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Starfinder Society Guide to Organized Play

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Getting Started

Welcome to Starfinder Society

The Starfinder Society is a worldwide science fantasy roleplaying campaign set in the Starfinder Universe. As an agent of the Starfinder Society, an organization of explorers, archaeologists, and adventurers headquartered in the Lorespire Complex of Absalom Station, you dedicate your time to discovering and chronicling all corners of the galaxy (and beyond). Starfinder adventures range from exploring unknown worlds and star systems to undertaking covert assignments within the bowels of the Pact World's largest metropolises.

Starfinder Society uses Paizo's [Starfinder Roleplaying Game](#) ruleset and setting under the campaign leadership of the Paizo Organized Play Team. This guide presents the information you need to participate in this exciting, dynamic campaign. Welcome to the Starfinder Society!

What Is Paizo Organized Play?

In a Paizo organized play campaign, your character adventures in a shared setting with thousands of other gamers worldwide. Anyone can host games, in homes, game stores, libraries, at conventions, and online, as long as they report the adventure's results afterward. Reporting earns participants campaign rewards and player actions influence the fate of the worlds of the Starfinder roleplaying game.

As part of the organized play experience, you can take your character to any Starfinder Society event in the world, allowing you to join a game with friends and strangers alike with ease. And after each adventure, your characters grow stronger and carry their rewards with them to the next adventure, even if your fellow players and Game Masters (GMs) change between adventures. The Paizo organized play experience is uniquely immersive, as the diverse range of players, GMs, and characters provide incredible depth. The campaign is also a great way to meet other gamers and play regularly without needing to schedule regular events with a single set of people as you might for a more traditional game.

In order to help the Starfinder Society program run smoothly as a unified campaign, there are some additional rules to ensure a consistent and fair experience for everyone—no matter who is playing or running the game. The rest of this guide covers that information.

Besides the Starfinder Society, Paizo Organized Play programs also include the [Pathfinder Society \(second edition\) campaign](#), the [Pathfinder Adventure Card Society](#), and the [Pathfinder Society \(first edition\)](#)

campaigns.

Paizo's organized play team oversees the campaign's content and program structure, and team members include the Organized Play Manager, Organized Play Associate, Organized Play Managing Developer, Organized Play Developers, and design liaisons. Volunteers called Venture-Officers facilitate the campaign by coordinating the worldwide network of players and GMs.

Register for Organized Play

To ensure you have access to all the tools and benefits available to players, you need an organized play number and an account on paizo.com. To create an account, visit paizo.com/organizedplay and click on the "New Players Create an Account" button.

If you are unable to acquire an organized play number online, ask your Event Coordinator for help.

My Organized Play

Every registered organized play participant has a record on paizo.com. You can access this information by [direct link](#) or by visiting paizo.com, hovering/clicking on the My Account at the top right of the screen, then selecting Organized Play. There are several tabs on your account page.

- **Summary:** A list of your GM rankings, all registered characters, and character Reputation totals. You can create new characters by selecting the desired type at the bottom of the screen.
- **Sessions:** A chronological list of all games you participated in, which may be sorted using the criteria on the left.
- **GM/Event Coordinator:** A list of earned points such as AcP or GM Glyphs, as well as a list of all events you are coordinating and a button to create new events.
- **Boons:** A list of all currently available boons in a program. The [Player Rewards](#) section of this guide details how to purchase boons.
- **Evaluations:** Regional Venture-Coordinators & Venture-Captains have this tab to record GM evaluation games. See [GM Rewards](#) for more info.

If you find an error in your session list, send an email to pfsreportingerrors@paizo.com with the error and any supporting documentation you have for the correct data.

Community Code of Conduct

All participants in Organized Play must adhere to the Paizo [Organized Play Code of Conduct](#) and the SFS [community standards](#)—read through them and uphold them at all Organized Play events and sessions.

Characters

To participate in an Organized Play game, you need a character (or PC). You control your character, who will be one of the protagonists in the game's story and can directly interact with the objects, characters, and events within the adventure. You can use a pregenerated character or create your own.

Using a Pregenerated Character

You can use a pregenerated character (or pregen) based on the Starfinder iconic characters. This option can be useful when time is short or you want to try out a character class.

You can choose any of the pregenerated characters without owning the associated source. You can download the Starfinder [Pregenerated Characters](#) or request them from your local event coordinator.

Using Your Own Character

You can also build your own character following the rules in the [Character Creation](#) appendix. After you are done building your character, register them: go to your [Organized Play account](#), sign in, and click “Register a New Starfinder Character.”

Where can I find a Game?

Each community uses their own game scheduling process. Common platforms used in scheduling games include:

- [Paizo Event Calendar](#)
- [Warhorn](#)
- [Online Region Discord](#)
- [Meetup](#)

Organized Play Forums

Join the vibrant Starfinder Society online community by participating in the official [Starfinder Society forums](#). Ask questions! Compare character builds! Discuss! Find events! Your feedback helps us improve our program, so drop by and tell us what we can do to enhance your organized play experience.

The Pact Worlds

The Starfinder Society sends its agents on missions throughout the Pact Worlds, Near Space, and the Vast. The Universe Of The Starfinder Society below provides a basic introduction to the setting; you can learn more about the Starfinder Setting from Chapter 12 of the [Starfinder Core Rulebook](#), from the various books in the [Starfinder product line](#), and from the [Starfinder Wiki](#).

The Universe of the Starfinder Society

The Gap, an indeterminate span of time from which memories and records alike were wiped away, profoundly altered the galaxy. The planet Golarion, cradle of humanity in the home star system of the Pact Worlds, disappeared entirely. Untold history vanished during the Gap, with no species retaining any memories of this tumultuous time. Even the gods remain silent on the Gap, giving only vague allusions to the safety of lost Golarion.

What Is The Starfinder Society?

Founded shortly after the Gap, the Starfinder Society was inspired by incomplete tales of a similar pre-Gap organization called the Pathfinder Society. The Starfinder Society originally aimed to map the temporal edges of the Gap and piece together the history of what transpired during that tumultuous event, ambitiously endeavoring to find lost Golarion. Since the Society's inception, its mission has changed to focus less on the Gap and more on exploring a galaxy made accessible due to the spread of Drift beacons.

The heroes of the Starfinder Society travel the breadth of the galaxy—from verdant jungle worlds where even a fingernail-sized insect is deadly, to seemingly abandoned space stations filled with unspeakable horrors, to ruined temples of dead gods hidden amid the ruins of similarly dead worlds, and to the bustling streets of the metropolises of the Pact Worlds. Starfinders work in small but efficient groups to explore the known and unknown, recording their findings and bringing them back to the greater organization for dissemination.

Most Starfinders operate out of scattered regional headquarters called lodges, which dot the galaxy. Each lodge is home to a venture-captain and that officer's staff, who provide direction and support for field agents and manage the day-to-day operations of the Society. The Lorespire Complex stands apart from other lodges. Located in Absalom Station, the Lorespire Complex is always accessible to even the farthest-flung Starfinder expeditions due to the unique ability for ships to quickly travel the Drift to reach Absalom Station. More than a single building, the Lorespire Complex is a campus of structures built around the eponymous spire. The Archives, the Hall of Discovery, and other edifices integral to the Society's ongoing existence fill the grounds of the Lorespire Complex.

Leadership

The First Seeker is a Starfinder elevated above their peers. This Starfinder is elected based on the merit of adventuring experience and personal field of focus. Each First Seeker uses their appointment to prioritize the Starfinder Society's primary research focus, using the position to advance a personal scholarly pursuit of value. Once a First Seeker's term has ended, that First Seeker can never again serve as a leader within the Starfinder Society. The thrust of many of the Starfinder Society's missions are the result of the First Seeker's goals—luckily, those same agents who perform these missions are integral in deciding who receives the honor of ascending to the rank of First Seeker.

The Forum is an elected body of Starfinders who work to coordinate the Society's many operations. Integral in drumming up the necessary support to elect a First Seeker, the Forum also assists the elected First Seeker with their personal mission. Any Starfinder can ascend to become a member of the Forum, and membership does not stop one from partaking in other activities. In fact, many faction leaders and venture-captains are active members of the Forum in addition to their other duties. Other Forum members are experienced Starfinders who hold no title beyond their Forum membership.

The third pillar of the Society's leadership is Guidance, a network of uploaded personalities of exemplary Starfinders. Most First Seekers are invited to upload their consciousness into Guidance, and only those deemed unworthy or who perish in their mission fail to become part of the Starfinder Society's spiritual anchor. Guidance functions in two major ways: it is the first entity to formally induct new Starfinders into the organization, and every new Starfinder begins their career by receiving a commencement address from

Guidance. The uploaded bank of personalities also confirms the election of new First Seekers, and while historically Guidance agrees to the democratic decision of the Society, there have been a handful of cases where Guidance has not approved an elected First Seeker.

Every Starfinder contributes to the overall success of the Starfinder Society. Some do so through diligent research, rarely leaving the teeming Archives of the Lorespire Complex. Others prefer to explore the relative safety of the Pact Worlds or the appropriately titled Near Space, where civilization remains only a short jaunt through the Drift away. The bravest Starfinders travel to the other ends of the galaxy, using the Society's starships to explore the endless expanse of space known as the Vast.

Symbols

The official symbol of the Starfinder Society is a compass, a stylized representation of the "wayfinder" used by Pathfinders on lost Golarion. Many Starfinders wear the emblem on their armor, get a tattoo of the symbol, or otherwise display it prominently. Some Starfinders elect to receive a special subdermal graft, which allows them to covertly display the symbol.

Factions

Factions have existed within the Starfinder Society since the organization's inception. Each faction supports its agents working within the Starfinder Society. All Society agents know that their allegiance is first to the Starfinder Society, followed by any faction allegiances they maintain. In fact, most factions within the Starfinder Society actively cooperate despite their differing goals.

Note: Each Faction's name below links to a page with additional details, including current faction leader and goals.

Acquisitives: "Fame, glory, and money. We want it all."

Members of the Acquisitives seek to increase their personal fame and fortune through working with the Starfinder Society. As the Society's newest faction, the Acquisitives build their reputation by increasing the prestige of the Starfinder Society.

Dataphiles: "Knowledge is power."

If information is power, the Dataphiles seek to become the most powerful faction within the Starfinder Society. The Dataphiles believe in curating all data (both digital and physical) and that they alone are worthy of deciding what is fit for public consumption.

Exo-Guardians: "The sword that seeks the darkness."

The Exo-Guardians are dedicated to protecting the Pact Worlds from external threats. Their members campaign in Near Space and the Vast to amass equipment, knowledge, and magic believed to be essential in protecting the Pact Worlds.

Second Seekers: "Learn from the past." - Ehu Hadif

The Second Seekers are an informal faction dedicated to pursuing the agenda of the Society's current leader, the First Seeker. The current First Seeker, Ehu Hadif, has dedicated his tenure to re-establishing the Society as an archaeological research organization.

Wayfinders: "First into the unknown."

Named for an old relic of bygone explorers, the Wayfinders seek to explore space and create peaceful relationships with new species. Members of the Wayfinders often act as first contact ambassadors, as well as explorers to the absolute frontiers of known space.

Minor Factions

Advocates: "We're here for you!"

The Advocates aim to heal the widening rifts between factions, unite the squabbling Starfinder agents into an accepting, loving, and supportive community, and encourage the Starfinder Society to do good throughout the Pact Worlds and beyond.

Cognates: "Diversity in knowledge, unity in purpose."

The Cognates aim to reduce the Starfinder Society's dangerous over-reliance on technology, including Guidance, and refocus instead on magical and natural innovations, along with analog and other low-tech solutions.

Manifold Host: "We who welcome all."

Functioning as recruitment officers and an enthusiastic welcoming committee, members of the Manifold Host are dedicated to inducting new species into the Starfinder Society in the belief that each alien species can contribute their own new and unique skills to the benefit of all. Additionally, they welcome new agents of all kinds and aid them in acclimating to the Society's operations.

Other Factions

There are innumerable entities and organizations in the galaxy, and some represent unique factions yet to make major inroads with the Starfinder Society. During the course of play, it is possible for a character to receive an offer to join one of these factions. Other factions currently in circulation:

- Second Seekers (Roheas)

Recent History

The Starfinder Society Campaign is divided up into "Seasons" each approximately a year long. The following section describes the events preceding and surrounding each of those seasons, and may help give context to scenarios set in those seasons. However, any information necessary to understanding a scenario should be made available by your GM, so you do not need to memorize the following information unless you want to.

The Scoured Stars Incident (Pre-Season 1)

In 316 AG, the Starfinder Society elected the renowned kasatha explorer Jadnura as First Seeker. Elevated due to his reputation for maintaining balance between the various divisions of the Society, Jadnura also proposed a tantalizing personal objective: a coordinated expedition to a region of space known as the Scoured Stars.

The Scoured Stars are a small cluster of star systems known for housing worlds filled with vicious fauna, not to

mention an abundance of malicious outsiders and other strange entities. Well over a century ago, the Starfinder Society prohibited expeditions to the Scoured Stars, in part because of the deadly inhabitants but also because findings from the few successfully explored worlds showed little of research value. Jadnura's quest would have seemed suicidal, had he not provided a link to the mysterious worlds.

During his time as a Starfinder field agent, Jadnura discovered a mysterious artifact known only as the Tear. The item was little more than a jagged hunk of magical stone etched with indecipherable markings. The magical artifact defied most mystical and technological investigation, relenting only after years of intense scrutiny. It took the most powerful divination magic available, but veteran Starfinders uncovered a link between the Tear and the Scoured Stars. When Jadnura ascended to the rank of First Seeker, he rallied the Society to travel to the Scoured Stars to at last answer the Tear's secrets.

While the threats of the Scoured Stars were powerful, they were disorganized and possessed no obvious spacefaring assets. What followed was one of the greatest single undertakings by the Starfinder Society. A task force of almost 80% of the Society's assets and agents joined the First Seeker on his mission into the Scoured Stars. Everything went well at first, with reports returning of Jadnura and the bulk of the Starfinder teams landing on the surface of the world to which the Tear directed them.

And then, nothing.

When the remaining Starfinders in the Lorespire Complex attempted to make contact, they discovered a terrifying reality: the Scoured Stars were now cut off from the rest of the galaxy. A vast shield of aurum energy surrounded the region of space, preventing communication and travel into the systems. Drift travel was rendered ineffective, and even visual scans failed to pierce the shifting veil, which was soon after dubbed "The Godshield" for its incomprehensible power. This single event left the Starfinder Society crippled, as most agents and assets are now trapped within the now-untouchable region of the Scoured Stars.

New Beginnings (Season 1 - Part 1)

With the bulk of the Starfinder Society lost in the aftermath of the Scoured Stars incident, the Society was on the brink of ruin. Only the actions of a particularly outspoken Starfinder, Luwazi Elsebo, has held the Starfinder Society together in the ensuing months. A dedicated assembly of surviving senior Starfinders has assisted Elsebo in stabilizing the Society, as well as in rebuilding the Forum. Many of these agents specialized in managing specific aspects of Society operations, each becoming de-facto leaders for Society factions old and new.

Even with the dedication of Luwazi and her allies, the Starfinder Society suffered further losses as discouraged surviving agents opted to leave the Society. The loss of additional field agents, especially veteran agents, made holding onto the Society's vast portfolio of claimed planetoids, stellar regions, and other archaeological sites almost impossible. The necessity of maintaining the Society's claims on these regions was too much for the remaining agents to handle, and Luwazi turned to outside assistance from reputable mercenary organizations.

Through such imperfect arrangements, Luwazi Elsebo and her allies successfully held the Starfinder Society together long enough for a new cadre of Starfinders to complete their training. Those agents spent their first year working to rebuild the Society and undertaking missions that would set the groundwork for a return to the

Scoured Stars.

Under Luwazi Elsebo's direction, the Starfinder Society launched a major rescue operation into the Scoured Stars. Bypassing the shield around the system, the Starfinder Society returned to rescue their lost companions from untold hardships across the Scoured Stars. First Seeker Jadnura was among those rescued over the course of these missions. However, during this momentous rescue, a new alien threat emerged. Known as the jinsuls, these aliens came in vast numbers and seized the Scoured Stars in a single decisive battle that forced the Starfinder Society to abandon its rescue operations and retreat with the agents they managed to save.

The Starfinder Society left the Scoured Stars, but a new threat, the jinsuls, occupied that distant region of space. Knowing little of this alien threat, the Society returned to its primary goal of exploration and the acquisition of information. Many within the Society's upper leadership began assembling the best of the best field agents for missions to learn more about the jinsuls and continue unraveling the mysteries of the Scoured Stars!

The Jinsul Threat (Season 1 - Part 2)

Following the Society's retreat from the Scoured Stars, the jinsul menace did not remain dormant. Led by a semi-divine being known as Dhurus, the jinsuls began turning the Scoured Stars into a war engine that produced scores of new starships and technologies. The Society monitored the situation, with the Exo-Guardians stockpiling weapons from the sites of previous missions while the Acquisitives and Dataphiles worked to stymie the jinsuls' advance with a daring strike into the Scoured Stars.

Events conspired to pull the Society back into grasp of the Scoured Stars when a group of agents traveling to an uncharted star system found it under invasion by jinsuls. These brave Starfinders managed to help save a group of dignitaries, who relayed that they belonged to the Kreiholm Freehold—yet another of the civilizations that departed the Scoured Stars in ages past. The Society established diplomatic relations with the Freehold, all while the jinsuls continued their attacks in hopes of forcing their former neighbors to return to the Scoured Stars.

In the meanwhile, First Seeker Jadnura assembled a group of Starfinders to explore the location of the mysterious Tear relic that first led him on the path of the first disastrous Scoured Stars mission. These agents uncovered the ruins of another Scoured Stars civilization and hints that a powerful deity dwelled within the Scoured Stars.

As the jinsul menace continued attacking numerous civilizations, First Seekers Luwazi Elsebo and Jadnura brought together a force of Starfinders to learn more about the jinsuls by traveling to the world the jinsuls settled before returning to the Scoured Stars. This mission led the Society to uncover more about Dhurus, including that the jinsul leader was in fact a divine herald of the deity that slept within the Scoured Stars: the god known as Kadrical the Preserver.

Jadnura and Luwazi began to formulate a plan on how to proceed, but other agencies within the Society weren't so pensive. Historia-7, leader of the Dataphiles, uncovered that her mentor, Historia-6, was not who he'd always claimed to be. A struggle broke out within the Dataphiles, as Historia-6 took possession of Historia-7's body and threatened the entire Starfinder Society. Only a timely intervention by a group of Starfinders and Zigvigix, leader of the Exo-Guardians, managed to save Historia-7 from her former mentor.

Discarding her honorary title, Historia-7 has reclaimed her former name of Celita and stood ready to aid the Society in its coming struggle.

In time, a renewed jinsul assault against the Kreiholm Freehold called the Society back into action in defense of its new allies. Led into battle by a group of experienced Starfinders, the Society fleet managed to push back the jinsul assault, but learned that Dhurus would not accept defeat and planned to either wake Kadrical or siphon the sleeping god's powers for itself. A second of Kadrical's heralds, the mysterious Ailurious, appeared during the battle to render assistance and confirm the Society's fears about the jinsul threat.

Bringing together a massive fleet, spearheaded by the recently repaired Wayfinders flagship the *Master of Stars*, the Starfinder Society once again ventured back into the Scoured Stars to stop Dhurus and the jinsul menace once and for all. The battle was long and arduous, but the Society's most senior agents took to the field against Dhurus and stopped the xenophobic herald from siphoning Kadrical's powers. With their herald defeated, the jinsuls retreated from the Scoured Stars in disparate packs of ships.

At the battle's end, First Seeker Jadnura declared his stated mission finished and chose to remain within the Scoured Stars as the system's new custodian. With the deity Kadrical awakening in a universe he'd not been involved in for millennia, Jadnura seeks to live out the remaining years of his life as a guardian of the Scoured Stars. Meanwhile, Jadnura's departure has formalized the transition of First Seeker authority, and Luwazi Elsebo has taken her place as the formally recognized leader of the Starfinder Society.

Weaponized Media (Season 2)

Returning to Absalom Station from the Scoured Stars, the Starfinder Society's battle-tested agents expected a heroes' welcome. Instead, a series of media advertisements and vidcast news feeds relayed scathing information about the Starfinder Society's recent actions. Statements called out Starfinders for meddling in the affairs of foreign powers, inciting the threat from within the Scoured Stars, and effectively operating an unsanctioned paramilitary organization. More and more anti- Society rhetoric began to fill the infospheres of the Pact Worlds.

Despite attempts of the Starfinder Society's leadership to determine the source, they failed to uncover the culprits behind the multimedia "hit campaign" and the damage continued to grow. Many organizations within the Pact Worlds watched the Starfinder Society with wary eyes, wondering if association could bring unwanted backlash. For Starfinder agents, the task of exploration and cataloging remained paramount, as the Society's leaders hoped to combat the ongoing sour media outlook by providing the Pact Worlds with tangible evidence of all the good that the Society could do in the galaxy.

Luckily for the Society, their efforts over the course of the year led to stunning victories against their hidden foes. Through actions across the Pact Worlds and beyond, the Starfinder Society proved its value and battered down the incoming tide of negative press. After uncovering the identity of the smear campaign's architect, First Seeker Luwazi Elsebo dedicated the last days of her tenure to defeating this force and ensuring that her successor could begin their role as First Seeker without the negative press of the past.

