

STARFINDER

SKITTER CRASH

STARFINDER SOCIETY ROLEPLAYING GUILD

Starfinder: Skitter Crash 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. 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 Adventures don't assume the characters are members of the Starfinder Society. *Starfinder: Skitter Crash* 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*.

ADVICE FOR SKITTER CRASH

Skitter Crash is not written in the style of a traditional Starfinder Society Scenario, and therefore players and GMs need to keep certain differences in mind. Skittermanders are growing to become one of the most iconic elements of Starfinder, and this adventure showcases the lengths that a skittermander will go to in order to help. These actions often lead to unintended comedic antics. GMs are encouraged to play up some of the more comedic aspects of skittermanders getting into trouble as a result of looking to help those in need in order to give new players or old a sense of why skittermanders can be fun to play and invaluable allies to call upon.

This adventure is Paizo's offering for Free RPG Day 2019 and will likely be run at many game stores participating in the event.

If you wish to learn more about Starfinder's memorable skittermanders, check out *Starfinder: Alien Archive* available from paizo.com and your local game store.

APPLYING CREDIT

Players who play through *Starfinder: Skitter Crash* as well as GMs who run the adventure can apply the adventure's Chronicle Sheet to any 3rd or 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(s), 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 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.

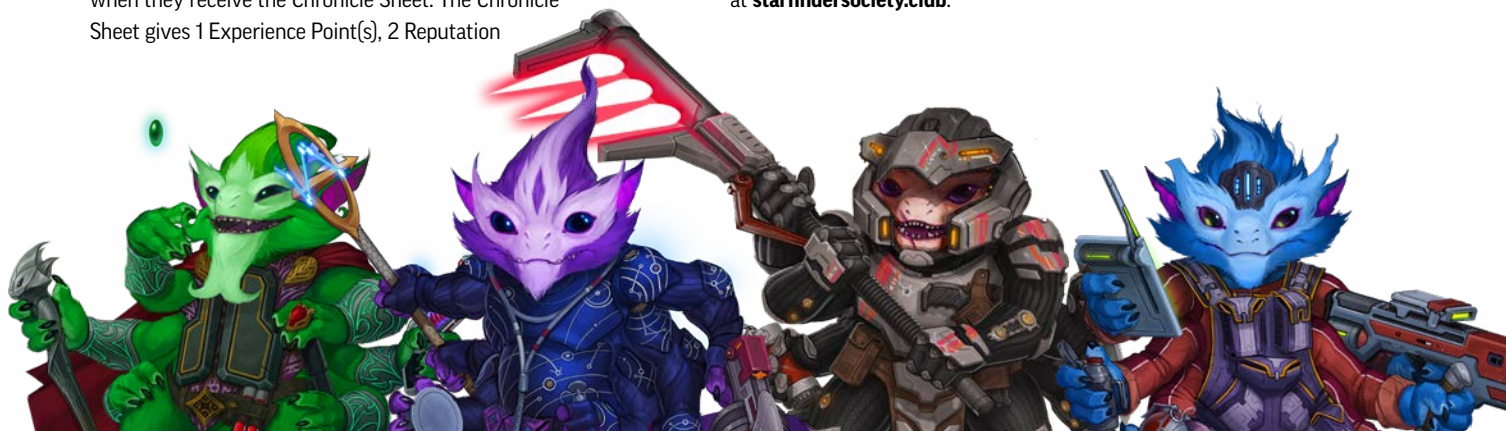
ABOUT THE STARFINDER SOCIETY

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: Skitter Crash

Character Chronicle #

<div>Character Name</div> <div>Organized Play #</div> <div>Character #</div> <div>Faction</div>				<div>LEVELS</div> <div><input type="checkbox"/> Normal Max Credits</div> <div>3-4</div> <div>1,460</div>	
<div>Adventure Summary</div>				<div>LEVELS</div> <div><input type="checkbox"/> Normal</div> <div>-</div> <div>-</div>	
<div><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Skitterfriend (Starship Boon; Limited-Use): By taking part in the skittermander escape from Varkulon 4, you've ensured that these adorable creatures continue to help people throughout the galaxy—yourself included! When you slot this boon, it has two different effects, which you can choose to use during the course of the adventure.</div>				<div>LEVELS</div> <div><input type="checkbox"/> Normal</div> <div>-</div> <div>-</div>	
<div>Skittermander Stepping In!—If your party numbers fewer than 6 PCs, one of the skittermanders temporarily joins your crew during a starship combat. You can choose which of the four skittermanders joins your crew and what starship role they take over during the ensuing starship combat. You can control the skittermander during the starship combat, and appropriate statistics are provided below.</div>				<div>LEVELS</div> <div><input type="checkbox"/> Normal</div> <div>-</div> <div>-</div>	
<div>Dakoyo—Diplomacy +7 (3 ranks), Gunnery +3 (3rd level), Mysticism +13 (3 ranks)</div>				<div>MAX CREDITS</div>	
<div>Gazigaz—Bluff +10 (3 ranks), Diplomacy +10 (3 ranks), Gunnery +5 (3rd level), Piloting +8 (3 ranks)</div>					
<div>Nako—Athletics +7 (3 ranks), Gunnery +4 (3rd level), Intimidate +6 (3 ranks)</div>					
<div>Quonx—Athletics +6 (3 ranks), Computers +10 (3 ranks), Engineering +12 (3 ranks), Gunnery +4 (3rd level)</div>					
<div>At most, two such skittermanders can assist the PCs, assuming two PCs slot this boon and that there are only 4 PCs present. In this circumstance, the PCs who've slotted this boon must select different skittermanders to take over starship roles.</div>				<div>EXPERIENCE</div>	
<div>For every 2 Tiers the PCs' starship is higher than Tier 4, increase the skill bonuses, ranks, and level of the skittermanders by 2 and the gunnery bonus by 1.</div>					
<div>Let Me Help!—Rather than having a skittermander take over a starship role, you can instead choose to have a skittermander assist during a starship combat. You must decide whom the skittermander assists at the start of the starship combat round, prior to the engineering phase. An assisting skittermander grants a single PC a +1 bonus on any one skill check made during the starship combat round, but this bonus does not stack with encouragement or demands from a Captain. A PC can only benefit from an assisting skittermander once per round (multiple assisting skittermanders do not stack).</div>					
<div>Once per adventure, a PC who is currently being assisted by a skittermander can check one of the boxes that precedes this boon to provide dramatic assistance to one PC. That PC can reroll the skill check the skittermander assisted them with. However, dramatic assistance also tires out the skittermander and prevents the skittermander from assisting for the remainder of the adventure.</div>				<div>CREDITS</div>	
<div>All Levels</div>					
<div>Reputation</div>					
<div>Faction Reputation Faction Reputation</div> <div>Faction Reputation Infamy</div>					
<div>For GM Only</div>				<div>Starting XP</div>	
<div>EVENT</div>				<div>+</div>	
<div>EVENT CODE</div>				<div>XP Gained (GM ONLY)</div>	
<div>DATE</div>				<div>=</div>	
<div>GM Organized Play #</div>				<div>Final XP Total</div>	
<div>Chronicle Code: QMKQ</div>				<div>Starting Credits</div>	
				<div>+</div>	
				<div>Credits Garnered (GM ONLY)</div>	
				<div>+</div>	
				<div>Day Job (GM ONLY)</div>	
				<div>-</div>	
				<div>Credits Spent</div>	
				<div>=</div>	
				<div>Total</div>	

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: QMKQ

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