



STARFINDER ADVENTURE: OPERATION SEASIDE PARK

STARFINDER ADVENTURES

Operation Seaside Park can be run or played to gain specific benefits for the Starfinder Society Organized Play campaign.

Key Differences from Scenarios

Starfinder Adventures 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. They sometimes 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 Adventures don't assume the characters are members of the Starfinder Society. *Operation Seaside Park* is therefore offered outside the standard Organized Play environment; characters don't need to conform to the standard Organized Play requirements in the *Guide to Organized Play: Starfinder Society*.

Applying Credit

Players who play through *Operation Seaside Park* as well as GMs who run the adventure can apply the adventure's Chronicle Sheet to any 1st–4th level Starfinder Society Organized Play characters. Players and GMs must decide which character to apply credit to when they receive the Chronicle Sheet. The Chronicle Sheet gives 1 Experience Point, 2 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. This adventure is not repeatable, therefore an individual may earn a Chronicle Sheet 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 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.

SANCTIONED CONTENT KEY

Adventure	Level Range
<i>Operation Seaside Park</i>	1–4

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.

STARFINDER SANCTIONING



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -7	GM Name:	GM Faction:
Adventure Name:		
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		Reputation Earned:
Bonus Faction Goal Achieved: <input type="checkbox"/> Acquisitives <input type="checkbox"/> Advocates <input type="checkbox"/> Cognates <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Manifold Host <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers _____		

Faction:			
Character Name:	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dead?
	<input type="checkbox"/> Advocates	<input type="checkbox"/> Manifold Host	<input type="checkbox"/> Infamy
Org Play #: -7	Level	<input type="checkbox"/> Cognates	<input type="checkbox"/> Second Seekers
		<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders <input type="checkbox"/> Replay Used

Faction:			
Character Name:	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dead?
	<input type="checkbox"/> Advocates	<input type="checkbox"/> Manifold Host	<input type="checkbox"/> Infamy
Org Play #: -7	Level	<input type="checkbox"/> Cognates	<input type="checkbox"/> Second Seekers
		<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders <input type="checkbox"/> Replay Used

Faction:			
Character Name:	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dead?
	<input type="checkbox"/> Advocates	<input type="checkbox"/> Manifold Host	<input type="checkbox"/> Infamy
Org Play #: -7	Level	<input type="checkbox"/> Cognates	<input type="checkbox"/> Second Seekers
		<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders <input type="checkbox"/> Replay Used

Faction:			
Character Name:	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dead?
	<input type="checkbox"/> Advocates	<input type="checkbox"/> Manifold Host	<input type="checkbox"/> Infamy
Org Play #: -7	Level	<input type="checkbox"/> Cognates	<input type="checkbox"/> Second Seekers
		<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders <input type="checkbox"/> Replay Used

Faction:			
Character Name:	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dead?
	<input type="checkbox"/> Advocates	<input type="checkbox"/> Manifold Host	<input type="checkbox"/> Infamy
Org Play #: -7	Level	<input type="checkbox"/> Cognates	<input type="checkbox"/> Second Seekers
		<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders <input type="checkbox"/> Replay Used

Faction:			
Character Name:	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dead?
	<input type="checkbox"/> Advocates	<input type="checkbox"/> Manifold Host	<input type="checkbox"/> Infamy
Org Play #: -7	Level	<input type="checkbox"/> Cognates	<input type="checkbox"/> Second Seekers
		<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders <input type="checkbox"/> Replay Used

STARFINDER SANCTIONING

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Starfinder Core Rulebook ©2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

Starfinder Adventure: Operation Seaside Park Sanctioning Document © 2023, Paizo Inc.; Authors: Jessica Catalan, Alex Speidel, Linda Zayas-Palmer, and Tonya Wolridge

PAIZO INC.