A New Future (Season 3)

Elected as First Seeker by a slim margin, Ehu Hadif Ko'ra Amares of Clan Tolar is a veteran kasatha Starfinder.

He won the election on a platform of returning the Starfinder Society to its roots of exploring the past. Soon after his election, Ehu Hadif began a series of missions focused on re-examining missions from the Society's distant past and exploring locations closer to the Pact Worlds. More than any First Seeker in recent memory, Ehu Hadif has opened up numerous exploration possibilities into the worlds of Near Space.

The Year of the Data Scourge (Season 4)

The Year of the Data Scourge pits the Starfinder Society against a mysterious threat targeting the Pact Worlds. As a series of digital attacks ravages infospheres and technology across the system, robotic attackers seek out Society agents and strongholds. The Starfinder Society launches missions to stop the attacks while assisting in defense of the Pact Worlds.

Community Standards and Expectations

In addition to the Community Standards laid out in the Paizo [Organized Play Code of Conduct](#) the following rules govern Starfinder Society Organized Play

Do Not Cheat

Maintain the integrity of the game. Cheating behaviors include, but are not limited to, falsifying rolls, forging records, using unapproved resources, not owning the sources used by your character, and lying to GMs and event coordinators. Participants caught cheating will be barred from Starfinder Society events for an amount of time dependent on the severity of the offense. Repeat offenders will be banned from all Paizo Organized Play activities.

Keep Good Records

Starfinder Society uses a combination of character sheets, Chronicles, and record trackers to chart character progression. GMs and event coordinators rely on these documents to keep the campaign honest, fair, and fun for everyone. It is your responsibility to maintain accurate records. Always bring either paper or digital copies of your character sheet and supporting documentation such as Chronicles and record trackers of any character you wish to play to Starfinder Society events. If using paper copies, we suggest keeping them all together in a binder, with a folder for each character.

If you cannot produce the supporting documents for your character, the GM can ask you to play a [pregenerated character](#) instead.

No Character-versus-Character Combat

In keeping with the "Explore, Report, Cooperate" motto of the Starfinder Society, engaging in non-consensual character-versus-character conflict is prohibited. While accidental friendly fire happens due to missed attack rolls or other factors, players must obtain the consent of other players before taking an action that would include another PC in a damaging effect or other or harmful effect (such as effects that impose negative conditions).

Some examples include casting a harmful spell on another PC or an area that includes them, throwing a

weapon with the explode property that would deal damage to another PC, or moving closer to another PC while surrounded by a harmful emanation in a way that exposes them to its effects.

This rule does not apply in situations where a character is not acting of their own free will, such as if they're being mind-controlled by an NPC and forced to attack a fellow Starfinder.

Violation Enforcement Procedures

If a player is removed from a table for violating the community standards, or a character is marked “dead” due to [Infamy](#), then it is the responsibility of table GM or event coordinator to advise their local venture-officers of the situation. The GM or event coordinator must advise the player of the report and provide the player with the venture-officer contact information, so that the player may present their side of the issue to the venture-officer. Rules infringements will be kept on file, as continued violations will result in suspension of organized play membership.

Rules Variations

From time to time, players might encounter different rules sources with minor variations in the rules. In general, the most current English-language printing of the rulebook in question should be treated as the definitive source. For this Guide, the most current printing is the English version on this web page.

Campaign Leadership

The rules of the campaign reside in this guide and the [Character Options page](#). As the campaign develops, additional rulings might be needed. These rules will be published via the paizo.com [forums](#) or [blogs](#) and from there be compiled into the program documentation listed above.

The people with the authority to issue rulings for the Starfinder Society campaign are:

- Linda Zayas-Palmer (Development Manager (Digital Adventures)),
- Alex Speidel (Organized Play Coordinator), and
- Jessica Catalan (Starfinder Society Developer).

Clarifications from other campaigns and their campaign managers do not apply to the Starfinder Society Organized Play campaign unless confirmed by one of the above individuals.

Rules Changes

The Starfinder roleplaying game is a living game, and sometimes game elements change over the course of a PC's career. The following guidelines allow players to update or convert existing characters to use the most current rules. When rebuilding your character in any way, you must describe all changes on your next Chronicle Sheet.

Class Features and Archetype Abilities: If an errata or FAQ changes an ability score-dependent feature of a class or archetype, you can rebuild your character to its current XP. You can keep the same equipment or choose to resell any equipment that augments the altered ability score at full price.

If an errata or FAQ changes one of your character's class features for which there are multiple options (such as a biohacker's field of study), you can switch that class feature to a different one that your character would have qualified for at the same level when they first received the class feature. Any abilities that have the removed feature as a prerequisite may also be altered in the same manner.

If an errata or FAQ changes a class or archetype so that you no longer have proficiency with a given weapon or armor type, you can sell back any affected equipment at full price. You can also swap out any feats directly associated with the affected equipment.

Feats: If a feat changes or is removed from the Character Options page, you have two options: you can switch the old feat for an updated feat of the same name in another legal source (if available), ignoring any prerequisites of the new feat you do not meet, or you can replace the feat (and any of the old feat's prerequisite feats) entirely with another feat for which you meet all the prerequisites. If any of the feat's changes directly reference one or more pieces of equipment you own (such as the weapon selected for the Weapon Focus feat), you can sell back that equipment at full price.

Items: If the price of an item increases, you must sell back the affected equipment at its original full price. So long as you have enough credits, you can repurchase the same item at its updated cost.

Spells: If the level of a spell changes, you must retrain the altered spell, replacing it with another spell of its original spell level. You can also retrain one spell of the altered spell's new level, but only in order to learn the altered spell. You must sell back any items that use that spell at their current full price based on the spell's old level.

Errata: Changes to rules via errata go into effect at the next game played by the character.

Playtest: For information on rebuilding characters affected by changes between playtests and final rules visit the Pathfinder Society blog for each associated playtest.

Effects on Scenarios: If an errata or clarification changes how an ability works in a scenario, follow the current rules. If that means that the ability no longer works with how NPC tactics are written, modify the tactics as best you can to incorporate the changes.

Timing: To reduce confusion and chaos, rule changes announced during a gaming event do not take effect until after the event ends.

Players

Player Basics

Player-Created Characters

Starfinder Society characters use the process outlined on [page 12](#) of the *Starfinder Core Rulebook* with a few additional campaign-specific rules and benefits. Characters start at first level unless they have Boons to modify their starting level. The [Character Creation](#) appendix contains step-by-step instructions to help you create your own Roleplaying Guild character and outlines the campaign's additional character creation steps. Follow the

instructions carefully to ensure your character is suitable for the organized play campaign.

Remember to [register your character](#) at [paizo.com](#) !

Character Options: All of the playable species, themes, and classes from the *Core Rulebook* are available to you when creating a character. You might need special boons to access some species and options from other books before you can use them in organized play. More information on approved resources can be found on the [Character Options](#) page.

Pawns: During combat, each PC is represented by a pawn. Each other creature controlled by a PC whose location outside their PC's square affects combat is also represented by a pawn. No PC can place more than 2 pawns per adventure including their own. Temporary creatures who last no more than an encounter or two do not count toward this limit. Creatures who stay in their controller's square during combat do not require pawns.

Rebuilding Your Character

After playing a new character, you might find aspects of your character you would like to change. Don't worry! Until you play a game in which your character starts with 3 or more XP, you can freely rebuild your character completely. The character retains their Reputation earned and character number.

Once you begin a session as a second level character, you still have options for changing your character's choices through the *mnemonic editor* hybrid item *Starfinder Core Rulebook* ([page 226](#)). Characters can use this item to reverse the last 2 levels worth of decisions on a character. Different versions of the device allow you to retrain up to three additional times, effectively allowing a character to wipe and retrain up to 8 levels worth of decisions throughout their career.

You cannot use Rebuilding or Retraining to build a character that could not be built without using either of those two tools.

For more information on purchasing a mnemonic editor, see the [corresponding boon](#).

Purchasing Guidelines

You can purchase the following items so long as you're in a settlement and the price is not higher than the settlement's listed Maximum Item Value. (Scenarios might sometimes provide additional allowances or limitations):

- All equipment listed in [sanctioned Starfinder content](#) with an item level less than or equal to your character level.
- All equipment listed in the *Starfinder Core Rulebook* with an item level less than or equal to your character level + 1.
- All equipment listed on your character's [Chronicle Sheets](#) with an item level less than or equal to your character level + 2.
- All items and services purchased with Achievement Points (AcP).

Items that are not available for Starfinder Society play according to the [Character Options page](#) can be listed on chronicle sheets. Such items can be purchased by a character who has a chronicle sheet that lists the item.

[Infamy](#) can reduce a character's effective level when purchasing items.

Magic, hybrid, and technological items that can be used less often than once per day (such as once per week or once per month and so on) are considered to be usable once per adventure.

Spellcasting Services

Provided you are in a settlement, you may purchase spellcasting services with a level up to half the settlement's Maximum Item Level.

[Page 234](#) of the *Starfinder Core Rulebook* covers the rules for purchasing spellcasting services, and the associated costs are listed in Table 7-38: Professional Services on page 235. You can also use AcP to purchase spellcasting services, which are listed individually by spell.

Purchased spellcasting is assumed to be cast using the minimum caster level. Spells without a level, such as miracle and wish, cannot be purchased as a spellcasting service.

PCs can never purchase the traveling service of a spellcaster.

Group Purchases

In Starfinder Society play, you can never buy, sell, or trade items with another player, but you may allow another player to borrow an item for the duration of an adventure. Players are permitted to pool their money to purchase items or spellcasting services for use in the current adventure. If the PCs buy an item using pooled money that they do not use during the adventure, one PC may purchase the item at the end of the adventure, paying the item's full cost. If no PC wants to purchase the item, the PCs must sell the item back for 10% value, reimbursing each PC 10% of what they paid into the pool.

The party can sell a dead character's belongings for this purpose if, and only if, the player of the dead character consents.

Spells

The following spells found in the *Starfinder Core Rulebook* are not legal for play and may never be used, found, purchased, or learned in any form by characters of the Starfinder Society: animate dead and reincarnate. All spells and effects end at the end of an adventure with the following exceptions, which must be noted on the Chronicle Sheet.

- Spells and effects with permanent or instantaneous duration that heal damage, repair damage, or remove harmful conditions remain in effect at the end of the adventure.
- Afflictions and harmful conditions obtained during an adventure remain until healed and carry over from adventure to adventure (except as noted under [Negative Effects](#) below).

Applying and Transferring Fusions

The Society has specialists at the Lorespire Complex trained in Mysticism who can apply or swap out fusions for agents of the Starfinder Society in good standing. This service is free but is only available before the

briefing or once the adventure is complete unless stated in the adventure. Only the service is free; characters must still pay the normal cost for transferring the fusion.

Adventures

There are two types of adventures written for the Starfinder Society campaign.

Starfinder Quests: Written specifically for the Starfinder Society, quests are 1-hour adventures often used as introductions to the game.

Starfinder Society Scenarios: Written specifically for the Starfinder Society, scenarios each present a single episode in a continuing story and typically take 4-5 hours to complete.

Rules for additional types of adventures can be found in [Additional Adventures](#).

Scenario Tags

Starfinder Society adventures utilize a series of short titles, or tags, to denote information pertinent for GMs running scenarios and the players participating in them. The following tags appear in Starfinder Society scenarios:

- **Exclusive:** Scenarios with this tag have running requirements outside the standard one table environment. Scenarios with this tag include specific rules on who is eligible to run it and where and how it can be run.
- **Faction:** Scenarios with this tag address the listed faction's goals and may grant additional reputation with a [Faction](#).
- **Metaplot:** Scenarios with this tag are directly connected to a larger plot arc, typically the major plot throughline of a particular Season of Starfinder Society adventures.
- **Nova:** Scenarios with this tag contribute to the 5 Nova requirement.
- **Quest:** This tag indicates the associated product is a single quest or a quest pack.
- **Repeatable:** Players and GMs may receive credit for scenarios with this tag an unlimited number of times, though characters can still only receive credit once for a given scenario.
- **Starship:** This tag indicates the associated scenario includes some form of the starship combat rules in [Chapter 9](#) of the *Starfinder Core Rulebook*.
- **Survival:** This tag indicates the players will benefit from skills and abilities relating to survival while cut off from outside resources.
- **Vehicle:** Scenarios with this tag indicate that the associated scenario includes some form of vehicle combat or vehicle chase.

Levels

Starfinder Society adventures are designed for characters of various levels playing together. The range of levels supported by an adventure appears on the cover. The difficulty of the adventure scales based on the character levels and is calculated using [APL](#).

Legal Table Size

Starfinder Society adventures are written for four to six PCs. However, a GM can run a table with two or three players in some situations. In those cases, all four-player adjustments written into the adventure still apply. Make the following adjustments:

- **Adventures with a minimum level of 8 or lower:** the GM can run a table of two or three players, and can add additional appropriately leveled pregenerated iconic characters in order to meet the minimum table size of four PCs.
The GM can either play these characters themselves or deputize one or more players to run them, provided the player agrees to do so and feels capable of running an additional character.
Pregenerated iconic characters are available for 1st, 4th, and 8th level.
- **Adventures with a minimum level of 9 or higher:** can be run with only 3 players, but only if all players at the table agree. While we expect this “hard mode” playthrough experience to be satisfying, we want to caution you that, as the adventures are designed for a minimum of four players, they will be more difficult than normal.
- **All levels:** If there are still not enough players even with these adjustments, and there is a player available who has already played the adventure, they can join the table, playing for no credit.

Replaying for No Credit: This is only allowed if the alternative is for the table not to play. Players must record any items or resources expended and may be given a blank Chronicle for this purpose. This is an exception to the rule that you cannot assign more than one copy of a single adventure's chronicle to a given character.

GMs do not record or report organized play numbers for players replaying for no credit.

Table Maximum: Tables cannot have seven or more players.

Before the Adventure

Before the game starts, you will need to choose a character to play. This can be one of your existing characters, or a pregenerated character, but it must fall within the allowed levels for the adventure. If you choose a pregenerated character, you must also choose an existing character of a lower level, a first level character, or a brand new character to assign credit to. See [Applying Credit](#) for more information. You also choose a [Faction](#) to represent. Any Reputation earned for Primary and Secondary success conditions that adventure is applied to that Faction. The default faction is Wayfinders.

The GM will provide you with a sign-in sheet to record your character's name, Organized Play ID, Character Number, level and faction, as well as any contact information the GM needs to be able to get chronicles to you. If you are playing a pregenerated character, then the character number is the number of the character who will receive credit for the adventure.

One Character Per Adventure

You can have as many active characters as you want in Starfinder Society. However, you can play only one of your characters during a specific adventure.

One Adventure per Character

A character can only take part in one adventure at a time. From the time the character begins an adventure, to the time Chronicles are issued, that character cannot be involved in any other adventure. Characters engaged in play-by-post are considered busy and may not be used in another game while the play-by-post is running.

Replaying Adventures

By default, each player can receive up to two chronicles for a given adventure: one for playing the adventure and one for running the adventure as the GM. Players can play each adventure once and GM it as many times as they like. GMing an adventure contributes to [GM nova rewards](#) even when it does not award a chronicle.

It is possible to replay adventures; for example, adventures with the [Replayable tag](#) are always replayable and there are also boons that grant replays. Even when a player replays an adventure, each of their characters can only earn one copy of a chronicle for any single adventure.

When replaying an adventure or playing an adventure you have already GMed please follow these additional guidelines:

Notify the GM: Inform the GM that you have already played the adventure or run it as a GM. Although GMs are asked to be flexible, the GM maintains the right to deny running the adventure for you if they feel uncomfortable running the event for players who have foreknowledge of the story.

No Spoilers: When you are replaying an adventure, avoid spoiling the adventure's plot or using insider information to affect gameplay. Doing so can be grounds for the GM to remove you from the table. In general, be mindful in separating player knowledge from character knowledge, and if you are uncertain how to proceed, speak privately with the GM to determine the best course of action.

During the Adventure

Each adventure typically begins with a briefing, either in the form of a letter, a meeting with a venture-captain, or an offer of a job by an employer.

Slotting Boons: This is the time when your character will slot any boons you wish to take.

Purchasing Equipment: This will also often be the last opportunity your character has to purchase any needed equipment for the adventure.

Remember, your character is a member of the Starfinder Society, working with colleagues and friends, under the motto **“Explore, Report, Cooperate.”**

Treasure

As characters work their way through the adventure, they will discover or earn items of value.

Characters may also find named items of treasure or consumable items. These items are available for use during the adventure and often appear as purchasable items on Chronicles.

Crafting

Characters may not craft items during an adventure. The only allowed crafting is a single item per Downtime period (details [below](#)).

Infamy

Infamy represents a character's reputation for performing evil or criminal actions. Some scenarios will call out specific actions that will cause characters one or more PCs to gain infamy. Additionally the GM may assign infamy for other evil or criminal acts not called out by the scenario.

Warnings: The GM must warn the Player that their act will incur Infamy. This warning can be in character or out of character but must be clear to the player. If the PC goes through with the action, they earn the point of infamy.

Effects of Infamy: Each point of infamy reduces the PCs effective level by one for purposes of purchasing gear.

If a PC ends a game with 3 Infamy, they are ejected from the Starfinder Society and are no longer allowed to play in the campaign. The character must be marked dead when the table is reported.

Infamy is not for player actions. Players who commit or describe character actions in violation of the community standards are subject to disciplinary sanctions outlined in the [community policy](#).

After the Adventure

Negative Effects

During an adventure, a character might gain afflictions such as blindness, curses, diseases, poison, or death. Any permanent afflictions must be cleared from the character before the end of the adventure or the character ceases to be available for organized play.

Exceptions include permanent negative levels, ability drain that does not reduce an ability score to 0, and conditions that impose no mechanical effect.

GMs must report characters with uncleared permanent afflictions as dead.

Affliction removal applies to pregenerated characters and any unresolved afflictions carry over to the Starfinder Society character receiving credit for the adventure. If that would mean the character would be marked dead, they are marked dead immediately.

Removing Afflictions

Other PCs can use their spells, feats or class abilities to assist characters in recovering from negative effects. They can also contribute consumables or credits, but are not required to. Characters can always use credits earned during the adventure to clear conditions. Condition removal purchased using AcP or credits automatically succeeds providing it is possible for it to succeed.

In order, players apply party funds, then Starfinder Society character funds (including credits earned from the adventure), then sale of pregenerated character gear (if applicable and they meet the requirement below):

To sell a pregenerated character's gear at:	The character or party must have paid at least:	The pregen's gear is worth:
Level 1	0 credits	100 credits
Level 4	600 credits	600 credits
Level 8	3,300 credits	3,300 credits

Reputation

Reputation is a measure of how influential your character is in the Starfinder Society. See [Factions and Reputation](#) for more about how Reputation works.

Chronicle Boons

Once completed, some adventures may grant access to boons. These chronicle boons will be noted on the chronicle sheet and can be accessed on the Boons tab of the [My Organized Play](#) page on paizo.com. (Year 1 and 2 scenarios included such boons on each chronicle sheet.)

Treasure

Unlike a traditional game in which the PCs would divide recovered magic items and other treasure among themselves, Starfinder Society awards each participating PC a share of credits based on their respective levels. Rather than divide up the valuable items unequally, PCs have equal access to any special treasure found, represented by the items listed on the Chronicle. Rules for purchasing these items can be found under [Purchasing Guidelines](#).

Downtime

Not every Starfinder works for the Society full time. Some are trained artisans, professionals, or performers and earn extra credits between missions. After each adventure that grants XP, except for Bounties, you gain a period of Downtime before your next mission, which you can use in one of three ways per adventure: crafting, a day job, or other pursuits. Bounties do not grant downtime.

Crafting: You can spend your Downtime to craft a single item following the rules on [page 235](#) of the *Starfinder Core Rulebook*. A character must use the skills listed in this section of the book and cannot use the Profession skill to craft equipment. It is assumed that between adventures, you have access to the tools and workshop necessary to craft equipment.

To craft an item, you must acquire the requisite number of UPBs. You can purchase UPBs at a rate of 1 UPB for every 1 credit spent. You cannot scavenge parts from equipment you own or collect during a scenario. Equipment crafted between sessions is marked on the Chronicle Sheet.

If you have the Master Crafter feat, you receive a 5% discount on crafting if the crafted item is crafted using the Master Crafter feat's associated skill. You may still craft only a single item during a single Downtime period.

Day Job: During Downtime, you can attempt one trained Profession check to earn extra money; this is called a Day Job check. Permanent bonuses from class, equipment, feats, species, and theme apply to your Day Job check as they would any check for the relevant skill. Temporary bonuses do not apply to Day Job checks, no matter the source. You can take 10 on a Day Job check, but you can't take 20 or use the aid another action.

You gain a number of credits equal to twice your Profession skill check result, as per the "Earn a Living" entry under the Profession skill (*Starfinder Core Rulebook* [page 146](#)). You cannot use other skills to make a Day Job check. Add this amount to the Day Job box on your Chronicle Sheet.

