

STARFINDER

SKITTER HOME

STARFINDER SOCIETY

Starfinder: Skitter Home 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 Home* 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 HOME

Skitter Home 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 2020 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 Home* 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.



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ZERASTORFEN



Event Reporting Form

Date: _____ Event Code: _____

Location: _____

GM Org Play #:	-7	GM Name:	GM Faction:			
Adventure #:		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			Fame Earned:	
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A			

Character Name:		Faction:		<input type="checkbox"/> Dead
Org Play #:	-7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Infamy

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Starfinder: Skitter Home

Character Chronicle #

Character Information																											
Character Name	Organized Play #	Character #	Faction																								
Adventure Summary																											
<p>By completing Skitter Home, you've encountered a number of new pahtra friends. You can demonstrate your skitter-esque dedication to helping others either by playing alongside them or by running events at your local stores or supported convention.</p> <p>You can apply this Chronicle sheet to a character in order to earn the associated XP, Fame, Reputation and Credits granted by this adventure. In addition to this, you can begin filling out the following trackable boon.</p> <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> <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. <p>Once you have filled 24 boxes, you earn the Pahtra Partnership boon below, allowing you to build a pahtra character of your own!</p> <p>Pahtra Partnership (Personal Boon; Limited-Use): By proving your dedication to helping other Starfinders and/or organizing Starfinder missions both locally and in the Vast, you've attracted the attention of an inquisitive pahtra. 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.</p> <p>New Character: You can play a pahtra character (<i>Starfinder Alien Archive</i> 294), 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> <p>Existing Pahtra: You can apply this boon to an existing pahtra 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.</p>																											
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LEVELS		<input type="checkbox"/> Normal Max Credits
3-4		1,460

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

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

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

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: KCQX