



# STARFINDER ADVENTURE: SKITTER WARP

## STARFINDER ADVENTURES

*Skitter Warp* 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. Because of the nature of this adventure, if players are creating their own characters, they **must** play skittermanders (*Alien Archive* 106).

Thematically, Starfinder Adventures don't assume the characters are members of the Starfinder Society. *Skitter Warp* 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 *Skitter Warp* as well as GMs who run the adventure can apply the adventure's Chronicle Sheet to any level 3-6 Starfinder Society Organized Play character. 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

## SANCTIONED CONTENT KEY

Adventure

*Skitter Warp*

Level Range

3-6

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](http://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](http://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 Goals 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"/> Second Seekers <input type="checkbox"/> Wayfinders		

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

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

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# Starfinder Adventure: Skitter Warp

Character Chronicle #

Character Information			
Character Name	Organized Play #	Character #	Faction
<b>Adventure Summary</b>			
<p>While you were on a routine salvage mission, a wave of Drift energy crashed over your crew's ship, damaging the ship and altering the planet below! You safely landed and explored the changed planet, helping its residents to adapt to their new home. Finally, you were forced to battle one of your friends who had been corrupted by the planar energy.</p> <p>Congratulations on completing the adventure! You've earned Starfinder Society Achievement Points, a currency that can be redeemed on our website at <a href="https://paizo.com">paizo.com</a> for special character boons, such as access to new playable species, character options, and more! To redeem your Achievement Points, go to <a href="https://paizo.com/organizedPlay/myAccount">paizo.com/organizedPlay/myAccount</a> and click on the Boons tab. Note that you must have created a <a href="https://paizo.com">paizo.com</a> account and registered a character before you can begin making Achievement Point transactions.</p> <p>This adventure grants access to the following unique Achievement Point boon: <b>Planar Anomaly</b>.</p>			
<b>All Levels</b>			
None			
<b>Reputation</b>			
Faction	Reputation	Faction	Reputation
Faction	Reputation	Infamy	

LEVELS		<input type="checkbox"/> Normal Max Credits
3-4	1,460	
LEVELS		<input type="checkbox"/> Normal
5-6	4,290	
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: HJSD