Other Pursuits: Some boons allow you to use Downtime in other ways. These boons will provide exact rules on their use, but often require a character to sacrifice the opportunity to attempt a Day Job check or perform any crafting.

Pregenerated characters: A player using a pregenerated character may use their Downtime as normal, using the skills of the character who is receiving credit for the adventure.

Levelling Up

Each time you play an adventure, your character will receive experience points (XP). Typically, you gain 1 XP for completing a Starfinder Society scenario or 3 XP for completing an Adventure Path. Characters advance 1 level for every 3 XP they earn.

Record-Keeping

Organized play characters rely on good recordkeeping to ensure accurate information while playing. Several methods of tracking exist, but the most prevalent is the Chronicle. Every organized play published or sanctioned adventure contains a Chronicle, though players can choose alternative tracking methods and keep the Chronicles as backup.

Upon completing an adventure, players each receive a Chronicle Sheet from the GM. This sheet includes a summary of the adventure; indications of any choices made along the way which may impact the future of the campaign, and a log of rewards earned while exploring. It also provides areas for notes, purchases, and the acquisition/removal of conditions. Players using other tracking methods must ensure all the data on the Chronicle is reflected in their records.

Record Format

Players may choose to keep their records digitally or in paper files. If stored digitally, players must be comfortable with GMs handling their device while reviewing records. If in paper files, all pages must be carried

to games.

Applying Credit

Chronicles and their associated information are assigned to the character identified on the sign in sheet when the adventure ends. Any information on the chronicle does not affect the character until the chronicle is applied to the character. Normally, chronicles are applied immediately; however, Pregen Chronicles have the following additional rules:

- Pregen Chronicles assigned to a brand new or 1st level character can be applied immediately to the character at 1st level, or held until the level of the pregen. Chronicles assigned to characters of a level higher than 1st level must be held for the level of the Pregen.

Pregen chronicles applied to 1st level characters gain the following limitations:

- Reduce the credits awarded to 720 credits if the adventure grants 1 XP or 2,160 credits if it grants 3 XP.
 - Characters do not benefit from any boons until the character reaches the minimum Chronicle level
- Characters receiving credit for pregen chronicles can earn the rewards or benefits associated with any of their current boons, as long as those boons could have been slotted during the course of the adventure. This can also apply to “out of table” boons like [Digital Presence](#) or [Worldwide Explorer](#).

Chronicles are applied in the order in which they were played. Add all earned rewards and make Downtime checks before applying the next Chronicle. Applying credit in batches may advance a character multiple levels. The character’s level cannot exceed the level of any Chronicle applied to them, so any out-of-level Chronicles applied are lost.

Character Creation

This page details the steps for creating a character for the Starfinder Society. These steps mirror those in the [Starfinder Core Rulebook](#) with a few additional Roleplaying Guild-specific rules and benefits.

Character Sheets

There is no standard character sheet format required. The only requirements are that it must be legible, clear, and reviewable by the GM. Blank analog character sheets for Starfinder can be found at:

- [Paizo’s Starfinder page](#) (printable)
- [Hero Lab Online](#) (digital)

Resources

Players may use any Paizo published books or supplements they own during character creation, provided the options are permitted by the [Character Options](#) document. Players residing in the same household may share

owned resources. Options in the Core Sources are considered always available resources regardless of ownership.

Character Creation Guidelines

The following steps elaborate and expand on [character creation](#) for Starfinder Society characters (*Core Rulebook* page 14)

1. Create A Character Concept

Remember, your character is a member of the Starfinder Society first and foremost, and as such, your character should be able to work with any other Starfinder and abide by the Society's Motto: "Explore, Report, Cooperate".

2. Choose A Playable Species

Follow the normal rules in the *Core Rulebook*.

The playable species published in the *Core Rulebook* are always available, including both the Core ([Chapter 3](#)) and Legacy species ([Chapter 13](#)).

The following playable species published in *Starfinder Alien Archive* are also always available, regardless of sourcebook ownership:

- draelik, dragonkin, formian, ikeshti, kalo, maraquoi, nuar, ryphorian, sarcesian, shobhad, skittermander, verthani, and witchwyrd

The following species are always available provided you own a copy of the corresponding source book:

- pahtra and vlaka from *Starfinder Alien Archive 2*
- ijtikri and izalguun from *Starfinder Alien Archive 3*
- copaxi from *Starfinder Alien Archive 4*

Additionally, there are many species that can be accessed by spending AcP. This includes System Traveler boons, which allow a player to spend AcP from one game system to access new species in another. For example, a player could spend Pathfinder Society (2e) AcP to access certain species for Starfinder Society play. See the Boons tab of the [My Organized Play](#) page on paizo.com for a complete list.

If you have a Species Admittance boon for a playable species that has since become always available, see the [Starfinder Society FAQ](#) for more information on applying the boon.

3. Choose A Theme

All Starfinder Society characters must select a character theme during character creation. Themes can be found starting on [page 29](#) of the *Core Rulebook*.

4. Choose A Class

All Starfinder Society characters begin at 1st level.

5. Finalize Ability Scores

Starfinder Society characters buy their ability scores as detailed on [page 18](#) of the *Core Rulebook*. Starfinder Society characters must use the Buying Ability Scores [rules](#) and cannot use the optional rules for Character Flaws, Ability Quick Picks, or Rolling Ability Scores.

6. Apply Your Class

The Starfinder Society follows all the [standard rules](#) for applying [class](#).

7. Assign Skill Ranks And Choose Feats

The Starfinder Society follows all the [standard rules](#) for assigning [skill](#) ranks and choosing [feats](#).

Skills: Each time a character invests a skill rank in [Culture](#), they may choose an additional language from the list of always available languages in “Finishing Details” below or from any language listed on one of their Chronicle Sheets.

8. Buy Equipment

All characters begin with 1,000 credits to spend on [armor](#), [weapons](#), and other [equipment](#). Characters can purchase any piece of equipment listed in [Chapter 7](#) of the *Core Rulebook* with an item level no greater than 2nd. Characters can purchase any piece of equipment authorized by the [Character Options](#) page with an item level no greater than 1st.

Characters retain any remaining credits on a personal credstick that can be used for future purchases.

9. Fill In The Finishing Details

The last step to character creation is filling in remaining details as explained on [page 16](#) of the *Core Rulebook*. Listed below are additional considerations for Starfinder Society characters.

Age: Characters must be between the age of maturity and the maximum age (see Table 3-1 on page 41 of the *Core Rulebook* or the relevant table in the source where their species appears). When determining the maximum age of a species, you can assume the dice results would be their theoretical maximum. For example, a human would have a maximum age of 120, while a ysoki would have a maximum age of 80.

Alignment: Players may not play evil characters. When choosing an alignment, be sure it satisfies any alignment requirements for your character’s theme (such as the priest theme).

Deities And Philosophies: Characters can worship any deity or philosophy from an approved source on the [Starfinder Character Options](#) page, following the normal rules for sourcebook ownership.

Characters can worship any number of deities or philosophies but must choose a single deity or philosophy to gain mechanical benefits from. This choice may be changed later, but a character can never gain mechanical benefits from more than one deity or philosophy at the same time.

Characters with the [priest theme](#) must choose a deity or philosophy whose alignment is within one step (on either the good-evil axis or the law-chaos axis) of the character’s alignment.

Home World: This is where your character was raised, and it must be your species' home world, one of the Pact Worlds presented in the *Core Rulebook*, or a populated world presented in *Near Space*.

Languages: Characters gain some languages based on their species and home world, but might speak additional languages depending on their Intelligence or class. All Starfinder Society characters are literate and speak Common. A character with a high Intelligence score can select bonus languages from [the list](#) on pages 40–41 of the *Core Rulebook*.

They can also select the following languages from other sources:

- Bolidan, Daimalkan, Embri, Ghoran, Orrian, Osharu, Pahtra, Quorlu, and Vlakan (Spoken, Signed and Tactile) from [Starfinder Alien Archive 2](#)
- Accaran, Akan, Brenneri, Dirindi, Dromadan, Espraksi, Hortaa, Iji, Izalguun, Koshorian, Lumos, Morlamaw, Perani, Raxi, Sazon, Shimreeni, Spathinae and Telian from [Starfinder Alien Archive 3](#)
- Copaxi from [Starfinder Alien Archive 4](#)

Natural Disabilities: The Starfinder Roleplaying Game allows for characters to be naturally blind or deaf as part of character creation; these character options are allowed as part of the Starfinder Society. The selection must be made at character creation and cannot be reversed. A character can choose to be either naturally blind or naturally deaf; he cannot choose to be both. A blind character gains the tactile version of any language he knows, while a character who begins play deaf automatically knows the signed versions of their known languages.

Starship: The Society provides Starfinders with starships as needed.

See this Guide's [Starships](#) page for more information on how starships work in the campaign.

Other Items

The beginning of Starfinder Society games includes character introductions, so consider making a few notes on your character's appearance, personality, and pronouns to share with other players. [The Universe of the Starfinder Society](#) and Chapter 12 of the *Core Rulebook* both contain information on the campaign setting you can use for this purpose.

The Starfinder Roleplaying Game uses maps with a standard 1-inch grid to determine movement and tactical positioning in combat, so you need a physical representation of your character to use on the grid. Paizo produces a wide range of [Starfinder Pawns](#) and also works with Reaper Miniatures and WizKids to offer a wide variety of [gaming miniatures](#), so you can find just the right figure for your character.

Playtest Rules

These are the general rules for Starfinder Society Playtests. See each playtest announcement for any rules specific to that particular playtest.

Playtest Period

Each playtest runs for a specified period. Once this period has expired, players can no longer use the options being playtested until their publication in a future Paizo product.

Playtest Characters

Playtest options can be accessed by creating a custom character using the rules presented in the playtest document. This character functions as a pregenerated character.

Creating a playtest character: Depending on the tier of the scenario, the player can use a 1st-, 4th-, or 8th-level character created using the eligible playtest options and the following guidelines.

- **Class:** The character can only take levels in a single class being actively playtested. Although multiclassing ramifications are important for playtests as a whole, we're keeping to single classes in the organized play portions of our playtests for simplicity.
- **1st Level:** The character can be made using the character creation rules presented in the *Starfinder Core Rulebook* and the [character creation](#) section of this guide.
- **4rd Level:** This character follows the same rules as above, except that instead of the starting 1,000 credits, they can select one 4th-level armor or weapon and one 3rd-level armor or weapon. In addition, the player can spend up to 4,000 credits on other available equipment.
- **8th Level:** This character follows the same rules as above, except that instead of the starting 1,000 credits, they can select one 8th-level armor or weapon and one 7th-level armor or weapon. In addition, the player can spend up to 18,000 credits on other available equipment.

Credit: Choose which of your characters will receive the credit at the beginning of the adventure. The credit earned for playing a playtest character follows the same rules and guidelines as applying credit for a pregenerated character, presented in the [Applying Credit](#) section of the Player Basics page of this guide.

To encourage play of higher-level characters in playtest classes, the rules for applying credit when playing a playtest character are more open. A player using a non-1st-level playtest character may choose to apply the earned Chronicle Sheet to an existing Organized Play character immediately. To do so, simply replace the credits earned on the Chronicle Sheet with credits from the list below that match the level range of the existing player character.

Levels 1-2: 720 credits (2,160 credits for Adventure Path module)

Levels 3-4: 1,460 credits (4,380 credits for Adventure Path module)

Levels 5-6: 4,085 credits (12,255 credits for Adventure Path module)

Levels 7-8: 5,835 credits (17,505 credits for Adventure Path module)

This follows all the other rules for applying a chronicle early.

Boons and Other Character Options: In order for the playtest character to take a character option that would normally require a boon, that playtest character must have all of their credit assigned to a character number that has purchased that boon.

Resolving Conditions: We recognize that players taking the opportunity to playtest these characters are performing a service for the game and campaign. As a result, whenever a player playtests a 4th- or 8th-level version of these characters, the cost to purchase a raise dead is reduced to 6 Fame and subsequent restorations to remove the negative levels are only 1 Fame each. This means that there's still some risk to your established characters, but the penalty for dying as a playtest character is far less onerous than it would be for a normal character or pregenerated character.

GM Opt In

Because playtests use additional rules that some GMs may not be comfortable with, each GM must opt-in for playtest characters to be used at their tables. Please consult your GM prior to the game!

Current and Past Playtests

This list contains all previous play tests. Make sure to check the dates to see if a playtest is still ongoing.

Evolutionist Playtest

August 2 to September 24, 2021

This playtest included the evolutionist class, which has not yet been announced for publishing.

Precog Playtest

November 16 to December 25, 2020

This playtest included the precog class, which is slated to appear in *Galactic Magic* (expected November 2021).

Tech Revolution Playtest

July 27 to September 18th, 2020

This playtest included the nanocyte class and mech rules, both of which are published in the *Tech Revolution* rulebook.

Character Operations Manual Playtest

December 3, 2018 to January 16, 2019

This playtest included the three classes in the *Character Operations Manual* : [biohacker](#), [vanguard](#), and [witchwarper](#).

Player Rewards

In addition to the boons gained by participating in Starfinder Society sessions, players can earn additional rewards.

Boons

Boons are small in-game rewards distributed for a variety of reasons, including attending events and supporting charities. As of Year 4, scenarios grant Achievement Points (AcP) instead of Fame and no longer provide boons on chronicle sheets. Instead, scenario-specific boons are available on the Boons tab of the [My](#)

[Organized Play](#) site on [paizo.com](#) along with digital Achievement Points rewards. For more information on Achievement Points, review the blogs at [paizo.com/organizedplay](#).

Convention: A player can acquire a convention boon from participating in a convention supported by Paizo. You can't assign multiple copies of a convention boon to the same character. If the only difference in the Chronicle Sheet is the title of the convention or event listed at the top, it is the same boon.

Discounts: Some boons provide a discount on purchases. Unless otherwise noted, only one boon that provides any discount can be applied to any one purchase. This prevents multiple discounts from reducing the cost by an unreasonable amount.

Welcome: A player may apply the Welcome to Starfinder boon to their first character (XXXX-701). This boon is available for download [from this Guide](#).

Promotional: To reward players who show their support for the Starfinder Society campaign by purchasing and using items featuring campaign insignia, faction logos, or Starfinder branding, a player using any of the Starfinder items on [paizo.com/organizedplay/perks](#) can slot the associated boon into their Promotional boon slot. Game Masters are invited to bring promotional material to games, but they gain no additional benefits other than supporting Starfinder.

Boon Slots

To ease player record-keeping burdens, the Starfinder Society uses the boon slot system. Each boon slot represents an available space in which a player can place one of their earned boons; if you've slotted a boon, it's *active* for that adventure, and if you didn't slot one of your boons, it's *dormant*. Every Starfinder Society character has six boon slots, each of which corresponds to a different type of boon.

Most boons include a corresponding boon type, so you can slot a Social boon into your Social boon slot, but not into your Faction boon slot. This means that with the exception of the occasional slotless boons, you'll be tracking only up to six boons during a session—not sorting through stacks of paper in the middle of the game.

Shortly after beginning a scenario, the GM will call for the players to slot their boons. This typically occurs following the mission briefing, giving the players some heads up on what boons might be relevant to the scenario. In some cases, the GM will actively advise the players of pertinent boons they may have earned from Chronicle Sheets on previous scenarios. A PC can apply only one of their boons per boon slot.

Slotless boons don't take up any of your character's slots; they are in essence always active. There is no limit on how many slotless boons you can have active at a time. Some slotless boons are tagged as "limited-use." These boons grant a benefit a limited number of times, either once per boon or a limited number of uses indicated by a series of checkboxes. In most cases, you do not need to continue keeping track of a limited-use boon once it has been expended. Rarely, a limited-use boon may include additional or altered rules in the description of the individual boon.

A pregenerated character has boon slots, though such characters rarely have boons to use in these slots. In the event a pregenerated character does have such boons, such as Promotional boons or temporary boons granted by the adventure, they can slot them as normal.

Boon Slot List

Ally: These boons typically represent an ally actively assisting the PC. This could be a hired ammo loader, a dodgy hacker, or a knightly squire from the Hellknights or Knights of Golarion. Ally boons are often an additional “body” on the team, or the presence of a creature that can bring direct aid in the form of a combat role or to assist in skill checks.

Faction: Each faction offers a unique boon to characters who frequently champion that faction, called an improved champion boon. A character with an Improved Champion Boon can slot that boon here only during missions where they are championing that faction.

Personal: Personal boons represent a wide variety of special boons available in the campaign. Uncommon playable species, typically those found outside the *Starfinder Core Rulebook*, commonly occupy this slot. The Personal slot often requires associated boons (such as new species options) be permanently slotted, so that the slotted boon does not change on a scenario-by-scenario basis.

Promotional: Promotional boons are unique in that they often represent out-of-game acquisitions that translate to in-game benefits. Examples of these boons would be the benefits of wearing a Starfinder T-shirt, bringing a *Starfinder Player Character Folio* to use at the table, or otherwise possessing merchandise or promotional Starfinder material that grants a bonus in the Starfinder Society campaign. For a complete list of current Promotional boons and associated requirements, see paizo.com/organizedplay/perks.

Social: These boons often encompass agreements or alliances with in-game organizations or NPCs. The benefits of these arrangements often come in the form of a boon granted as part of a Chronicle Sheet. Social boons relevant to specific scenarios will often be called out by the GM during the boon-slotting portion of the scenario.

Starship: Starfinder Society scenarios call out the inclusion of starship combat by means of the Starship scenario tag. Starship boons are most relevant to these scenarios, allowing for the customization of the standard ships offered by the Starfinder Society organization. More information on these boons and customizing ships is presented in the [Starships section](#) of this Guide.

Vanity: Some boons may have this descriptor in addition to any of the above boon slot types. Vanity boons are often boons that have little or no in-game effect and are intended to provide players with interesting background hooks for their characters.

New Character Boons

Some boons must be applied to new characters. Such boons must be assigned to a particular character when received but may be held and applied later during character building or rebuilding.

Such boons are applied in the following order:

1. Any boon that specifies it must be the **first boon applied**.
If you can apply multiple such boons, you can choose the order in which they are applied, provided that all such boons are applied before any other boons.
2. Any boon that specifies it must be **applied to a character with 0 XP**.

If you can apply multiple such boons, you can choose the order in which they are applied, provided that all such boons are applied before the character gains any XP.

3. Other boons are then applied as normal.

You may use the normal rebuild rules for level 1 characters with the rules above. However, remember that single-use boons (such as capstone boons or boons which grant access to playable species) **will be lost** if they are removed from a character they were previously applied

Boons Which Unlock Over Time

Some boons allow players to unlock access to character options over time by checking boxes after meeting the criteria. The following additional rules apply to such boons:

- **Adventure Specific boons:** These are boons which allow you to check off a box after completing a specific adventure. These boxes can always be checked when that adventure is completed, even if using that adventure completion to check off boxes on other boons.
- **Adventure Completion Boons:** These are boons that allow you to check one or more boxes after completing any adventure. After completing a given adventure, you can check off the relevant number of boxes on any **one** of these boons. Note the boon affected on the chronicle for the adventure.
- **Income-donation boons:** These boons require the PC to donate a portion of their income. After completing an adventure, you can check off boxes on any number of boons that require you to donate a portion of your income, provided you can afford to donate that amount. Any boons that require a percentage donated are calculated as a percentage of total income (including Day Job, if any), not as a percentage of what remains after earlier donations.
- **Downtime-donation boons:** These boons require the PC to forgo their downtime or their Day Job roll. PCs can check boxes on only **one** of these boons per adventure.

Achievement Points

Players earn Achievement Points (AcP) by participating in and reporting Starfinder Society games. AcP is used online to purchase character boons. Currently, there are three levels of AcP events. The number of points earned depends on time involved, the event level, and the type of involvement as in the chart below. Event classifications are:

- **Standard events:** games played in stores, homes, or other locations .
- **Premier events:** games played at conventions and local events designated part of the Regional Support Program.
- **Premier Plus events:** Paizo-sponsored conventions and conventions running more than 75 blocks of organized play.

Table: Typical AcP rewards

Adventure XP	Player / GM	Standard Event	Premier Event	Premier+ Event
0.25 XP (Bounties)	Player	1	1.25	1.5

	GM	2	2.5	3
1 XP (Scenarios)	Player	4	5	6
	GM	8	10	12
3 XP (Some Adventures, Adventure Path books*)	Player	12	15	18
	GM	24	30	36

*Not all Adventures and Adventure Path books award 3 XP. See the individual sanctioning documents for details.

A list of Achievement Points rewards available for purchase lives on the Boon tab of your [My Organized Play](#) page. To purchase a boon, select a character from the dropdown list, then click the purchase button of the desired boon. A list of purchased boons appears at the bottom of the page. Each purchased boon generates a downloadable and printable boon. Store your AcP boons with your Chronicles, either digitally or on paper.

Retail Incentive Program

The Retail Incentive Program (RIP) rewards players with rewards for their characters when they patronize retailers who are providing space for Organized Play activities. Purchases made at the location within a stated time frame tally by table and unlock benefits at different levels, including some that reduce the severity of failures, for the next game played. Implementation methods vary from store to store, and are posted for attendees to review. For more information, read the [full policy](#) and consult your Event Organizer for details.