Creative Directors • James Jacobs and Luis Loza

Director of Game Design • Jason Bulmahn

Director of Visual Design • Sonja Morris

Director of Game Development • Adam Daigle

Development Manager • Linda Zayas-Palmer

Managing Creative Director (Starfinder) • Thurston Hillman

Senior Developers • John Compton, Eleanor Ferron, Jenny Jarzabski, and Jason Keeley

Developers • Vanessa Hoskins, Dustin Knight, and Landon Winkler

Lead Designer (Games) • Joe Pasini

Organized Play Line Developers • Jessica Catalan, Josh Foster, and Shay Snow

Design Manager • Michael Sayre

Pathfinder Lead Designer • Logan Bonner

Senior Designer • James Case

Managing Editor • Patrick Hurley

Lead Editor • Avi Kool

Senior Editors • Ianara Natividad and Simone D. Sallé

Editors • Priscilla Lagares, Zac Moran, and Solomon St. John

Art Directors • Kent Hamilton, Kyle Hunter, and Adam Vick

Senior Graphic Designer • Emily Crowell

Graphic Designer • Adriana Gasperi

Production Designer • Danika Wirth

Director of Brand Strategy • Mark Moreland

Paizo CEO • Lisa Stevens

President • Jim Butler

Chief Creative Officer • Erik Mona

Vice President of People & Culture • Maggie Gallagher

Vice President of Sales & Operations • Mike Webb

Vice President of Technology • Rei Ko

Controller • William Jorenby

Bookkeeper • Emma Swan

Sales Manager • Cosmo Eisele

Sales & E-Commerce Assistant • Mika Hawkins

Director of Licensing • John Feil

Director of Marketing • Aaron Shanks

Marketing and Licensing Coordinator • Raychael Allor

Community and Social Media Specialist • Jonathan Morgantini

Organized Play Coordinator • Alex Speidel

Director of Project Management • Glenn Elliott

Project Manager • Lee Aula

Finance Operations Specialist • B. Scott Keim

Front End Engineering Lead • Andrew White

Senior Software Developer • Gary Teter

Software Architect • Brian Bauman

Software Developer • Robert Brandenburg

Software Test Engineer • Erik Keith

System Administrators II • Whitney Chatterjee and Josh Thornton

Web Content Manager • Maryssa Mari

Webstore Coordinator • Katina Davis

Customer Service Lead • Austin Phillips

Customer Service Team • James Oakes and Jackson Wood

Warehouse Manager • Jeff Strand

Logistics Coordinator • Kevin Underwood

Warehouse Distribution Lead • Heather Payne

Warehouse Team • Alexander Crain, Summer Foerch, James Mafi, Evan Panek, and Jesus Reynoso Ortiz

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, plots, storylines, trade dress, the historical period called the Gap, the terms kishalee, sivy, skyfire, Dreamer (the official Open Game Content term for which is "dreaming barathu"), and the Drift (the official Open Game Content term for which is "hyperspace"). (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity, the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Operation Seaside Park Sanctioning Document © 2023, Paizo Inc. All rights reserved. Paizo, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; the Pathfinder P logo, Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Lost Omens, Pathfinder Pawns, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Flip-Tiles, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.



Starfinder Adventure: Operation Seaside Park

Character Chronicle #

Character Information			
Character Name	Organized Play #	Character #	Faction
Adventure Summary You and a team of agents were sent to investigate the site of a crashed alien spaceship. You entered the site, an abandoned carnival, and discovered the only survivors of the crash were Swarm components. You battled the dangerous insects before they could gain a foothold on Castrovel and begin to devour the Pact Worlds!			
Boons 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, such as access to new playable species, character options, and more! To redeem your Achievement Points, go to 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. This adventure grants access to the following unique Achievement Point boon: All Fun and Games.			
Items			
Reputation/Infamy			

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

EXPERIENCE	
Starting XP	
+	
XP Gained (GM ONLY)	
=	
Final XP Total	

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

For GM Only

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: P1EY

For more information about the Starfinder Society Organized Play program, including how to use this Chronicle Sheet, visit starfindersociety.club