐ Corpse Fleet ☐ Cult of the Devourer

❑ **Loaned Ship: Crypt Warden (Starship Boon; Limited-Use):** You can only slot this boon in a Tier 5–8 scenario, and everyone at the table must agree to you slotting this boon. When you slot this boon, rather than choosing the standard starships presented in the *Starfinder Society Roleplaying Guild Guide* (such as the Drake or Pegasus), you can instead choose to take a captured Crypt Warden from the Corpse Fleet (*Splintered Worlds* 51). The statistics for this hull appear below. This ship can be further upgraded with Starship boons from other characters in the group as normal.

When used in Subtier 7–8, the PCs crewing this ship gain a bonus reroll that can only be used on a d20 roll made during a starship combat encounter. This reroll is meant to give the starship a slight bonus when outmatched by more powerful encounters. This reroll can be used by one PC, and does not count towards the reroll limit for that PC. Otherwise, this ability functions following the rules for rerolls as detailed in the *Starfinder Core Rulebook* on page 243.

CRYPT WARDEN

TIER 7

Large destroyer

Speed 6; Maneuverability average (turn 2); **Drift 2**

AC 15; TL 14

HP 170; DT —; CT 34

Shields Medium 100; forward 30, port 25, starboard 25, aft 30

Attack (Forward) heavy laser net (5d6), plasma cannon (5d12)

Attack (Port) gyrolaser (1d8) **Attack (Starboard)** gyrolaser (1d8)

Attack (Turret) light EMP cannon (special)

Power Core Arcus Maximum (200 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, basic medium-range sensors, crew quarters (common) mk 5 armor, mk 4 defenses; **Expansion Bays** cargo hold, escape pods, life science lab, medical bay (modified to accommodate undead)

Modifiers +2 Computers; **Complement** 6-20

advanced Diasporan rifle (3,750; item level 5; *Starfinder Alien Archive* 99)

advanced shirren-eye rifle (9,350; item level 8)

bleeding weapon fusion seal (6th) (1,144; item level 6; limit 1)

corona laser pistol (4,270; item level 6)

d-suit I (2,980; item level 5)

estex suit II (2,700; item level 5)

frag grenade III (2,560; item level 8; limit 3)

freebooter armor II (4,720; item level 6)

glove of storing (4,600; item level 6)

golemforced plating III (5,500; item level 7)

kasatha microcord II (3,670; item level 6)

mk I electrostatic field (3,000; item level 5)

red star plasma rifle (4,600; item level 6)

ring of sustenance (2,925; item level 5)

static arc rifle (4,200; item level 6)

tactical swoop hammer (3,360; item level 5)

thunderstrike sonic rifle (3,400; item level 5)

thunderstrike streetsweeper (7,150; item level 7)

vicious weapon fusion seal (5th) (792; item level 6;
Starfinder Adventure Path #2: Temple of the Twelve
 53; limit 1)

ysoki refractor suit (4,120; item level 6)

Reputation

Faction	Reputation	Faction	Reputation
<p>Worms</p> <p>Worms are a faction of creatures that inhabit the underground. They are known for their ability to burrow and their voracious appetite for food. They are often found in the sewers and underground tunnels of the city.</p>	<p>Worms are a neutral faction, but they can become hostile if provoked. They are known for their ability to burrow and their voracious appetite for food. They are often found in the sewers and underground tunnels of the city.</p>	<p>Worms</p> <p>Worms are a faction of creatures that inhabit the underground. They are known for their ability to burrow and their voracious appetite for food. They are often found in the sewers and underground tunnels of the city.</p>	<p>Worms are a neutral faction, but they can become hostile if provoked. They are known for their ability to burrow and their voracious appetite for food. They are often found in the sewers and underground tunnels of the city.</p>

Faction _____ Reputation | Infamy _____

For GM Only

EVENT

EVENT CODE

DATE _____

GM Organized Play #

Chronicle Code: 94DH

	-7	
Character Name _____	Organized Play # _____	Character # _____ Faction _____

This Chronicle sheet grants access to the following:

Aeon Torpedo Launcher Upgrade (Starship Boon): You fought off a starship belonging to the Azlanti Star Empire and salvaged some of that ship's technology. When this boon is slotted, select one light weapon onboard your starship. Replace this weapon with a light aeon torpedo launcher. A light aeon torpedo launcher is a light tracking weapon with long range, a speed of 12 hexes, and the limited fire 5 and quantum special properties. A light aeon torpedo deals 3d6 damage. This new weapon must go in the same arc or turret as the replaced weapon.

Society Exemplar (Personal Boon): Your actions in discovering the location of the Stellar Degenerator have not gone unnoticed. A faction within the Society that you may or may not have previously worked for now holds you in high esteem. Select a single faction listed in the Starfinder Society Roleplaying Guild Guide and mark it below. While this boon is slotted, you always count your Reputation Tier with that faction as being at least Tier 2 regardless of your current Reputation with that faction. This applies to any rules based on Reputation Tier with that faction and allows the purchasing of associated boons that require a Reputation Tier to access.

Selected Faction: _____

Welcome in Istamak (Social Boon; Limited-Use): By encountering the people of Istamak, you've found a new safe harbor to visit during your journeys through the galaxy. When this boon is slotted, before or after an adventure, you can stop in Istamak to restock on supplies. You can purchase items as normal, but you can also purchase any item with the archaic property with a 20% discount. In addition to this, your knowledge of Istamak's location in the Vast makes it easier to call on services while abroad. While this boon is slotted, reduce the extra Fame cost of services while in the Vast by 2.

All subtiers

advanced battlebow (8,750; Item Level 8; Starfinder Adventure Path #4: The Ruined Clouds 44)
aphelion artillery laser (14,300; Item Level 9)
assault kishaxe (13,000; Item Level 9; Starfinder Adventure Path #4: The Ruined Clouds 44)
celestial stole (3,000; Item Level 5; Starfinder Adventure Path #4: The Ruined Clouds 44)
dual crossbolter (8,250; Item Level 8)
eohi boots (4,200; Item Level 6; Starfinder Adventure Path #4: The Ruined Clouds 44)
freebooter armor III (16,900; Item Level 10)
glove of storing (4,600; Item Level 6)
hailstorm-class zero pistol (16,900; Item Level 10)
haste circuit armor upgrade (9,250; Item Level 8)
mk 2 ability crystal (6,500; Item Level 7)
mk 2 null-space chamber (12,250; Item Level 9)
red star plasma rifle (4,600; Item Level 6)
seeking advanced battlebow (11,050; Item Level 8; Starfinder Adventure Path #4: The Ruined Clouds 44)
shock fusion seal (8th) (2,530; Item Level 8)
snub scattergun (8,300; Item Level 8)
ultrathin longsword (26,300; Item Level 11)
x-ray visor (15,000; Item Level 9)

Reputation

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

LVL	<input type="checkbox"/> Normal Max Credits
7-8	17,505
LVL	<input type="checkbox"/> Normal
-	-
LVL	<input type="checkbox"/> Normal
-	-
LVL	<input type="checkbox"/> Normal
-	-
Starting XP	
+	
XP Gained (GM ONLY)	
=	
Final XP Total	
Starting Credits	
+	
Credits Garnered (GM ONLY)	
+	
Day Job (GM ONLY)	
-	
Credits Spent	
=	
Total	

For GM Only

EVENT	EVENT CODE	DATE	GM Organized Play #
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