Factions and Reputation

Factions offer a variety of rewards, accessible based on reputation, that PCs can purchase with Achievement Points (AcP). Along with these faction-specific rewards, some rewards are available based on a PC's total reputation across all factions.

Reputation Tiers

There are a total of five Reputation Tiers a character can progress through with a faction. As a PC earns Reputation associated with a faction, they unlock additional benefits and access to more boons. A PC's overall standing is represented by their Reputation Tier. These tiers are numbered 0 through 4, with a Reputation Tier of 0 representing no advancement within a faction, while a Reputation Tier of 4 is the height of prestige within a faction. A Reputation Tier of 0 is not a valid Reputation Tier to collect the rewards from boons based on Reputation Tier. To advance in Reputation Tiers, a character must collect the requisite amount of Reputation as detailed on Table 2-1.

Reputation Tier Thresholds

Reputation Tier	Reputation
0	0+
1	5+

2	15+
3	25+
4	45+

All Factions

To calculate your current Reputation Tier for the purpose of all-factions boons, add up your total Reputation from all factions.

Boons Table

All Faction Boons

Name	Tier	Type	AcP	Description
Basic Hireling Access	0	Ally	2	An ally with a basic skill bonus
Mnemonic Editor	0	Slotless	<i>varies</i>	Change previous levels' decisions
Species Admittance	0	Personal	<i>varies</i>	Build a character from a playable species
Spellcasting Service	0	Slotless	<i>varies</i>	Buy spellcasting at Starfinder lodges
Starfinder Body Recovery	0	Slotless	10	Have your body recovered after dying
Starship Towing	0	Slotless	8	Get a tow when your starship is disabled
System Traveler	0	Slotless	<i>varies</i>	Unlock an ancestry for a Pathfinder Society character
Amateur Hireling Access	1	Ally	4	An ally with a minor skill bonus
Infamy Reduction	2	Slotless	<i>varies</i>	Reduce your Infamy by 1
Professional Hireling Access	2	Ally	4	An ally with a high skill bonus
Elite Hireling Access	3	Ally	4	An ally with a very high skill bonus
Year of the Scoured Stars	3	Slotless	<i>varies</i>	Boost abilities after playing Year 1 scenarios
Master Hireling Access	4	Ally	4	An ally with the best skill bonus

Aquisitives Boons

Name	Tier	Type	AcP	Description
Publicist	1	Ally	4	An ally maintains your public image
Purveyor of Fortunes	1	Slotless	0	Gameplay objective boon
Acquisitives Champion	2	Faction	0	Recover Resolve from certain skill checks
Known Quality	2	Social	4	Improve day job checks

Skillful Sales	2	Slotless	4	Increase sale value of equipment
Sponsorship	2	Social	4	Gain one additional Promotional boon slot
Personalized Hull	3	Starship	4	Reroll starship critical hits on your ship
Shameless Sponsorship	3	Social	6	Gain two additional Promotional boon slots
Balanced Nepotism	4	Slotless	8	Start a character with 10 Reputation

Advocates Boons

Name	Tier	Type	AcP	Description
Able Assistant	1	Social	4	Gain a bonus to aid or encourage
Avid Volunteer	1	Slotless	0	Gain extra Reputation for event setup
Advocates Champion	2	Faction	0	Recover Resolve from certain skill checks
Encouraging Resolve	2	Slotless	4	Spend Resolve to heal SP or stabilize an ally
Loyal Friend	1	Slotless	2	Reduce chance of being confused
Protector's Offense	2	Slotless	4	Boost ally's AC with block weapon
Determined Medic	3	Slotless	4	Remove conditions in combat
Support Network	4	Slotless	8	Assign a free body recovery and <i>raise dead</i> to a new character

Cognates Boons

Name	Tier	Type	AcP	Description
Knowledgeable Technophobe	1	Slotless	2	Reduce DC to identify technological creatures
Multidisciplinary Approach	1	Social	4	Gain a bonus to a chosen skill
Society Diversification	1	Slotless	0	Gain extra Reputation for 4+ classes in a scenario
Cognates Champion	2	Faction	0	Recover Resolve from certain skill checks
Eclectic Toolkit	2	Slotless	4	Treat certain items as one level lower for purchase
Prudent Technophobe	2	Slotless	4	AC bonus vs technological foes
Portable Archive	3	Slotless	4	Spend Resolve to roll twice on recall knowledge
Foundational Education	4	Slotless	8	Gain free Skill Focus feat for a new character

Dataphiles Boons

Name	Tier	Type	AcP	Description
Digital Presence	1	Slotless	0	Gameplay objective boon

Enhanced Targeting	1	Starship	2	Increase range of starship weapon
Backup Info Check	2	Slotless	4	Rerolls on pre-adventure skill checks
Computation Savant	2	Starship	4	Extra node for computers on starship
Dataphiles Champion	2	Faction	0	Recover Resolve from certain skill checks
Digital Imp	2	Ally	4	Digital ally provides remote hacking
Data Concierge	3	Ally	4	Access to outside skill assistance
Information Sharing	4	Slotless	8	Access a boon from this PC

Exo-Guardians Boons

Name	Tier	Type	AcP	Description
Collector and Examiner	1	Ally	4	Deliver alien remains for future insight
Pact Worlds Defender	1	Social	2	You and nearby allies better resist fear
Theoretical Historian	1	Slotless	0	Gameplay objective boon
Exo-Guardians Champion	2	Faction	0	Recover Resolve from certain skill checks
Expert Gunnery	2	Starship	4	You can reroll critical hits
Tools for the Job	2	Slotless	4	Access better equipment
Ammo Caddy	3	Ally	4	An ally reloads your weapon
Starship Schematic	4	Slotless	8	Access a new starship

Manifold Host

Name	Tier	Type	AcP	Description
Field Trainee	1	Ally	2	Gain an ally who provides covering or harrying fire
First Contact Step-In	1	Social	2	Spend Resolve to reroll first contact skill checks
Ardent Diversification	2	Slotless	0	Gain extra Reputation for adventuring with a species not in the <i>Core Rulebook</i>
Living Translator	2	Ally	4	Gain an ally with additional languages
Manifold Host Champion	2	Faction	0	Recover Resolve from certain skill checks
Skillful Sales	2	Slotless	4	Increase sale value of equipment
Linguistic Decoder	3	Slotless	4	Reduce difficulty to decipher writing
Manifold Host Exemplar	4	Slotless	8	Convert your species access boon to Slotless

Second Seekers: Ehu Hadif

Name	Tier	Type	AcP	Description
Seeker of Knowledge (Ehu)	1-4	Slotless	0	Replay scenarios based upon reputation
Historical Analyst	1	Starship	2	Give Culture-based bonus to gunners
Instructor	1	Social	4	Mentor a future Starfinder in your spare time
Second Seekers (Ehu) Champion	2	Faction	0	Recover Resolve from certain skill checks
Expert Scanner	2	Starship	4	Increase sensor modifier
Well-Traveled	2	Slotless	4	Gain bonus to recall knowledge about somewhere you visited
Studios Researcher	3	Ally	4	An ally helps you complete objectives
Grand Achievement	4	Slotless	8	Gain missed Chronicle rewards

Second Seekers: Jadnura

Name	Tier	Type	AcP	Description
Analytical Tracking	1	Starship	2	Reroll an attack with a tracking weapon
Reflective Meditation	1	Slotless	4	Gain a bonus for next combat
Seeker of Knowledge (Jadnura)	1	Slotless	0	Replay a previously played scenario
Augmented Shields	2	Starship	4	Increase starship's starting shields
Scoured Flora	2	Slotless	4	Heal ability damage
Second Seekers (Jadnura) Champion	2	Faction	0	Recover Resolve from certain skill checks
Personal Mentor	3	Ally	4	Free body recovery
Mark of Leadership	4	Slotless	8	Treat other boons as Ally boons

Second Seekers: Luwazi Elsebo

Name	Tier	Type	AcP	Description
Field Trainee	1	Ally	2	An ally helps you in and out of combat
Rugged Hull	1	Starship	4	Increase the CT of your starship
Society Shepherd	1	Slotless	0	Gameplay objective boon
Efficient Administrator	2	Ally	4	Grant a bonus to other Ally boons
Experienced Diplomat	2	Slotless	4	Reroll failed Diplomacy check
Second Seekers (Luwazi) Champion	2	Faction	0	Recover Resolve from certain skill checks
Scrappy Little Ship	3	Starship	4	Your ship endures under sustained attack

Pass the Torch	4	Slotless	8	Increase an ability score on a new character
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Wayfinders

Name	Tier	Type	AcP	Description
First Contact Step-In	1	Social	2	Use Resolve to reroll first contact skills
Mobile Translator	1	Slotless	4	Gain equipment to help translate languages
Worldwide Explorer	1	Slotless	0	Gameplay objective boon
Enhanced Shield Regeneration	2	Starship	4	Reduce the time for shield regeneration
Living Translator	2	Ally	4	Gain an ally with access to other languages
Wayfinders Champion	2	Faction	0	Recover Resolve from certain skill checks
Alien Observer	3	Ally	4	Reduced cost for body retrieval
Alien Allies	4	Slotless	8	Access a new alien playable species

Zero-Cost Boons

Boons that cost 0 AcP but have faction reputation requirements are listed under "Rewards purchaseable with Game Rewards - SFS" in the AcP boon store.

Boon List

A-C

Able Assistant

(Social Boon)

Prerequisites: Advocates Tier 1

Cost: 4 AcP

Benefit: Gain a +3 bonus when taking the aid another or encourage actions.

Alien Observer

(Ally Boon)

The Wayfinders have attached an alien observer to watch over your missions and report back to its people.

Prerequisites: Wayfinders Tier 3

Cost: 4 AcP

Benefit: You bring along a noncombatant alien observer belonging to a species from outside of the Pact

Worlds. This alien does not take part in combat. It speaks Common and its native language. The alien observes your actions, but it does not take part in any encounters; it refrains from involving itself in combat or making skill checks. Because of the importance of preserving the observer, while this boon is slotted, you and other characters taking part in the scenario have access to free body recovery.

Normal: The normal price is 10 AcP for [body recovery](#) for Starfinders who have died.

Special: *If you gain Infamy at any point while this boon is slotted, you immediately lose this boon.*

Ammo Caddy

(Ally Boon)

A skilled weapons expert follows you into combat, reloading your weapons at critical moments.

Prerequisites: Exo-Guardians Tier 3

Cost: 4 AcP

Benefit: You recruit a non-combat ally who can assist you by reloading your weapon. Once per adventure, you can spend 1 Resolve Point to have the caddy reload one weapon in your possession, as long as you have the requisite spare ammo to provide. The reloading occurs at the beginning of your turn or at the end of your turn (your choice). If reloading the weapon would take more than 1 round, this instead reduces the time to reload the weapon by 1 round. It is assumed the caddy carries a set of your ammunition appropriate for each of your weapons, but will reload only one weapon once per adventure.

Analytical Tracking

(Starship Boon)

Followers of Jadrura often prepare multiple contingencies and find themselves unprepared only when something completely unexpected occurs. You've learned how to perform actions as a science officer to help your allies operate tracking weapons.

Prerequisites: Second Seekers (Jadrura): Tier 1

Cost: 2 AcP

Benefit: When acting as a science officer aboard a starship, you can perform a special version of the target systems action that allows you to prepare a coordinated strike. Rather than selecting an enemy system, you can spend 1 Resolve Point and select one tracking weapon aboard your starship. The gunner can reroll a single attack roll with that weapon.

Ardent Diversification

(Slotless Boon)

Prerequisites: Manifold Host Tier 2

Cost: 0 AcP

Benefit: Gain extra Reputation for completing a scenario with a character whose playable species stats do not appear in the *Core Rulebook*.

Augmented Shields

(Starship Boon)

Prerequisites: Second Seekers (Jadnura) Tier 2

Cost: 4 AcP

Benefit: Increase your starship's starting shields.

Avid Volunteer

(Slotless Boon)

Prerequisites: Advocates Tier 1

Cost: 0 AcP

Benefit: Gain additional Reputation for assisting with setup or teardown at a game day or convention.

Backup Info Check

(Slotless Boon; Limited-Use)

You have access to several invite-only infosphere data repositories and forums.

Prerequisites: Dataphiles Tier 2

Cost: 4 AcP

Benefit: Most scenarios include a mission briefing with one or more relevant skill checks that you can attempt to learn information important to the scenario. Some scenarios include skill checks prior to the PCs arriving at the adventure location.

Typically, these skill checks include a table with information provided based on varying DCs; with this boon, you can reroll one of these skill checks and use the higher of the two results. Skill checks occurring after the start of the first encounter of the scenario cannot be affected by the purchase of this boon.

Special: You can purchase this boon multiple times, but only once per skill check.

Champion, Acquisitives

(Faction Boon)

Your allegiance to the Acquisitives means you gain personal bonuses for completing related mission objectives as well as championing the faction.

Prerequisites: Acquisitives Tier 2

Cost: 0 AcP

Benefit: Once per adventure, when you succeed at a Culture or Intimidate skill check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Special: This boon has no effect unless the character is championing the Acquisitives Faction this adventure.

Champion, Advocates

(Faction Boon)

Prerequisites: Advocates Tier 2

Cost: 0 AcP

Benefit: Recover Resolve for healing allies or succeeding at Diplomacy checks.

Champion, Cognates

(Faction Boon)

Prerequisites: Cognates Tier 2

Cost: 0 AcP

Benefit: Recover Resolve for identifying creatures or succeeding at a Mysticism check.

Champion, Dataphiles

(Faction Boon)

Your allegiance to the Dataphiles means you gain personal bonuses for completing related mission objectives as well as championing the faction.

Prerequisites: Dataphiles Tier 2

Cost: 0 AcP

Benefit: Once per adventure, when you succeed at a Computers or Engineering check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Special: This boon has no effect unless the character is championing the Dataphiles Faction this adventure.

Champion, Exo-Guardians

(Faction Boon)

Your allegiance to the Exo-Guardians means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Exo-Guardians Tier 2

Cost: 0 AcP

Benefit: Once per adventure when you successfully score a critical hit in combat against a significant enemy

(Starfinder Core Rulebook 242) or succeed at Life Science check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Special: This boon has no effect unless the character is championing the Exo-Guardians Faction this adventure.

Champion, Manifold Host

(Faction Boon)

Prerequisites: Manifold Host Tier 2

Cost: 0 AcP

Benefit: Recover Resolve for succeeding at a Culture or Diplomacy check.

Champion, Second Seekers (Ehu)

(Faction Boon)

Your allegiance to the Second Seekers (Ehu Hadif) means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Second Seekers (Ehu Hadif) Tier 2

Cost: 0 AcP

Benefit: Once per adventure, anytime you succeed at a Culture or Mysticism skill check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Special: This boon has no effect unless the character is championing the Second Seekers: Ehu Faction this adventure.

Champion, Second Seekers (Jadnura)

(Faction Boon)

Your allegiance to the Second Seekers (Jadnura) means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Second Seekers (Jadnura) Tier 2

Cost: 0 AcP

Benefit: Once per adventure, anytime you succeed at a Life Science or Physical Science skill check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Special: This boon has no effect unless the character is championing the Second Seekers: Jadnura Faction this adventure.

Champion, Second Seekers (Luwazi)

(Faction Boon)

Your allegiance to the Second Seekers (Luwazi Elsebo) means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 0 AcP

Benefit: Once per adventure when you successfully use the aid another action to improve an ally's skill check using a skill that is written into the adventure, or when you succeed at a Sense Motive check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Special: This boon has no effect unless the character is championing the Second Seekers: Luwazi Elsebo Faction this adventure.

Champion, Wayfinders

(Faction Boon)

Your allegiance to the Wayfinders means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Wayfinders Tier 2

Cost: 0 AcP

Benefit: Once per adventure when you succeed at a Diplomacy or Survival skill check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Collector and Examiner

(Ally Boon)

The Exo-Guardians host a variety of professionals interested in researching alien life from the Vast. One such researcher would like to work with you.

Prerequisites: Exo-Guardians Tier 1

Cost: 4 AcP

Benefit: You have a growing relationship with a researcher among the Exo-Guardians. At the end of a scenario for which you've slotted this boon, you can return one, and only one, mostly intact cadaver of a defeated significant enemy (Starfinder Core Rulebook 242) for the ally to study. Mark the creature type (such as aberration, fey, or ooze) of the collected cadaver on your Chronicle Sheet.

While this boon is slotted, you gain an insight bonus to Engineering, Life Science and Mysticism checks to identify creatures corresponding to creatures of the types you have collected. The bonus is equal to the number of corpses of that creature type collected, up to a maximum of +3. The bonus represents your correspondence between you and your examiner ally, and it does not mean the examiner is physically present during the adventure.

Computation Savant

(Starship Boon)

You've mastered the art of getting the most out of starship computers. Where others gain some insight from computerized assistance, you are able to take away far greater information.

Prerequisites: Dataphiles Tier 2

Cost: 4 AcP

Benefit: When operating on board a starship with a computer, that computer counts as having an extra node that only you can use. For example, if you're on a starship with a mk 2 trinode computer, it would count as providing +2/+2/+2/+2, with the last +2 bonus being available only for a skill check that you attempt.

If your starship has no computer, you can cobble together a basic network with onboard systems that counts as a mk 1 mononode that only you can use to enhance your skill checks.

Special: A starship can benefit from only one copy of this Starship boon at a time.

D-H

Data Concierge

(Ally Boon)

As long as you have the ability to communicate with the Pact Worlds, you can call in an ally to assist on a failed skill check.

Prerequisites: Dataphiles Tier 3

Cost: 4 AcP

Benefit: You have gained the ability to contact a junior member of the Dataphiles in the Pact Worlds. Once per scenario, while outside of a combat situation and with access to an unlimited-range communication device (such as your starship or facilities in a cosmopolitan settlement), you can contact this ally. The ally allows you to reroll one previously failed skill check to acquire a piece of knowledge, such as identifying a creature or understanding a coded language. Successfully contacting this ally requires 1 hour.

Determined Medic

(Slotless Boon)

You've trained for innumerable emergency situations and are a capable combat medic in a pinch.

Prerequisites: Advocates Tier 3

Cost: 4 AcP

Benefit: Once per adventure as a standard action, you can treat a willing, adjacent creature to remove one of the following conditions: frightened, nauseated, paralyzed, shaken, sickened, or staggered. This doesn't end the effect that caused the condition, and the target can regain the condition from any source as normal.

Digital Imp

(Ally Boon)

The Dataphiles offer you a digital construct that can assist with certain skills.

Prerequisites: Dataphiles Tier 2

Cost: 4 AcP

Benefit: The Dataphiles have provided you with a digital construct. While commonly called an “imp,” this digital program can resemble any creature you desire, along with a personality you choose. Lacking physical form, this intricate program can reside within a wrist-mounted computer, a hacking kit, or even inside a mechanic’s exocortex.

As a standard action, you can unleash the digital imp on an adjacent computer system, where it is able to perform the following uses of the Computers skill: Access Unsecured System, Destroy System or Module, Detect Fake Shell, Disable or Manipulate Module, Gain Root Access, or Hack System. The digital imp uses your bonus to Computers with a -4 penalty to the check and cannot take 10 or 20. The digital imp also doubles the time to perform any task, such as 2 full actions per tier of a computer system to hack a system. You can re-collect the deployed digital imp as a standard action when adjacent to a computer system where the imp is deployed.

Digital Presence

(Slotless Boon)

You work to propagate a thriving digital community.

Prerequisites: Dataphiles Tier 1

Cost: 0 AcP (see below)

Benefit: If you complete a scenario that you played online, such as by using a virtual tabletop or a play-by-post format, you earn 1 additional Reputation with the Dataphiles faction (regardless of the Faction boon slotted for that scenario).

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Dataphiles faction (maximum four total times at Reputation Tier 4). Each time you fulfill the requirements of this boon, mark it on your Chronicle Sheet along with the associated Reputation Tier.

Eclectic Toolkit

(Slotless Boon; Limited-Use)

Prerequisites: Cognates Tier 2

Cost: 4 AcP

Benefit: Treat certain items as one level lower for purchase.

Efficient Administrator

(Ally Boon)

You've arranged to take on the services of a manager skilled at directing other allies.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 4 AcP

Benefit: You hire an administrator to help vet and assist certain allies recruited by your fellow party members. While this boon is slotted, all other PCs' Ally boons gain an insight bonus to their skill checks equal to your current Reputation Tier with the Second Seekers faction. If the ally performs a combat role, then they instead gain an insight bonus to their ability DCs, attack rolls, and saving throws equal to half your Reputation Tier with the Second Seekers.

Special: An ally can benefit from only one copy of this boon at a time. This has no effect on Ally boons that do not have a skill check, combat roll, or DC-based effect.

Encouraging Resolve

(Slotless Boon)

Prerequisites: Advocates Tier 2

Cost: 4 AcP

Benefit: Spend Resolve to restore an ally's Stamina points or stabilize them.

Enhanced Shield Regeneration

(Starship Boon)

You've learned how to get the most out of your shields, pushing them to the limit to survive the rigors of special phenomena and starship combat.

Prerequisites: Wayfinders Tier 2

Cost: 4 AcP

Benefit: Once per starship combat, you can spend 1 Resolve Point to push your starship's shields to the limit. The starship regains a number of Shield Points (SP) equal to the starship tier x your current Wayfinder Reputation Tier. You can assign these SP to any facing, or divide them among any number of facings.

A starship can benefit from this boon only once per starship combat encounter.

Enhanced Targeting

(Starship Boon)

Through intense computational mathematics, you can temporarily rig a weapon to fire well beyond its normal range.

Prerequisites: Dataphiles Tier 1

Cost: 2 AcP

Benefit: At the start of a starship combat encounter, you can increase the range of one of your starship's weapons. A short-range weapon becomes medium-range, or a medium-range weapon becomes long-range. This effect lasts for the first 1d3 rounds of the starship combat, after which the required computations become too complex to maintain. This boon has no effect on long-range weapons.

Special: Multiple copies of this boon can be used on a starship, but each copy must affect a different weapon.

Experienced Diplomat

(Slotless Boon)

Your time with Luwazi Elsebo has taught you how to juggle the needs of disparate parties and smooth over diplomatic missteps.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 4 AcP

Benefit: Once per adventure, when you would fail at a Diplomacy check that's written into the adventure, you can spend 1 Resolve Point to reroll that Diplomacy check. You must use the second result.

Expert Gunnery

(Starship Boon)

Through repeated exposure to the rigors of starship combat, you have learned about how to put a key shot in exactly the right place.

Prerequisites: Exo-Guardians Tier 2

Cost: 4 AcP

Benefit: During a starship combat encounter, when your ship scores critical damage against an opponent, you can spend 1 Resolve Point to reroll the critical damage effect. You must use the second result.

Special: A starship can benefit from only one copy of this Starship boon at a time.

Expert Scanner

(Starship Boon)

You believe information and preparation are integral to a Starfinder's success and have learned a few tricks to get the most out of your starship's sensors.

Prerequisites: Second Seekers (Ehu Hadif) Tier 2

Cost: 4 AcP

Benefit: When you utilize a starship's sensors, you increase the modifier granted by those sensors by 2. This

doesn't increase the range of those sensors. For example, if you're on a starship with basic short-range sensors, you treat the sensors as having a +4 modifier, rather than a +2 modifier.

Special: A starship can benefit from only one copy of this Starship boon at a time.

Field Trainee

(Ally Boon)

A Starfinder trainee accompanies you on field missions to gain further experience.

Prerequisites: Manifold Host Tier 1 or Second Seekers (Luwazi Elsebo) Tier 1

Cost: 2 AcP

Benefit: You bring along an ally who assists you in and out of combat. Once per adventure, you can direct your trainee to perform the aid another action (Starfinder Core Rulebook 133) or provide covering fire (Starfinder Core Rulebook 246). Your trainee is considered to have a +3 bonus to all skill checks and a +5 ranged attack roll bonus. You can direct your trainee to provide this more than once in an adventure, but each use beyond the first requires you to spend 1 Resolve Point.

Special: While the trainee can affect combat encounters, they are considered a noncombatant and not tracked during combat.

First Contact Step-In

(Social Boon)

When not engaged in field missions, you pore over Wayfinder briefings about various first contact missions.

Prerequisites: Manifold Host Tier 1 or Wayfinders Tier 1

Cost: 2 AcP

Benefit: When an ally fails a skill check during a first contact situation—specifically when encountering a previously undiscovered species—you can spend 1 Resolve Point to immediately attempt the same skill check. If the result of your skill check is greater than your ally's failed attempt, use your result to determine the outcome. You can use this ability on any skill check so long as it relates to a first contact encounter.

A common example would be using skills like Diplomacy or Intimidate on a newly encountered species, but attempting a Computers check to learn from an alien network about a new species would also be appropriate. Exactly when this boon can be used is up to the GM's discretion.

Hireling Access, Basic

(Ally Boon)

You can requisition basic assistance from the Starfinder Society.

Prerequisites: All Factions Tier 0

Cost: 2 AcP

In the AcP boon store, each skill set below is listed as a separate boon.

Benefit: You have a non-combat ally that can assist with a certain set of skill checks. This ally can perform the listed skills with a total bonus equal to your level. You must expend any necessary actions and be in range to perform the action yourself. The ally's result cannot be modified by class abilities or spells, but can be improved by a successful aid another action.

The hireling can attempt a given skill check only once, cannot retry a check, and cannot take 10 or 20 on a check. The hireling has no effect other than performing the selected skill checks.

While in combat, you cannot use the hireling's skills except recall knowledge. The hireling cannot be affected by or affect combat and cannot be harmed unless willfully endangered.

When you select this boon, you must select one of the following sets of skills:

- **Academic:** Life Science, Mysticism, Physical Science
- **Diplomat:** Bluff, Diplomacy, Intimidate
- **Medic:** Culture, Medicine, Survival
- **Tech Support:** Computers, Engineering, Physical Science

Special: You can purchase this boon multiple times. Each time you purchase this boon, select a different set of skills from the list above. When slotting this boon, select one of the skill lists you have available.

Hireling Access, Amateur

(Ally Boon)

You can requisition amateur assistance from the Starfinder Society.

Prerequisites: All Factions Tier 1, Basic Hireling Access

Cost: 4 AcP

Benefit: This boon acts as Basic Hireling Access, except the total bonus to your ally's skill check bonus is now equal to 2 + your level.

Special: This boon supersedes the skill bonus used by Basic Hireling Access. When slotting this boon, you select any skill set from Basic Hireling Access that you already purchased but use the improved skill check bonus instead.

Hireling Access, Professional

(Ally Boon)

You can request the assistance of a professional agent from the Starfinder Society.

Prerequisites: All Factions Tier 2, Amateur Hireling Access

Cost: 4 AcP

Benefit: This boon acts as Basic Hireling Access, except the total bonus to your ally's skill check is now equal to 4 + your level.

Special: This boon supersedes the skill bonus used by Basic Hireling Access. When slotting this boon, you can select one skill set from Basic Hireling Access that you already purchased but use the improved skill check bonus instead.

Hireling Access, Elite

(Ally Boon)

You can requisition elite assistance from the Starfinder Society.

Prerequisites: All Factions Tier 3, Professional Hireling Access

Cost: 4 AcP

Benefit: This boon acts as Basic Hireling Access, except the total bonus to your ally's skill check is now equal to 6 + your level.

Special: This boon supersedes the skill bonus used by Basic Hireling Access. When slotting this boon, you can select one skill set from Basic Hireling Access that you already purchased but use the improved skill check bonus instead.

Hireling Access, Master

(Ally Boon)

You can requisition elite assistance from the Starfinder Society.

Prerequisites: All Factions Tier 4, Elite Hireling Access

Cost: 4 AcP

Benefit: This boon acts as Basic Hireling Access, except the total bonus to your ally's skill check is now equal to 8 + your level.

Special: This boon supersedes the skill bonus used by Basic Hireling Access. When slotting this boon, you can select one skill set from Basic Hireling Access that you already purchased but use the improved skill check bonus instead.

Historical Analyst

(Starship Boon)

Ehu Hadif teaches that one can always look to the past in order to better predict future events. Perhaps there is no better practical application for this mantra than the dance of starship combat, where knowledge of past events can help influence the outcome of current battles.

Prerequisites: Second Seekers (Ehu Hadif) Tier 1

Cost: 2 AcP

Benefit: When acting as a science officer onboard a starship, you can perform a special version of the target systems action that allows you to assist your gunner with a tidbit of past knowledge.

Rather than selecting an enemy system, you can spend 1 Resolve Point. One gunner on your starship gains a bonus to all gunnery checks equal to half your ranks in Culture (minimum 1), though this bonus can never be higher than twice your Reputation Tier with Second Seekers (Ehu Hadif). The bonus lasts for one combat.

I-R

Infamy Reduction

(Slotless Boon; Limited-Use)

You eliminate some of your bad reputation.

Prerequisites: All Factions Tier 2

Cost: 8+ AcP (see below)

Benefit: You reduce your Infamy by 1.

Special: This boon can be purchased multiple times; each purchase is for a single reduction of one point of Infamy. The first time a character purchases this boon, it costs 8 AcP. Each later purchase by the same character costs a cumulative +8 AcP (8, 16, 24, etc.).

Instructor

(Social Boon)

You dedicate some of your time off to training an up-and-coming Starfinder recruit.

Prerequisites: Second Seekers (Ehu Hadif) Tier 1

Cost: 4 AcP

Benefit: This boon represents time spent outside of adventuring that you're taking to train a potential new Starfinder. At the end of every adventure you have this boon slotted, record the total amount of Reputation you earned from Scenario (not Faction) Objectives. You can expend your Downtime at the end of an adventure to increase the amount of Reputation recorded for this boon by 1. Once you have accrued 40 Reputation with this boon, your student has come into their own and is ready to become a full-fledged Starfinder (a new character). Mark the Chronicle Sheet where you accomplished this, and keep a copy with your new character.

When your new character reaches 5th level, instead of choosing four ability scores to increase, you can choose five. Otherwise you follow all other rules for leveling up. This bonus applies only at 5th level.

Special: You can apply this boon only to one new character, and only once the objectives have been completed.

Knowledgeable Technophobe

(Slotless Boon)

Prerequisites: Cognates Tier 1

Cost: 2 AcP

Benefit: Reduce your DC to identify technological creatures.

Known Quality

(Social Boon)

You have become a rising celebrity backed by your faction.

Prerequisites: Acquisitives Tier 2

Cost: 4 AcP

Benefit: When you have this boon slotted and you attempt a Day Job check at the end of a session, multiply your total earnings by your Acquisitives Reputation Tier. For example, if you are Tier 3 in the Acquisitives, you multiply the result of your Day Job check by 3. Apply this additional multiplier after doubling the result of your Profession skill check and determining your total earnings.

Linguistic Decoder

(Slotless Boon)

You have friends from all over the galaxy and have been exposed to countless languages. This linguistic exposure has made you adept at decoding messages.

Prerequisites: Manifold Host Tier 3

Cost: 4 AcP

Benefit: You reduce the DC of Culture checks to decipher writing by 5.

Living Translator

(Ally Boon)

A skilled linguist accompanies you as a translator on missions.

Prerequisites: Manifold Host Tier 2 or Wayfinders Tier 2

Cost: 4 AcP

Benefit: You bring along a noncombatant translator skilled in several languages. In addition to Common, the translator knows a number of languages equal to your current Reputation Tier with the boon's faction + 1. When you purchase this boon, you must select the languages known by the translator. These can be any languages listed on page 41 of the Starfinder Core Rulebook or any unique language you've encountered in a previous scenario.

When your Reputation Tier with the boon's faction increases, you can add an additional language to those

known by your translator.

Loyal Friend

(Slotless Boon)

Your strong bonds of friendship help center your thoughts.

Prerequisites: Advocates Tier 1

Cost: 2 AcP

Benefit: You gain a +1 morale bonus to saving throws against the confused condition. When you have the confused condition and would be forced to attack an ally, you instead do nothing but babble incoherently.

Mnemonic Editor

(Slotless Boon; Limited-Use)

Every Starfinder can purchase mnemonic editors from the Starfinder Society.

Prerequisites: All Factions Tier 0

Cost: 4+ AcP (see below)

In the AcP boon store, each model below is listed as a separate boon.

Benefit: A *mnemonic editor* undoes all decisions made when advancing through your two previous character levels; you then make new decisions as if you had advanced those two levels again. Normal rules for *mnemonic editors* apply: a character can only benefit once from each model (mark) of editor. The price for each model is given below:

Mnemonic Editor	AcP
Mark 1	4
Mark 2	8
Mark 3	12
Mark 4	16

Special: This boon can be purchased multiple times; each purchase is for one use of a single editor.

Mobile Translator

(Slotless Boon)

Your connections with the Wayfinders grant you easier access to a rudimentary translation device useful in first contact situations.

Prerequisites: Wayfinders Tier 1

Cost: 4 AcP

Benefit: You acquire a Tetrad certified translator as if you had purchased it, but you do not need to expend any credits.

Normal: You need to spend credits to acquire this item.

Tetrad Certified Translator

Technological Item

Price 500

Bulk L

Capacity: 10 **Usage:** 1/hour

This elaborate datapad has several additional audio receptors to capture nearby sounds. If you don't share a language with creatures you encounter, you can activate this device to collect basic linguistic information. The device requires 10 minutes of observed conversation to gain enough information to operate.

The device then acts as a rudimentary translator. It does not allow you to converse with creatures with whom you don't share a language, but it can relate very basic information. Examples of statements the device could interpret would be: "come with us," "lower your weapons," or "leave immediately." The device cannot parse proper names, including personal designations or the names of items and places. Some extraordinarily complex or obscure languages might not translate clearly with this device.

Multidisciplinary Approach

(Social Boon)

The Cognates believe that a multidisciplinary approach to knowledge is fundamental to the future stability of the Starfinder Society, and you have cultivated contacts in a variety of fields of study.

Prerequisites: Cognates Tier 1

Cost: 4 AcP

Benefit: When you slot this boon, select either Life Science, Mysticism, or Physical Science. You gain a circumstance bonus to that skill check equal to half your current Cognates Reputation Tier (rounding up).

Pact Worlds Defender

(Social Boon)

You make no secret your desire to defend the Pact Worlds from external threats.

Prerequisites: Exo-Guardians Tier 1

Cost: 2 AcP

Benefit: When you have this boon slotted, you and any adjacent allies gain a +1 morale bonus to saving throws against fear effects. This bonus increases to +2 if the source of the fear effect is something that did not originate within the Pact Worlds.

Personal Mentor

(Slotless Boon)

During his time as First Seeker, Jadnura learned to form strong connections with skilled individuals both within and outside the Society's membership. As you've earned Jadnura's respect, the First Seeker (or his closest allies) has put you in touch with trainers suited to your specific personal goals who look out for your long-term interests.

Prerequisites: Second Seekers (Jadnura): Tier 3

Cost: 4 AcP

Benefit: Once you purchase this boon, you always have access to free body recovery service, regardless of where the body recovery takes place.

Normal: The normal price is 10 AcP for [body recovery](#) for Starfinders who have died.

Personalized Hull

(Starship Boon)

The outer hull of your starship includes a variety of personalized flair that has an unintended side effect of making it hard to target certain systems.

Prerequisites: Acquisitives Tier 3

Cost: 4 AcP

Benefit: When an opponent imposes a critical damage condition on your starship, after rolling d% to see which system is affected, you can force the GM to reroll the d% and use the new result. A critical damage result can be rerolled in this way only once.

Special: A starship can benefit from only one copy of this Starship boon at a time.

Portable Archive

(Slotless Boon)

You maintain a detailed, well-indexed physical archive, such as a book or collection of essays, which you always keep with you and can reference on the fly.

Prerequisites: Cognates Tier 3

Cost: 4 AcP

Benefit: During an adventure, when you attempt a skill check to recall knowledge, you can spend 1 Resolve Point to reference your portable archive. If you do so, you roll the skill check twice and keep the higher result. Referencing your portable archive takes 10 minutes.

Protector's Offense

(Slotless Boon)

You've trained to protect your allies from harm as often as you protect yourself.

Prerequisites: Advocates Tier 2

Cost: 4 AcP

Benefit: When you successfully strike a target with a melee attack using a weapon with the block special property and increase your AC against that target, your adjacent allies gain a +1 enhancement bonus to their AC for 1 round against melee attacks from that same target. This bonus only applies as long as they remain adjacent to you.

Prudent Technophobe

(Slotless Boon)

You know well the dangers of technology and have trained to protect yourself from technological foes.

Prerequisites: Cognates Tier 2

Cost: 4 AcP

Benefit: You gain a +1 insight bonus to AC against attacks from creatures with the technological subtype.

Publicist

(Ally Boon)

You have a follower who provides free publicity and can cover up some misdeeds.

Prerequisites: Acquisitives Tier 1

Cost: 4 AcP

Benefit: When slotting this boon, select either Culture, Diplomacy, or Profession. You gain a circumstance bonus to that skill check equal to your half your current Acquisitives Reputation Tier (rounding up). If you gain any Infamy while this boon is slotted, you can choose to forgo gaining Reputation at the end of the adventure to avoid gaining any Infamy. If you choose to do this, mark this boon as being permanently expended.

Special: If you gain Infamy and use this boon to pay it off, that character can never retake this boon—no publicist will ever work with such a scoundrel again.

Purveyor of Fortunes

(Slotless Boon)

You know the importance of supporting those who support you.

Prerequisites: Acquisitives Tier 1

Cost: 0 AcP (see below)

Benefit: After a scenario for which you achieved the primary success condition and participated in the Starfinder Society Retail Incentive Program by contributing at least \$10, then you earn 1 additional Reputation with the Acquisitives Faction.

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Acquisitives faction (maximum four total times at Reputation Tier 4). Each time you fulfill the requirements of this boon, mark it on your Chronicle Sheet along with the associated Reputation Tier.

Species Admittance

(Personal Boon)

Prerequisites: All Factions Tier 0

Cost: 40 / 80 / 120 AcP (see below)

Benefit: Many playable species that are not freely available can be unlocked using the corresponding Species Admittance boon. Purchasing the boon allows you to build a Starfinder Society-legal character of the species. The species admittance boon permanently occupies the character's Personal boon slot.

See the AcP boon store on paizo.com for the complete list of available playable species. Each species has its own Admittance boon listed separately.

Normal: Only always-available species are legal for Starfinder Society characters.

Reflective Meditation

(Slotless Boon)

You've taken Jadnura's lessons to heart and have spent a great deal of time contemplating your place in the universe and within the Starfinder Society.

Prerequisites: Second Seekers (Jadnura) Tier 2

Cost: 4 AcP

Benefit: Once per scenario, you can spend 1 Resolve Point to meditate on your current course for 10 minutes. When you do so, select mind or matter. If you select mind, for the duration of the next combat encounter, you gain a +1 bonus to saving throws. If you select matter, for the duration of the next combat encounter, you gain a +1 bonus to AC.

Rugged Hull

(Starship Boon)

Your starship includes retrieved pieces of old Starfinder starship hulls. These hull sections have survived countless battles and clearly have some strange luck around them.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 4 AcP

Benefit: Increase the critical threshold (CT) of your starship by an amount equal to your current Reputation Tier with the Second Seekers (Luwazi Elsebo) faction.

Special: A starship can benefit from only one copy of this Starship boon at a time.

S-Z

Scoured Flora

(Slotless Boon)

Those who followed Jadnura into the Scoured Stars and survived brought back a treasure trove of information. Along with these, they also brought back unique fauna and flora for the Society to study. Some of the plants brought back have proven to be particularly effective at healing.

Prerequisites: Second Seekers (Jadnura): Tier 2

Cost: 4 AcP

Benefit: At the end of a session, you can harvest parts of your plant and use them as part of a medicinal concoction to heal 1 point of permanent ability damage, though you can use this ability healing only on yourself.

Alternatively, you can use a part harvested from this plan to increase the effective caster level of any one spell cast by an ally or purchased as a service at the end of the session by 2 without increasing the cost of the spell. The spell receiving this benefit must restore hit points, remove ability damage, or remove an affliction (such as a curse or disease). This caster level increase does not stack with other effects that increase the spell's effective caster level. You can use this secondary effect on a spell purchased by an ally.

Scrappy Little Ship

(Starship Boon)

Followers of Luwazi Elsebo know they are part of the last chance to keep the Starfinder Society alive. As starship battles rage across the galaxy, you need to survive for the Society to do the same.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 3

Cost: 4 AcP

Benefit: When your starship suffers critical damage that results in a glitching system, you can temporarily increase your AC or TL by 1. This bonus lasts until the critical damage is fixed, or until the end of the starship combat. This bonus occurs only as a result of damage (not as a result of effects like EMP weapons). A subsequent critical damage effect that results in a malfunctioning system allows you to increase this temporary bonus to +2. Wrecked systems do not provide any bonus beyond that gained from a malfunctioning system.

Special: A starship can benefit from only one copy of this Starship boon at a time.

Seeker of Knowledge (Ehu)

(Slotless Boon)

Much like former First Seeker Jadnura, Ehu Hadif is renowned for his meticulous nature in examining the reports of field agents. He actively encourages agents to research prior missions to see what they can learn for

future assignments.

Prerequisites: Second Seekers (Ehu Hadif): Tier 1-4

Cost: 0 AcP

Benefit: You can use this boon once for every Reputation Tier you possess with the Second Seekers (Ehu Hadif) faction. Each time you use this boon, you can replay one scenario you've previously played as though that scenario had the repeatable scenario tag. This allows you to earn a Chronicle Sheet and all associated rewards with the scenario, though you cannot select a scenario you've already played with this character.

Special: You can only benefit from this boon once, regardless of which Second Seeker faction you gain it from. This boon may only be used to replay Starfinder Society scenarios and not other types of sanctioned adventures (like Adventure Paths, Free RPG Day adventures, etc.).

Seeker of Knowledge (Jadnura)

(Slotless Boon)

Jadnura was renowned for his meticulous nature in examining the reports of field agents. He instilled in his followers the same desire to understand past events.

Prerequisites: Second Seekers (Jadnura): Tier 1-4

Cost: 0 AcP

Benefit: You can use this boon once for every Reputation Tier you possess with the Second Seekers (Jadnura) faction. Each time you use this boon, you can replay one scenario you've previously played as though that scenario had the repeatable scenario tag. This allows you to earn a Chronicle Sheet and all associated rewards with the scenario, though you cannot select a scenario you've already played with this character.

Special: You can only benefit from this boon once, regardless of which Second Seeker faction you gain it from. This boon may only be used to replay Starfinder Society scenarios and not other types of sanctioned adventures (like Adventure Paths, Free RPG Day adventures, etc.).

Shameless Sponsorship

(Social Boon)

Your armor's almost out of space to display sponsorship logos.

Prerequisites: Acquisitives Tier 3, Sponsorship

Cost: 6 AcP

Benefit: By slotting this boon, you gain two additional Promotional boon slots. This allows you to slot up to three Promotional boons as long as you meet all the prerequisites for those boons, such as having the appropriate product or having earned the necessary volunteer recognition. You cannot slot the same Promotional boon multiple times, nor can you slot two or more Promotional boons that offer the same effect (such as two boons that both provide rerolls).

Normal: Characters have only one Promotional boon slot.

Skillful Sales

(Slotless Boon; Limited-Use)

Through your connections, you have discovered a way of getting the best deals when selling equipment.

Prerequisites: Acquisitives Tier 2 or Manifold Host Tier 2

Cost: 4 AcP

Benefit: At the end of a scenario, you can spend 4 AcP to increase the sale value of any number of pieces of equipment you sell from 10% of their price to 20% of their price. You must sell the equipment immediately, and the list of equipment thus sold must be noted on the Chronicle Sheet. If you sell equipment later, you gain 10% of the equipment's price (as normal) unless you purchase this boon (and pay its cost) again.

Special: You can purchase this boon multiple times (though only once per scenario).

Society Diversification

(Slotless Boon)

Prerequisites: Cognates Tier 1

Cost: 0 AcP

Benefit: Gain extra Reputation for completing a scenario with at least 4 different character classes.

Society Shepherd

(Slotless Boon)

You work to rebuild the Starfinder Society from the brink of disaster by recruiting new agents.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 0 AcP (see below)

Benefit: If you brought a new player—a player without a Starfinder Society character or playing their first Starfinder Society session—you earn 1 additional Reputation with the Second Seekers (Luwazi Elsebo) faction.

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Second Seekers (Luwazi Elsebo) faction. Each time you fulfill the requirements of this boon, mark it on your Chronicle Sheet along with the associated Reputation Tier. The player you bring does not have to play at the same table as you.

Spellcasting Service

(Slotless Boon; Limited-Use)

Every Starfinder can purchase certain spellcasting services from the Starfinder Society.

Prerequisites: All Factions Tier 0

Cost: Varies (see below)

Benefit: At Starfinder Society lodges, all Starfinders have access to spellcasters who can cast the following spells:

Spell	AcP
<i>Dispel magic</i>	2
<i>Lesser restoration</i>	2
<i>Make whole</i>	2
<i>Remove affliction</i>	2
<i>Break enchantment</i>	4
<i>Greater dispel magic</i>	4
<i>Remove radiation</i>	4
<i>Restoration</i>	4
<i>Regenerate</i>	12
<i>Raise dead</i>	28

Special: Spells cast using this service automatically succeed. This boon can be purchased multiple times; each purchase is for one casting of a single spell from the list.

The AcP cost for a casting of *Raise dead* includes the cost of the necessary beacon. There is no additional cost in credits.

Sponsorship

(Social Boon)

The Acquisitives have connected you with an organization interested in using you to promote its logos and merchandise.

Prerequisites: Acquisitives Tier 2

Cost: 4 AcP

Benefit: By slotting this boon, you gain an additional Promotional boon slot. This allows you to slot up to two Promotional boons as long as you meet all the prerequisites for those boons, such as possessing the appropriate product or having earned the necessary volunteer recognition. You cannot slot the same Promotional boon multiple times, nor can you slot two Promotional boons that offer the same effect (such as two boons that both provide rerolls).

Normal: Characters have only one Promotional boon slot.

Starfinder Body Recovery

(Slotless Boon; Limited-Use)

Every Starfinder can pay to have their body recovered after dying on a mission.

Prerequisites: All Factions Tier 0

Cost: 10 AcP

Benefit: If you die during an adventure, your body must be recovered before you can be brought back to life through the Starfinder Society's [Spellcasting Service](#). Your party can recover your body during the mission; this boon is for situations where your party is unable to do so.

Special: This boon can be purchased multiple times; each purchase is for a single recovery of one body.

Starship Towing

(Slotless Boon; Limited-Use)

The Starfinder Society has connections with multiple organizations that own starships. You can call in those favors when your own starship endeavors have not worked out as well as you'd hoped.

Prerequisites: All Factions Tier 0

Cost: 8 AcP

Benefit: You can purchase this boon when your starship has been reduced to 0 Hull Points during a starship combat encounter. When you do so, a recovery team arrives to recover you and your party members before the enemy can finish you off. It is assumed that you and your group manage to somehow make your way to the next encounter in the scenario if there is one. This boon does not count the starship combat encounter as being completed, so it is still possible to miss out on rewards from the encounter.

Normal: The destruction of a starship can lead to severe repercussions, as detailed in individual scenarios.

Special: You can purchase this boon multiple times.

Studious Researcher

(Slotless Boon; Limited-Use)

During his time as First Seeker, Ehu learned to form strong connections with skilled individuals both within and outside the Society's membership. As you've earned Ehu's respect, the First Seeker (or his closest allies) have put you in touch with trainers suited to your specific personal goals and who look out for your long-term interests.

Prerequisites: Second Seekers (Ehu Hadif): Tier 3

Cost: 4 AcP

Benefit: When this boon is slotted, you have an allied researcher who is available for you in the aftermath of important missions. If, during the course of an adventure, your party fails a Computers, Engineering, Life Science, Mysticism, or Physical Science skill check tied to a secondary objective, you can choose to have your researcher make one additional attempt at that skill check at the end of the adventure. This can only be

performed on tasks that could logically be performed after the session (such as hacking a computer or researching a topic with information provided).

The researcher has a bonus equal to your current level +5 for the associated skill check and can benefit from no additional modifiers. If the researcher succeeds at this check, then your party succeeds at that part of the objective.

System Traveler

(Slotless Boon)

Prerequisites: All Factions Tier 0

Cost: 40 / 80 AcP (see below)

Benefit: Playable ancestries that are not freely available can be unlocked using the corresponding System Traveler boon. Purchasing the boon allows you to build a Pathfinder Society (second edition)-legal character with the ancestry.

See the AcP boon store on paizo.com for the complete list of available ancestries.

Normal: Some ancestries are not legal for Pathfinder Society characters.

Theoretical Historian

(Slotless Boon)

You use some of your time to replay past encounters with different parameters, hoping to devise improved tactics for future use.

Prerequisites: Exo-Guardians Tier 1

Cost: 0 AcP (see below)

Benefit: If you run a scenario as a GM that you have already run as a GM, you can take a Chronicle Sheet from that scenario and apply it to this character. Cross out all information on the Chronicle Sheet and mark it as "Theoretical Historian Reward." This Chronicle Sheet provides no rewards (such as XP, credits, or boons), except you can mark the Chronicle Sheet as being completed as part of this boon and earn 1 additional Reputation with the Exo-Guardians Faction for your associated character. The marked Chronicle Sheet is strictly meant as a record to track the additional Reputation. It does not prevent the associated character from playing in that scenario, assuming the character is eligible to play that scenario, as the rules on replaying adventures.

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Exo-Guardians faction (to a maximum of four total times at Reputation Tier 4). Each time you fulfill the requirements of this boon, mark it on your Chronicle Sheet along with the associated Reputation Tier.

Tools for the Job

(Slotless Boon; Limited-Use)

The Exo-Guardians have contacts throughout numerous corporations, factories, and forges throughout the Pact Worlds. You can leverage this association for access to better equipment.

Prerequisites: Exo-Guardians Tier 2

Cost: 4 AcP (see below)

Benefit: At the end of a scenario, you can spend 4 AcP to treat the effective item level of a single piece of armor or weapon as 1 lower for the purpose of determining what you can purchase. This allows you to purchase armor or a weapon from the Starfinder Core Rulebook whose level is equal to your character level + 2, or equipment from other sanctioned sources whose item level is equal to your character level + 1.

This boon does not affect the available item level of items found on Chronicle Sheets.

Normal: You can normally purchase only equipment from the Starfinder Core Rulebook whose item level equal to your character level + 1, or equipment from other sanctioned sources whose level equal to your character level.

Special: You can purchase this boon multiple times. Its effects do not stack; each purchase instead applies to a different piece of equipment.

Well-Traveled

(Slotless Boon)

Prerequisites: Second Seekers (Ehu Hadif) Tier 2

Cost: 4 AcP

Benefit: Select a planet or plane you've visited. Gain an insight bonus to recall knowledge about it.

Worldwide Explorer

(Slotless Boon)

You earn additional experience by traveling outside your typical comfort zone.

Prerequisites: Wayfinders Tier 1

Cost: 0 AcP (see below)

Benefit: If you complete a scenario in a region with a different regional venture-coordinator than your home region, you earn 1 additional Reputation with the Wayfinders faction. For more information on the regions overseen by regional venture-coordinators, see the Organized Play Foundation [list](#).

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Wayfinders faction. Each time you fulfill the requirements of this boon, mark it on your Chronicle Sheet along with the associated Reputation Tier. Have the GM sign beside this notation. Online does not count as a region for the purposes of this boon (instead, see [Digital Presence](#).)

Year of the Scoured Stars

(Slotless Boon; Limited-Use)

Whether through your direct accomplishments or the actions of allied Starfinders, you've made serious headway against or completely triumphed over the threat of the Scoured Stars. The Society remembers the deeds of the noble Starfinders who battled against the jinsul threat and discovered the mysteries of the Scoured Stars. Many other Starfinders benefit from the actions of these brave veteran agents.

Prerequisites: All Factions Tier 3; four or more Journey to the Scoured Stars segment boons

Cost: 8+ AcP (see below)

Benefit: Throughout the course of the first season of the Starfinder Society (Starfinder Society Scenarios #1-01 to #1-39), players had the chance to collect several unique boons relating to the season's primary storyline. Titled "Journey to the Scoured Stars: Segments 1-8," these boons each contributed to a single overall boon for Season 1. Count segments completed across all your characters toward the requirements of the season boon. Each specific numbered segment counts only once toward your total.

When you purchase this boon, select a benefit based on how many segments the player has completed. Choose one of the following for the character:

Benefit	4 of 8 segments	6 of 8 segments	8 of 8 segments
Increase maximum Resolve Points	+1 RP	+1 RP	+2 RP
Increase maximum Hit Points	+1 HP per level	+1 HP per level	+2 HP per level
Increase saving throw(s) +1	1 throw	2 throws	all 3 throws
Increase an ability score +2 (<i>must currently be 16 or lower</i>)	-	-	1 score

Special: You can purchase this boon multiple times, once for each character. The first time a player purchases this boon, it costs 8 AcP. Each later purchase costs a cumulative +8 AcP (8, 16, 24, etc.).

CAPSTONE BOONS

In addition to the boons presented above, each faction has access to a unique Reputation Tier 4 boon that grants a truly special benefit.

Special: A character can purchase only a single capstone boon during their career. A new character receiving the benefits of a capstone boon can only ever benefit from one capstone boon (though they can still purchase a capstone boon when they qualify).

A new character who benefits from any of the following capstone boon effects does not have to meet the

prerequisites listed in the boon.

Alien Allies

(Slotless Boon)

Your work in championing the Wayfinders' cause introduced a new variety of aliens into the Starfinder Society.

Prerequisites: Wayfinders Tier 4

Cost: 8 AcP

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character can select a new playable species without needing to expend the Personal boon slot. That character cannot slot a different species boon into the Personal boon slot, but can slot another type of Personal boon.

Over the course of time, the Wayfinders encountered the ghibrani people and introduced them to the Society. You can play a husk or membrane ghibrani as detailed in Starfinder Adventure Path #5: The Thirteenth Gate. You do not need to own this additional resource and can play your character using the traits provided below.

Ghibrani Playable Species Traits

Ability Adjustments: See Subspecies below.

Hit Points: 4

Size and Type: Ghibranis are Medium humanoids with the ghibrani subtype.

Affable: Ghibranis receive a +2 species bonus to Diplomacy skill checks.

Ghibrani Movement: All ghibranis have a land speed of 30 feet. Husk ghibranis have a climb speed of 20 feet, while membranes have an extraordinary fly speed of 20 feet with average maneuverability.

Distracting Buzz: As a standard action, a membrane ghibrani can vibrate their wings fast enough to produce an almost imperceptible hum. All creatures within 15 feet of the membrane ghibrani that hear this buzz must attempt a Will saving throw (DC = 10 + half the ghibrani's character level or CR + the ghibrani's Wisdom modifier) or gain the off-target condition for 1 round. This is a mind-affecting, sense-dependent ability. The membrane ghibrani can't use their wings to fly in the same round in which they use this ability.

Low-Light Vision: Ghibranis can see twice as far as humans in conditions of dim light.

Sturdy: Husk ghibranis receive a +2 species bonus to KAC against attempts to bull rush or reposition them.

Subspecies: Ghibranis belong to one of two subspecies: husk or membrane. All ghibranis start with +2 Wisdom at character creation. Husk ghibranis are more hardy (+2 Constitution) but less imaginative (-2 Intelligence). Membrane ghibranis are more nimble (+2 Dexterity) but weaker (-2 Strength).

Balanced Nepotism

(Slotless Boon)

Your reputation allows you to grant Social boons to new Starfinders.

Prerequisites: Acquisitives Tier 4

Cost: 8 AcP

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character immediately gains 10 Reputation with a faction of your

choosing.

Foundational Education

(Slotless Boon)

Prerequisites: Cognates Tier 4

Cost: 8 AcP

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character immediately gains a free Skill Focus feat.

Grand Achievement

(Slotless Boon)

One of Ehu Hadif's primary goals as First Seeker is to set the Society up for a time of new discoveries. Your efforts in serving Ehu Hadif's goal have likely led to you making a grand discovery of some kind, canonizing you in the annals of the Starfinder Chronicles. New Starfinders look to your diligence and retrace their own missions, going back to try to salvage anything they may have missed.

Prerequisites: Second Seekers (Ehu Hadif) Tier 4

Cost: 8 AcP

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. At the end of an adventure, if that character failed to discover any items or credit rewards, they can return to the site of the mission to explore. That character can select one item or credit reward that the GM would cross off their Chronicle sheet as a result of not finding them, and instead count as receiving access to that item or earning the missed credits.

Information Sharing

(Slotless Boon)

You can pass on the contacts and knowledge you've learned to a new generation.

Prerequisites: Dataphiles Tier 4

Cost: 8 AcP

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character gains access to one boon your current character has. The selected boon must be from a Chronicle Sheet played from Tier 1-4 or Tier 3-6, or a boon with the Vanity tag. Alternatively, you can share any boon you've previously purchased that has a Reputation Tier requirement of 2 or less.

Manifold Host Exemplar

(Slotless Boon)

Prerequisites: Manifold Host Tier 4

Cost: 8 AcP

Benefit: Your Personal boon slot is no longer filled by a species access boon.

Special: Your character must have a species access boon in their Personal boon slot.

Mark of Leadership

(Slotless Boon)

The actions of First Seeker Jadnura unified the Society in a way that had never happened since its foundation. While the Scoured Stars investigation led to a tragic loss, Jadnura's ability to direct the Society is a testament to him and those who follow in his footsteps. You've garnered enough of a reputation that those you mark as promising new agents find themselves with an abundance of allies.

Prerequisites: Second Seekers (Jadnura) Tier 4

Cost: 8 AcP

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. At the start of any session, that character can select one of their Personal, Promotional, Social, or Starship boon slots and temporarily treat it as an Ally boon slot for the purpose of slotting boons. A character cannot slot multiples of the same boon into these slots, and cannot slot an ally boon that has matches the prerequisite of an already slotted boon For example, you cannot slot both an Elite Hireling and Professional Hireling with this ability, though you could slot a Digital Imp and a Professional Hireling.

Pass the Torch

(Slotless Boon)

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 4

Cost: 8 AcP

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character can increase an ability score that is 14 or lower by 2.

Starship Schematic

(Slotless Boon)

You pass on the contacts and knowledge you've learned to a new generation.

Prerequisites: Exo-Guardians Tier 4

Cost: 8 AcP

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character gains access to a new base starship. The character can select this unique starship by slotting this boon in the Starship boon slot. All variants of this unique design, the Gorgon class, are detailed on the [Starships](#) page of the guide.

Support Network

(Slotless Boon)

Prerequisites: Advocates Tier 4

Cost: 8 AcP

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. If that character dies, they have a free casting of *raise dead* (and free body recovery if necessary).

Retired Rewards

Time-limited Boons

Some boons were only active for a limited time. Those which have expired are reproduced here for reference.

Alien Archive Admittance

Games played between August 17, 2017 and June 14, 2018 granted credit toward unlocking this boon, which allows players to create a barathu, ryphorian, or wrikreechee PC. A link to the full text of the boon and other details are available in the Paizo Blog post "[That Cantina Feel](#)" from October 2017.

Fame Boons

When Fame was eliminated January 1, 2022, some boons were not converted to an AcP version. They are reproduced here for reference.

Abundant Ammunition

(Starship Boon)

Your faction provides you with ample starship ammo.

Prerequisites: Acquisitives Tier 1

Cost: 1 Fame

Benefit: When this boon is slotted, select one starship weapon with the limited fire special property on the group's starship. The selected weapon increases the value of the limited fire value by half (rounded down). For example, a limited fire 5 weapon would become limited fire 7. This boon can be used to improve weapons gained as a result of other Starship boons.

Special: Multiple copies of this boon can be used on a starship, but each copy must affect a different weapon.

Alien Access

(Social Boon)

Your continued devotion to exploring the Vast pays off in the form of easier access to alien technology.

Prerequisites: Wayfinders Tier 3

Cost: 3 Fame

Benefit: You gain a +2 circumstance bonus to skill checks related to negotiating for equipment outside of the Pact Worlds. This also applies to skill checks where a successful result would secure you and your party a gifted alien item (typically detailed in the Treasure section of an encounter). In addition, you always have access to new equipment found on your Chronicle Sheet, regardless of whether you are in an appropriate settlement. You can purchase this equipment at a 10% discount, and it arrives via a non-combat starship within 1d3 days.

Basic Purchasing Plan

(Slotless Boon; Limited-Use)

The following is a list of purchases available to all members of the Starfinder Society.

Prerequisites: All Factions Tier 0

Cost: Varies (see below)

All purchases on the Basic Purchasing Plan list are available with AcP except "+4 to any one skill check." They are listed as individual boons in the AcP boon store. The full table is included here for reference.

Basic Purchases

Award	Fame	AcP
+4 to any one skill check*	1 Fame	n/a
Dispel magic	1 Fame	2 AcP
Lesser restoration	1 Fame	2 AcP
Make whole	1 Fame	2 AcP
Remove affliction	1 Fame	2 AcP
Break enchantment	2 Fame	4 AcP
Greater dispel magic	2 Fame	4 AcP
Remove Radiation	2 Fame	4 AcP
Restoration	2 Fame	4 AcP
Regenerate	6 Fame	12 AcP
Starfinder Body Recovery	5 Fame	10 AcP

Raise dead	14 Fame	28 AcP
Infamy Reduction (by 1)	4 Fame	8 AcP
Mnemonic editor (mk varies)	4 × mk purchased**	4 × mk purchased**

*Does not include Day Job check

**Mk 1 = 4 Fame / 4 AcP, mk 2 = 8 Fame / 8 AcP, mk 3 = 12 Fame / 12 AcP, mk 4 = 16 Fame / 16 AcP

Special: This boon can be purchased multiple times, as it strictly allows access to purchase the services listed above.

Expert Blackmail

(Social Boon)

You've earned enough organizational contacts to help you act against certain targets.

Prerequisites: Dataphiles Tier 1

Cost: 1 Fame

Benefit: During the course of an adventure in which you have this boon slotted, you can spend 1 Resolve Point to call in outside assistance on a skill check against an opponent. You roll 1d4 and add the total to one Bluff, Computers, Culture, Diplomacy, Engineering, Intimidate, Life Science, Physical Science, or appropriate Profession check, representing the added effort of an outside organization. This effect can occur only in situations where you're acting against a known target or organization. For example, you could spend a Resolve Point to gain this bonus when attempting a Diplomacy or Intimidate check against an opponent, but could not use it for attempting an Engineering check to overcome a lock in a forgotten ruin.

Special: In some cases, the GM can rule that your outside contacts can't assist. This might be because you're on a world cut off from the Pact Worlds or dealing with a completely alien threat. In these instances, you do not expend a Resolve Point.

Fusion Guild Contact

(Social Boon)

You've garnered some contacts in Pact World organizations dedicated to the construction of weapon fusions.

Prerequisites: Exo-Guardians Tier 3

Cost: Fame varies (see below)

Benefit: When you purchase this boon, select a weapon fusion (Starfinder Core Rulebook 192) with an item level equal to 2 × your Exo-Guardians Reputation Tier. This boon costs a number of Fame equal to half the item level of the weapon fusion, rounding up.

While this boon is slotted, you gain a fusion seal for that specific weapon fusion for the duration of the scenario. You do not keep the fusion seal, but you can gain it again in any adventure in which you slot this

boon.

Special: You can purchase this boon multiple times. Each time you purchase this boon, select a different weapon fusion.

Improved Drift Engine

(Starship Boon)

Members of the Wayfinders have access to some of the most advanced Drift engines in the Starfinder Society.

Prerequisites: Wayfinders Tier 1

Cost: 1 Fame

Benefit: Increase the Drift engine of your starship to Signal Booster. This may affect certain aspects of a scenario, but only if the scenario specifically calls this out. Otherwise, the increased engine gives you extra time to prepare for any starship combat encounter you take part in. At the start of a starship combat encounter, you can choose your ship facing and move your ship up to 1d6 hexes in any direction.

Special: A starship can benefit from only one copy of this Starship boon at a time.

Ruthless Blackmail

(Social Boon)

Your allies can be called on to apply extreme pressure to your foes.

Prerequisites: Dataphiles Tier 3, Expert Blackmail

Cost: 3 Fame

Benefit: This Social Boon works exactly like Expert Blackmail, except you add 1d8 to your check rather than 1d4.

Scoured Stars Veteran

(Social Boon)

Whether you were trapped in the Scoured Stars along with Jadnura or were a supporter before the incident, many members of the Society recognize your sacrifice and the hardships you endured.

Prerequisites: Second Seekers (Jadnura): Tier 1

Cost: 2 Fame

Benefit: You can reduce the Fame cost of any service available from the Basic Purchasing Plan boon by 1 Fame, to a minimum of 1 Fame. For services that normally cost 1 Fame, you can increase the effective caster level of the service by 4. You can also pay the full Fame cost for other services to increase the effective caster level by 4. Allies in your party can benefit from the increased caster level when making purchases for themselves, but cannot benefit from the Fame discount option of this boon.

Sellback Plan

(Slotless Boon)

As your reputation within the Starfinder Society grows, you can return acquired benefits.

Prerequisites: All Factions Tier 1

Cost: None (see below)

Benefit: You can return previously purchased boons with a Fame cost that is less than or equal to your current Reputation Tier in All Factions as long as the boon is neither a limited-use nor a slotless boon. You immediately gain an amount of Fame equal to the total Fame cost of the boon traded in.

Special: You can utilize this boon multiple times, but you can sell only one boon this way between scenarios and cannot sell boons during the course of play.

Team Spirit

(Slotless Boon)

You are an expert at using your resources in order to help out other Starfinders.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 1 Fame

Benefit: When you or another character is killed during an adventure in which you participated, reduce the Fame cost of the raise dead spellcasting service by 2. This boon is not expended when used.

Special: A dead character can benefit from only one copy of this boon at a time, to a maximum discount of 2 Fame.

Uniter

(Social Boon)

Your dedication to the First Seeker is renowned throughout all factions in the Starfinder Society. Other Starfinders consider you an upstanding role model.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 3

Cost: 5 Fame

Benefit: When this boon is slotted, you treat your effective Reputation Tier for any faction for which you have earned Reputation Tier 1 as though you were Reputation Tier 2. This affects any boons that scale off Reputation Tier as long as your unaltered Reputation Tier for those factions is 1. At the end of any scenario in which you have this boon slotted, you can purchase Tier 2 rewards from those factions. These rewards can be slotted or used only if you have this boon slotted, or if your Reputation Tier for that faction rises to 2 through natural reputation gain.

Untarnished Reputation

(Slotless Boon; Limited-Use)

Your reputation within the Starfinder Society is rarely called into question. When it is, you have people willing to help you avoid unnecessary repercussions.

Prerequisites: All Factions Tier 3 or Exo-Guardians Tier 2

Cost: 1 Fame

Benefit: You can purchase this boon to remove a single point of Infamy that you have accrued.

Normal: Reducing Infamy typically costs multiple Fame.

Special: You can purchase this boon only once, even if you qualify for it from multiple factions.

Rising Star

(Slotless Boon) (Capstone Boon)

Your work in rebuilding the Starfinder Society is known throughout the galaxy.

Prerequisites: Second Seeker (Luwazi Elsebo) Tier 4

Cost: 4 Fame

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character begins play with 5 Fame to spend on purchases and no longer pays additional Fame for purchases in Near Space, and pays only 3 additional Fame for purchases made in the Vast (instead of 5). That character gains an additional 5 Fame once they reach 20 Reputation with any one faction.

Starfinder of Note

(Slotless Boon) (Capstone Boon)

Your exploits inspire others to follow you.

Prerequisites: Any Faction Tier 4

Cost: 4 Fame

Benefit: You are in contention for a leadership role in the Starfinder Society. Once you purchase this capstone boon, you are encouraged to send an email to organizedplay@paizo.com with a subject line of "Starfinder of Note." Include your character's species, class, name, character number, and a description of 75 words or less in the body of the e-mail. That character is entered into a drawing to become a future in-world venture captain, member of the Forum, or even the First Seeker.

Game Masters

Game Master Basics

Running Starfinder Society games is similar to running a home campaign with a few house rules established by campaign leadership. In addition to GM Basics, be sure to familiarize yourself with the contents of [Welcome to Starfinder Society](#), [Community Standards and Expectations](#), and [Player Basics](#). You need to know what players know, what their expectations are, and how their characters are created, played, and advanced.

What Is A GM?

A Game Master (GM) is the person who presents the story, adjudicates the rules, and establishes the parameters of the player's exploration. A GM's duty is to provide a fair and fun game for all involved, including themselves. In the Starfinder Society, a GM has a few other duties, listed in Your Duties as a Game Master below.

Who Can Be A Game Master?

Anyone with a valid Organized Play ID can run Starfinder Society adventures. As local Starfinder Society groups and the campaign as a whole benefit as the pool of Game Masters increases, the venture-officer network provides support and guidance for any who want to GM.

Your Duties As Game Master

As a Starfinder Society GM, you have the following duties:

- Communicate with your local event coordinator.
- Prepare an adventure to offer to players, including gathering the necessary supplies such as maps, miniatures, and reference materials.
- Provide a welcoming environment for players.
- Deliver session results to the player via established recording mechanisms.
- Report the results of the game.

Where Can I Buy Adventures?

Paizo produces two categories of adventures, available for purchase at paizo.com.

Starfinder Society adventures, including scenarios and quests, generally release during the last week of each month. Current production rates include one or two new scenarios each month, with additional Society content released periodically throughout the year. These adventures are written expressly for use in the Starfinder Society campaign.

Starfinder Adventures, including Adventure Paths, Standalone Adventures, One-Shots, and Bounties, are produced monthly. These adventures are often sanctioned for use in the Starfinder Society campaign. Information on how to incorporate them into your Society experience is found on each product's description

page at paizo.com. (See [Additional Adventures](#) for more about these products.)

Before the Adventure

Reviewing Chronicles

If time permits, GMs and Event Coordinators can spend a few minutes reviewing players' Chronicles at the start of an event slot. These reviews can happen for a variety of reasons. For example, GMs might need to check the Adventure Summary section to learn what a character did in a previous adventure, and GMs and Coordinators can review Chronicles to ensure that they are filled out correctly. These reviews can help ensure that players understand the rules of Starfinder and the Starfinder Society Campaign, as well as address any errors that naturally crop up in the course of play. (See [Dealing with Chronicle Errors](#) for more on this.)

Average Party Level

In a typical home game, the PCs are all the same level and face challenges tailored to their level. In an organized play environment, there needs to be more flexibility so characters of different levels can participate smoothly in the same adventure.

Each adventure lists the character levels that are eligible to play it, as well one or more level ranges within the adventure. If an adventure has more than 2 level ranges each table must choose 2 adjacent level ranges for that adventure. Only Characters of a level that falls within those two level ranges can play in that adventure at that table.

GMs adjust the scenario using the following steps:

Determining Average Party Level

In order to determine which level range a mixed-level group of PCs must play in, calculate the group's Average Party Level (APL).

$$\text{APL} = (\text{sum of character levels}) / (\text{number of characters})$$

Divide the total number of character levels by the number of characters in the party, rounding to the nearest whole number (this is an exception to the usual 'round down' rule). If the result of the Average Party Level calculation ends with 0.5, the players decide whether to round up or down.

Adjusting the Adventure

Level Range: Nearly all encounters list two different sets of creature statistics, one for each of the two level ranges the adventure is designed for. The adventure often also refers to important skill checks and saving throws in room descriptions or during events, listing one DC for the lower level range and one for the higher level range. In each of these cases, use the numbers, creatures, and other information listed for the selected level range.

Scaling: Within a level range, the scenario will also contain instructions for adjusting the difficulty of the scenario based on the number of PCs. These scaling instructions are generally found in "scaling sidebars" but

might also be in the text of the room description or encounter.

During the Adventure

Table Variation

A goal of the Starfinder Society program is to provide a fun, engaging, consistent experience at all tables. GMs must run Starfinder Society adventures as written, which means:

- No change to major plot points and interactions
- No addition or subtraction to the number of monsters other than scaling directed by the scenario
- No changes to armor, feats, items, skills, spells, statistics, traits, or weapons.
- No alteration of mechanics of player characters,
- No banning of legal character options

Beyond the above, GMs are encouraged to make choices which would result in the most enjoyable play experience for everyone at the table and that emphasize PCs are the heroes of the story. Some examples of GM discretion include the following.

- Creatures tactics that have been invalidated by the player actions.
- Unclear rules, or situations or player actions not covered by the rules.
- Terrain or environmental conditions described by the scenario, but not given mechanics. (If the mechanics are included, however, they cannot be altered.)
- Reactions of NPCs to good roleplaying, and the effect that has on the outcome of the encounter.
- Alternate or creative skills used to bypass or overcome traps, haunts, and skill checks. (Note that DCs and results of the check are part of the mechanics and cannot be changed.)
- Aspects of the scenario's description and story as appropriate for the players at the table as described in the section [Running the Game](#) (*Core Rulebook* page 392).
- Changes required to comply with the Acceptable Content provision of Community Standards.
- Creative solutions presented by players in overcoming obstacles.
- Moving plot points missed by players to encounterable areas (this does not include moving missed treasure).

More details on each of these can be found under [Table Variation](#).

If a particular issue comes up repeatedly or causes a significant problem in one of your games, please raise any questions or concerns on the Starfinder Society forums where Venture-Officers, members of Paizo's organized play team, or fellow GMs can help you resolve it.

Ethical Infractions and Infamy

Players are responsible for their characters' choices and are subject to consequences resulting from those choices actions. In game actions earn characters Infamy, while code of conduct violations earn players table sanctions.

Below we list some common issues, which are covered more under [Table Variation](#):

- A player's perception of what their character would do versus the experience of other players at the table.
- Deity or class anathemas and edicts as they interact with Starfinder Society missions.
- Class opposition such as a paladin and a necromancer on the same mission team.
- Characters perform evil or criminal acts.

After the Adventure

After every adventure, the GM issues each player a chronicle. A chronicle documents the rewards earned by a PC during a particular adventure. GMs are encouraged to add notes to chronicles about interesting events that occur during the adventure.

GMs must use the chronicles included in the adventure or the adventure's sanctioning documents. GMs cannot create their own custom chronicles. Changes made to increase accessibility for the GM or players, such as enlarging the text to improve readability, are permitted and encouraged and do not invalidate chronicles.

Fame

Adventures in Seasons 1-3 granted Fame as a spendable and trackable currency. Fame was replaced with Achievement Points (AcP) for all games played after the beginning of Year 4 (May 2021)--including tables of Season 1-3 scenarios.

Most boons previously available by spending Fame are now available by spending AcP. Boons purchased with Fame remain in effect. The text of retired boons is reproduced in [Retired Rewards](#) for reference. More information is available on the Boons tab of your [My Organized Play](#) page.

Experience Points (XP)

Each scenario awards 1 XP. Each quest typically awards 0.25 XP. Sanctioned Adventures list the XP awarded in their sanctioning document.

Reputation

Each adventure lists how much reputation to award. Scenarios typically award 1 Reputation for accomplishing the mission you were sent on and 1 more for going above and beyond expectations (for a total of 2 Reputation gained.) Scenarios with the Faction tag will often reward an additional 1 Reputation with the highlighted Faction(s) for completing their goals.

Sanctioned Adventures have variable Reputation rewards called out in the sanctioning documentation.

Treasure

Treasure Access: GMs cross off the high level range items on the chronicle sheet if the party did not play in high level range.

Credits earned: Each chronicle lists the "Max Credits" a scenario grants if the PCs complete all encounters and find all the treasure. PCs playing in their level range receive the amount listed for that level range. PCs playing outside their level range receive the amount listed for "Out of level range".

Filling Out a Chronicle

STARFINDER SOCIETY A. Scenario #3-21: Frozen Ambitions: Renewal's Blight

Character Chronicle # _____

Player Name: B. Character Name: C. Organized Play ID: _____ Character #: _____ Faction: _____

Adventure Summary: E.

All Levels: G. Levels 5-6: G.

Reputation: _____

For GM Only: I. EVENT NAME, J. EVENT CODE, K. DATE, L. GM Organized Play ID

LEVELS: Normal Max Credits

LEVELS: Normal

LEVELS: Normal

LEVELS: Normal

LEVELS: Normal

EXPERIENCE: Starting XP, XP Gained (success), Final XP Total

FAME: Initial Fame, Fame Gained (success), Fame Spent, Final Fame

CREDITS: Starting Credits, Credits Gained (success), Day Job (success), Credits Spent, Total

FILLING OUT A CHRONICLE SHEET

The sections of a Chronicle are detailed below. Sections marked with an asterisk (*) include some element that GMs must address before players leave the table, either by filling it in themselves or asking the players to fill in the appropriate information. Players can fill out other sections between sessions.

- (A.) **Adventure Name/Number:** Preprinted on the form.
- (B.) **Character Name:** Name of the hero who took part in this adventure.
- (C.) **Character Number:*** Unique Identifier for the character who took part in the adventure, including players Organized Play ID and the Character number.
- (D.) **Partner Code:** A unique code that identifies the Chronicle. May be used by third-parties to reference the Chronicle.
- (E.) **Adv Summary:** This might contain checkboxes to help remind you which choices you made during the adventure.
- (F.) **Pointer to AcP:** Where to find AcP totals on the Paizo Web Page.
- (G.) **Treasure Access:** Uncommon or high level items found during the adventure.
- (H.) **Variable quantities:*** Quantities that depend on character's level or successes during the adventure, such as credits earned, reputation, etc.
- (I.) **Event Name:*** Name given to the event on Paizo.com. This is used to resolve issues that can occur when an event number is incorrect or illegible.

(J.) **Event Number***: Unique identifier provided by the event organizer indicating what event the game occurred at.

(K.) **Date***: Date the adventure completed

(L.) **GM Number***: The GM's Organized Play ID

Additional Adventures

Sanctioned Adventures

In addition to the adventures written for Starfinder Society, some other adventures Paizo produces have been sanctioned for organized play. Since these adventures are published for a wider audience than the Starfinder Society campaign, there is typically a downloadable [sanctioning document](#) with chronicles and any special considerations for organized play.

- **Starfinder Adventure Paths**: Multi-volume campaigns that take dozens of game sessions to complete. Many Adventure Paths are sanctioned for use in the Starfinder Society campaign.
- **Starfinder Adventures**: Stand-alone adventure books that take one or more sessions to complete. Many Adventures are sanctioned for use in the Starfinder Society campaign.
- **Starfinder Bounties**: Short one-hour adventures aimed at introducing new players to the game or representing what characters do between Starfinder missions. Bounties are sanctioned for use in the Starfinder Society campaign.
 - As sanctioned adventures, all Starfinder Bounties are repeatable.
 - **As sanctioned adventures, bounties do not grant downtime.**

Modes of Play

The society rules for play are customized to work with Starfinder Quests and Scenarios, and are not necessarily applicable to other sanctioned adventures. As such, SFS has 2 different modes of play:

Society Mode is used for SFS Scenarios and Quests, and adheres to all the rules published in this guide. Society mode is governed by the [Run as Written](#) provisions in Game Master Basics.

Adventure Mode is used for adventures not specifically designed for society play, and allows the GM more freedom to adapt those adventures, including running the adventure in Starfinder using GM house rules and the ability to alter encounters and statistics found in the adventure.

Character Types

Most Starfinder Society Scenarios and Quests require the use of a SFS character or SFS sanctioned pregen. Most Adventure Mode sanctioned products can be played with any character; some include pregens, though, and players are encouraged to play those characters for an optimal experience.

Starfinder Society Characters must be built using the rules in the Character Creation Appendix, starting at level 1, and played from there. (Some boons allow characters to start at higher levels.) Any adventure that can be played with a SFS character can also be played with a SFS Sanctioned Pregen. When playing an adventure

using a SFS character, the chronicle **must** be assigned to that character.

Story Pregens are characters released with an adventure, and often contain ties to the adventure's backstory.

Champaign Characters are characters that are designed according to the GM's House Rules.

Table: Ruleset / Characters by product

Ruleset	SFS Characters Only	Story Pregens Required	Story Pregens Recommended*	Campaign Characters
Society Mode	Scenario, Quest	-	-	-
Adventure Mode	Bounty	Free RPG Day	Beginner Box, One Shot	Adventure, Adventure Path

* To provide the same level of experience, we strongly recommend that GMs who chose to use Campaign Characters instead work with their players to tie those characters into the adventure backstory.

Sanctioning Documents

Each Sanctioned Adventure comes with a freely downloadable Sanctioning Document located on the product's description page on paizo.com. This document contains the rules for running that adventure, as well as Chronicle Sheets awarded for completion.

Read the sanctioning document carefully, as it may modify the Adventure's rewards. Specific information in a particular sanctioning document always takes precedence over the general information presented in this Guide.

Unlike Starfinder Society adventures, Chronicles for Sanctioned Adventures are assigned at the completion of the adventure.

A group can complete an adventure when the adventure is not sanctioned. If it later becomes sanctioned, the GM is allowed and encouraged to issue chronicles to all interested players. These chronicles are applied as if the group had completed the adventure on the date the chronicle is issued. Such chronicles must have an accurate issue date (that is, they cannot be backdated) and cannot be applied such that they retroactively affect other chronicles.

GM Rewards

The Starfinder Society rewards GMs for volunteering their time to run events. Any GM who runs a scenario can assign a Chronicle Sheet for that scenario to one of their own characters, earning full credit. GMs also receive rewards based on the number of scenarios they have run and reported.

GM Credit

GMs earn [GM credits](#), [Achievement Points](#), and a [chronicle](#) the first time they GM an adventure. Any subsequent GM sessions earn GM credits and AcP, but no chronicle unless the adventure has the repeatable tag. GMing a single Adventure Path volume earns 2 tables of GM credit.

Chronicles earned by GMing must be assigned to characters when received, but do not need to be applied until later. See [Applying Credit](#) for more details. GMs have a few special rules for assigning and applying chronicles:

- Chronicles earned by GMing provide full rewards. This includes 100% of all credits, XP, reputation (including any bonus reputation), Downtime, and access to items and boons.
- A GM's character receives credit for the level range they are in when the chronicle is applied, regardless of the level at which the GM ran the adventure.
- GMs can choose not to receive a chronicle for any game they run, deferring it to a future run.
- GMs can assign Chronicles to characters currently playing another adventure. In this case, apply the chronicle after the character completes their current adventure.
- Chronicles earned by GMing and playing count equally for the one Chronicle per character rule.
- When a chronicle is assigned to a character who is below the minimum level of the adventure, treat it as if the GM had played a pregenerated character at the minimum level of the adventure.
- The GM can chose any combination of checkboxes / boons / rewards that could have been earned by a player.

The GM is not limited to the results of the players at any particular table; however, they must select rewards that could have been earned during a single play of the adventure. Boons for specific faction members may only be selected if the character that is receiving credit also receives Reputation for that faction. The GM's character receives [Downtime](#) when the chronicle is applied.

Aside from these stipulations, it is otherwise treated as if the adventure had been played with a pregenerated character with a level equal to the adventure's minimum level.

GM Novas

The Starfinder Society offers a GM rank system, using novas to represent the activity and experience of a given GM. The novas are visible on the GM's organized play ID card. A GM can earn up to five novas. Earning novas 1-4 requires running a certain number of reported games; earning a 5th nova has additional requirements. The total number of reported adventures for each nova is as follows:

Adventures reported	Novas earned
10 adventures	1 Nova
30 adventures	2 Novas
60 adventures	3 Novas
100 adventures	4 Novas
150 adventures	5 Novas <i>with additional requirements met</i>

GMs receive the following rewards based on the number of GM novas they have earned:

- For each nova earned, GMs can apply a +1 bonus to all rerolls gained via boons.
- For each nova earned, GMs can [replay](#) one scenario once.
- GMs with 4 or 5 Novas may be able to run exclusive or limited release content.

A GM must accomplish the following to qualify for their fifth nova:

- Report 150 adventures as a GM.
- Run 50 different adventures.
- Run 10 or more adventures from the 5 Nova Qualifying Adventures list (below). With the exception of multi-table interactives, a particular scenario can earn credit for a maximum of 3 of those 10.
- Complete 3 evaluation games in the presence of a Qualified Evaluator (A venture-captain, regional venture-coordinator, or Paizo Organized Play staffer) using the Organized Play rubric.

If no Qualified Evaluator is willing or able to evaluate a GM due to unreasonable travel requirements or similar reasons, the GM can contact their regional venture-coordinator. In such cases, their RVC can designate a 5-nova GM, a venture-lieutenant, or other trusted community member as a Qualified Evaluator for that GM.

5-Nova Qualifying Adventures:

- All multi-table interactive specials
- Starfinder Society #2-24: [Cornered Rat](#)
- Starfinder Society #3-20: [Fleeting Truth: Everchanging Revelation](#)
- Starfinder Society #4-09: [Through Sea and Storm](#)
- Starfinder Society #1-98: [Into the Perplexity: The First Trial](#)

To fully experience the benefits of peer review and feedback, we recommend the following observation schedule:

- **0-10 Games:** You're getting your feet wet. Thanks for GMing!
- **11-49 Games:** Use the rubric to get a feel for organized play best practices. Consider having a fellow GM sit at your table and give feedback.
- **50-99 Games:** Ask any venture-officers at your tables to do a rubric evaluation to give feedback as if it were an evaluation game.
- **100+ Games:** Ask a qualifying observer to complete a formal evaluation.

Organized Play Rubric

Aspect	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations
The GM's preparation allowed for smooth game flow.	The GM had to check on information repeatedly throughout the session, and/or took long pauses to figure out what happens next.	The GM had to check on things throughout, but the game did not experience extensive delays.	The GM was able to keep the flow of the game consistent, and the GM dealt with unforeseen challenges by exercising skilled time management.
The GM had a solid understanding of the rules to the game	The GM has basic rules knowledge, but frequent breaks or questions impacted the flow of the game. GM did not know the majority of the rules. GM defaulted to arbitrary ad hoc rulings. GM confused rules between game systems consistently. GM did not allow players to question GM rulings made at the table.	The GM had average rules knowledge, and questions did not impact the flow of the game. GM knew the most common rules of the game well and and GM did not have confusion between game systems. GM allowed players to question GM rulings and resolved questions in a professional manner.	The GM had solid rules knowledge, and kept the game flowing while handling questions. GM acknowledged when a rule is unclear or when the GM made a mistake. GM did not have confusion between game systems. If a rules challenge arose, the GM handled it fairly and consistently.
The GM took efforts to make the game distinct and interesting.	The GM made little attempt at tying in setting, NPCs, or imagery to convey an imaginative setting. GM did not provide opportunities for players to engage with the storyline.	The GM made a reasonable effort to make the game distinct in at least one meaningful way, such as deeply roleplaying the NPCs, using setting specific terms and lore to increase immersion, or using words with imagery to describe the environment, situations.	The GM put in an excellent effort to make the game distinct, using multiple techniques off the "meets expectation" list.
GM presented the scenario as written.	The GM followed the gist of the storyline but adjusted content. The GM did not run encounters as written. The GM ran the wrong sub-tier encounters.	The GM ran the adventure as written. The GM did not allow for creative solutions by the PC to resolve situations.	The GM stayed true to the storyline while allowing for creative solutions and player interest.

The GM understood and applied the rules of the Organized Play Program.	The GM was not familiar with core organized play concepts. GM was unfamiliar with the contents of the Guide.	The GM was familiar with the majority of organized play concepts and applies the rules of organized play consistently. GM knows where to look up general guidelines in the Guide.	The GM was markedly familiar with the majority of organized play concepts and applies the rules of organized play consistently. GM knew where to find obscure corner case answers in the Guide.
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Table Variation and Creative Solutions

While the goal of the Starfinder Society is to provide an even, balanced experience to all players, doing so would require all PCs to be exactly the same and all GMs to be restricted to a stiflingly oppressive script. We understand that sometimes a Game Master has to make rules adjudications on the fly, deal with unexpected player choices, or even cope with extremely unlucky (or lucky) dice on both sides of the screen.

Scenarios must be run as written, with no addition or subtraction to the number of creatures (unless indicated in the scenario), or changes to armor, feats, items, skills, spells, starships, statistics, or weapons. However, if the actions of the PCs before or during an encounter invalidate the provided tactics or starting locations, the GM can consider changing these aspects to provide a more enjoyable play experience.

As a Starfinder Society GM, you have the right and responsibility to make whatever judgments, within the rules, that you feel are necessary at your table to ensure everyone has a fair and fun experience. This does not mean you can contradict rules or restrictions outlined in this document, a published Starfinder RPG source, errata document (for example, the [FAQ and Errata](#)), or official FAQ (for example, the [SFS FAQ](#)) on [paizo.com](#) . What it does mean is that only you can judge what is right for your table during cases that are not covered in these sources.

Additionally, the GM may consider utilizing terrain and environmental conditions when those effects have been written into the flavor of a scenario but the mechanics that are normally associated with them by the Starfinder Core Rulebook have not been added to the encounters. GMs are always encouraged to reward role-playing when adjudicating the reactions of NPCs or the outcome of in-game encounters.

GMs may use other Starfinder sources to add flavor to the scenario, but may not change the mechanics of encounters. Specifically, the mechanics of an encounter are the creatures presented, the number of opponents in the encounter, and the information written into the stat blocks for those opponents. If an encounter is a trap, or skill check that needs to be achieved to bypass a situation, then the listed DCs and results are not to be altered, as they are the mechanics of that encounter. Additionally, if an encounter already includes mechanical effects of terrain, weather, or hazards, please be aware that these things are also considered mechanics that may not be altered. GMs cannot ban legal character options at public events.

If an issue comes up repeatedly or causes a significant problem in one of your games, raise any questions or concerns on the [Starfinder Society forums](#) , and the campaign management staff will work to provide you with an answer to avoid confusion in the future. Even with unlimited time to address such concerns, however, there

will always be slight table variation and Game Master fiat. The following sections provide advice on addressing some common table variations.

Creative Solutions

Sometimes during the course of a scenario, your players might surprise you with a creative solution to an encounter (or the entire scenario) that you didn't see coming and that isn't expressly covered in the scenario. If, for example, your players manage to roleplay their way through a combat and successfully accomplish the goal of that encounter without killing the antagonist, give the PCs the same reward they would have gained had they defeated their opponent in combat. If that scene specifically calls for the PCs to receive a credits reward based on the gear collected from the defeated combatants, instead allow the PCs to find a credstick (or something similar) that gives them the same rewards. Additionally, if the PCs miss an NPC who carries a specific weapon that the PCs might be granted access to on the scenario's Chronicle Sheet, don't cross that item off the sheet— instead, allow the PCs to find the item elsewhere as a reward for creatively resolving the encounter without resorting to combat.

The Starfinder Society never wants to give the impression that the only way to solve a problem is to kill it. Rewarding the creative use of skills and roleplaying not only make Society games more fun for the players, but it also gives the GM a level of flexibility in ensuring players receive the rewards they are due.

But what if your players accidentally or intentionally kill an important NPC who was supposed to give them a crucial piece of information that's needed for the scenario to progress? This is a tough problem for the GM and requires improvisation. Don't decide the scenario is over just because the old man with the letter was caught in a crossfire and roasted alive by laser rifles, destroying both him and the important letter. Reveal that the letter survived by some freakish miracle (it was in a fireproof augmentation in his arm!) or maybe that the old man had a lackey who was watching from a nearby alley and knows everything the old man did, or another similar explanation. Improvisation will keep your scenario moving forward and help you work around unforeseen obstacles.

Ethical Infractions

Players are responsible for their characters' actions. "That's just what my character would do" is not a defense for behaving like a jerk.

Alignment infractions are a touchy subject. Killing an innocent, wanton destruction, and other acts that can be construed as evil might be considered alignment infractions. Ultimately, you are the final authority at the table, but you must warn any player whose character is deviating from their chosen alignment. This warning must be clear, and you must make sure that the player understands the warning and the actions that initiated the warning. The PC must be given the opportunity to correct the behavior, justify it, or face the consequences. You can issue a warning to the player through a "feeling" they receive from their deity, a vision they are given, their conscience talking to them, or some other similar roleplaying event.

Infamy: As Starfinder has no rules for magical atonement, alignment infractions are tracked by the application of Infamy. When a character expresses the intent to perform a wantonly evil or callously criminal action and you inform them that their action would be considered an evil action, if the character still persists in

performing the action, you can apply a point of Infamy to the character. Because Starfinder Society characters cannot be evil, gaining Infamy does not mandate a change in the character's alignment, but rather, represents a step towards becoming evil.

Beyond GM intervention, some scenarios and written products may present evil solutions to situations. These actions will be called out within the adventure text as being appropriate to give a character partaking in them a point of Infamy. Still, the GM is the final arbiter on what constitutes an alignment infraction and when Infamy is gained by a character at the table.

Every point of Infamy represents the PC's reputation for performing evil actions. A character can have a maximum of 3 Infamy before that character must be retired; it is assumed characters with 3 points of Infamy become irrevocably evil and are no longer welcome to join standard Starfinder Society operations.

Effects of Infamy: A character can have an Infamy score between 0 and 3. Gained Infamy can be "bought off" by purchasing the [Infamy Reduction](#) boon. The following summarizes the effects of Infamy based on the number of points accrued:

- **0:** No effect. The character is considered in excellent moral standing with the Starfinder Society.
- **1:** The character has earned a reputation for performing unseemly deeds. The character reduces the maximum item level of equipment they can purchase by 1. This typically means that the PC can purchase equipment from outside the Starfinder Core Rulebook with an item level equal to their level -1, they can purchase only equipment from the Starfinder Core Rulebook equal to their level, and can purchase equipment listed on a Chronicle Sheet only if its level is at most 1 higher than their level.
- **2:** The character is renowned for their evil exploits in the name of the Starfinder Society. The character reduces the maximum item level of equipment they can purchase by 2. This typically means the PCs can purchase equipment from outside the Starfinder Core Rulebook with an item level equal to their level -2, or purchase equipment listed in the Starfinder Core Rulebook equal to their level -1. A PC with this level of Infamy can purchase equipment listed on their Chronicle Sheets only if its level is equal to or less than their level.
- **3:** The character has earned such a reputation that they are barred from participating in the Starfinder Society, unless they spend AcP to reduce their Infamy score at the end of the session. If the character lacks sufficient AcP to reduce their Infamy score by the end of the scenario, the character is permanently retired from play.

Major Infractions: Characters who become wantonly evil by performing vile actions deliberately and without motive or provocation are retired from the campaign when they reach 3 Infamy and cannot reduce the value by spending AcP. This measure is a last resort; players must try to play their characters in ways that are within the constraints of acceptable alignments, even if their characters have gained some Infamy.

If a character is retired as defined above, escalate the report to the event coordinator, or the local venture-captain or regional venture-coordinator. If that venture-officer agrees with you, then the character is deemed wantonly evil and considered removed from the campaign. Again, these measures are a very last resort.

In the event of a wantonly evil character, record the character as "dead," and the person who reports the table

will check that box as well. If the event coordinator, venture-captain, or regional venture-coordinator decides the character fits the criteria for being wantonly evil, they will then email the Organized Play Coordinator to advise them of the situation, including the player's name, organized play number, and email address. A player must be advised of these actions and be provided with a chance to contact their RVC to present their side of the case.

Dealing with the Unexpected

When you are looking over the character record sheets and Chronicle Sheets of your players at the start of an event slot, if you notice anything that seems amiss, you can ask the player to explain any errors to you. If you believe a player to be cheating, please call over a coordinator to make a ruling.

If you are both the coordinator and the GM, it's your call how to proceed, though we recommend that you do so calmly, nicely, and with an open mind. The player might have simply made a mistake, or you might have made a mistake in your understanding of their Chronicle Sheet and character record sheet.

Remember that the game is supposed to be fun, so waste as little time as possible on drama and spend as much time as possible providing an exciting, action-packed scenario for your players.

If you find a mistake on a Chronicle Sheet or character record, resolve it as fairly as possible, such as having the character spend additional credits needed to meet the full purchase price of the item, retrain any feats using the guidelines presented in the "Playtests and Errata" section of this document, or replace any prepared spells not legal for play. Check with your event coordinator or a venture-officer if you are unsure of how to fix a mistake.

Dealing with Death

Given the dangers characters face once they become Starfinders, character death is a very real possibility (and a necessary one to maintain a sense of risk and danger in the game). Consider, however, that for a player new to Starfinder Society, or to the Starfinder RPG in general, having their character experience a violent death during their first game can sour them on the campaign and the game altogether. While we don't advocate fudging die rolls, consider the experience of the player when deciding whether to use especially lethal tactics or if a character is in extreme danger of death, especially when the player is new to the game. Most players whose first experience in a campaign results in a character death don't return to the campaign.

A dead character's player receives a Chronicle Sheet for the adventure with no XP, reputation, credits, or boons. The GM reports that character as dead when reporting the adventure and notes the death on the character's Chronicle Sheet.

Similarly, if the entire party is killed and can't be brought back to life, then the slot is over for everyone in the party. This means those players may have a substantial span of time before their next event at a convention with no game to play. Obviously, we hope that such total party kills never happen (and strive to balance the scenarios to make it unlikely)—but, sometimes, the dice just aren't with you and everyone passes into the Great Beyond.

Dealing with out of game problems

Sometimes circumstances prevent a player from completing a scenario. Reasons include—but are not limited to—personal emergencies, device battery issues, venue problems, and bad timing. To mitigate the impact on the table, GMs can exercise their discretion by adjusting the scenario's level range or Challenge Point Adjustment to accommodate the table's new Challenge Point Total, bring in the pregenerated character that most closely resembles the lost PC, or postpone the game until all players are able to complete the scenario. In the event that a character sheet is no longer accessible due to a loss of battery power, the player can play the pregenerated character and apply the scenario's rewards to their original character. In all cases where the GM applies one of the above remedies, rewards for all players are based on the lowest level range played during the scenario.

GMs should work with players who do not finish an adventure to receive their Chronicle Sheets. When filling out this chronicle the Player receives 1 XP. They receive any reputation rewarded for the tasks the party has completed up to that point, as well as any credits earned to that point, and any items found that were listed on the chronicles.

Players receive partial credit for Adventures and Adventure Path volumes based on the amount of sanctioned material they completed. If they complete less than half of the adventure, they receive half of the adventure's credits and XP; they gain full access to the items that they found during play. If they complete more than half of the adventure, they receive full credit for the adventure.

In the (hopefully rare) case of a medical emergency (defined as a player needing immediate, unexpected, professional medical treatment), the chronicle is filled out as if the player stayed for the full session and they earn the same benefits as the rest of the table.

Dealing with Distractions

No game table is completely free of distractions. However, if something (like an electronic device) creates an ongoing distraction, a GM can request that the player put it away or police their use of the device (such as not also using a tablet computer to play a video game). If the device continues to be a distraction, the GM has the right to ban that particular item for the duration of the game.

Cheating

Cheating is rare, and it can be a rather heated topic. If you suspect that a player is cheating, it's always a good idea to take a step back and consider the possibility that they are instead making an honest mistake.

Inaccurate numbers on a character or mistakes on a Chronicle are far more likely to be math errors than deliberate cheating. When you see these issues, keep an open mind and work with the player to resolve them. Other issues, such as lying about the results of a dice roll or the contents of their character sheet or breaking the rules even after being informed of what they are, are more clear-cut. If you believe the player to be cheating, record the organized play number of the player in question and then ask them to leave your table. Afterward, send an email to the Organized Play staff at organizedplay@paizo.com, including the player's number and as much detail as you can remember about the situation.

Starships

Starship Basics

Starship combat is an integral part of the Starfinder Roleplaying Game and players should expect to participate in it from time to time. As explained earlier in this guide, certain scenarios have the Starship tag, indicating that the associated scenario includes one or more starship combat encounters. This appendix details all the guidelines and information necessary for players to participate in starship combat encounters, in addition to the rules presented in the Starfinder Core Rulebook.

Starship Combat Overview

The Starfinder RPG contains a robust system for starship creation and customization, which while intuitive for home campaigns, is difficult to manage in an organized play environment. As starships are essentially another character shared between a party, it would be extremely time consuming for a group of players to decide on exactly how to customize a starship prior to a scenario. To facilitate ease of play, the Starfinder Society provides characters with common starship variants, accessible in any scenario involving starship combat.

Starship Choice: Starship choice occurs immediately prior to slotting boons for the scenario. During this period, the PCs can also decide on any Starship boons they wish to utilize (more on this further below). The party should come to an agreement on which starship will best suit their style of play, as well as the best starship for the specific mission. In the event that the party cannot come to a unanimous agreement on which ship to take, scenarios provide a suggested starship from those commonly available, which the GM can declare the party will use.

When choosing a starship, the PCs always receive the version of the ship with a tier equal to the highest level of their subtier. For example, a party selecting a starship for a Subtier 1-2 scenario would receive the tier 2 ship, while a party selecting a starship for a Subtier 5-6 scenario would receive a tier 6 ship.

Common Starships: The Azata, Drake, and Pegasus models of starship are the most commonly employed ships in the modern Starfinder Society. This guide includes stat blocks of each at tiers 2, 4, 6, 8, 10 and 12. Versions at higher tiers exist, but they are included within a scenario when appropriate. With the exception of the Gorgon, ships presented in this guide are always available to PCs; the Gorgon is accessible only with the [Starship Schematic](#) boon, a Tier 4 Exo-Guardians [faction reward](#).

New Starships: Throughout the course of a character's career, they may come into possession of a new starship to use in the Starfinder Society Roleplaying Guild. Often, these starships will be a reward from an important scenario, gained from a promotional Chronicle sheet, or featured temporarily in an adventure. Unlike the common starships presented in this guide, new starships will have all the rules for using them in starship combat scenarios listed on their respective information sheets.

Azata (Explorer Frame Variant)

The Azata is the first of a new generation of spacecraft designed to modernize the Starfinder Society fleet and support First Seeker Ehu Hadif's renewed focus on exploration and expanding the Society's presence in the

Vast. It is designed to support long-range travel, withstand hazardous environments, and be well-equipped for the rigors of deep-space exploration. It features the best scanners and science assets of the common Starfinder ships, though it is the least heavily-armed.

Drake (Transport Frame Variant)

When a problem can be solved through the liberal application of missiles, the Drake stands ready. This workhorse starship proves the Starfinder Society can bring impressive combat presence to a space battle. It sacrifices scanning capabilities and the built-in expansion bays of the Pegasus, making it less enticing to support landing parties or extended operations; the Azata outpaces both the Drake and the Pegasus in longevity and scanning.

Pegasus (Explorer Frame Variant)

The Pegasus emphasizes speed and provides a suite of supportive options. It is less armed than the Drake but employs improved sensors and a host of ready expansion bays; in turn, its sensors are less advanced than the Azata but it has more firepower. This makes the Pegasus ideal for missions where starship support and combat capabilities are likely to be equally as valuable.

Gorgon (Destroyer Frame Variant)*

The Gorgon represents a new class of starship pressed into service by the Exo-Guardians faction and intended to handle high-level threats. Unlike the Society's other standard starship designs, the Gorgon sacrifices amenities and scientific equipment in exchange for raw firepower. These ships thrive in battle or situations where force of arms is more important than other considerations.

***Selecting this starship requires the [Starship Schematic](#) boon.**

Starship Boon Slot

Following the selection of a starship, a character can select a boon for his Starship boon slot. This boon slot typically includes boons that act as abilities, modifications, or replacements for starships. Each Starship boon indicates the specific rules in applying it, often citing specific starships or tiers to which the boon can be applied. For ease of play, players do not need to concern themselves with the build points, power core units (PCU), or available expansion bays of a shared starship.

Unless otherwise stated, multiple versions of the same Starship boon do not stack.

Starship Statblocks

Tier 2 Starships

Starfinder Society Drake Tier 2

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 12; **TL** 12

HP 70; **DT** —; **CT** 14

Shields light 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) gyrolaser (1d8; range 5; [broad arc](#))

Attack (Turret) coilgun (4d4; range 20), high explosive missile launcher (4d8; range 20; speed 12; limit 5)

Power Core Arcus Heavy (130 PCU)

Drift Engine Signal Basic

Systems budget medium-range sensors, crew quarters (good), mk 1 trinode computer, mk 2 armor, mk 2 defenses

Expansion Bays cargo hold, escape pods

Modifiers +1 to any three checks per round

Complement 4-7

Starfinder Society Pegasus Tier 2

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 12; **TL** 12

HP 55; **DT** —; **CT** 11

Shields basic 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) light laser cannon (2d4; range 5)

Attack (Port) light laser cannon (2d4; range 5)

Attack (Starboard) light laser cannon (2d4; range 5)

Attack (Turret) coilgun (4d4; range 20)

Power Core Pulse Green (150 PCU)

Drift Engine Signal Basic

Systems basic medium-range sensors, crew quarters (good), mk 1 duonode computer, mk 2 armor, mk 2 defenses

Expansion Bays cargo hold, escape pods, science lab, tech workshop

Modifiers +1 to any two checks per round, +2 Computers, +1 Piloting

Complement 4-7

Starfinder Society Azata Tier 2

Medium explorer

Speed 8; **Maneuverability** good (turn 1); **Drift** 1

AC 12; **TL** 12

HP 55; **DT** —; **CT** 11

Shields basic shields 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) light EMP cannon ([special](#); range 5)

Attack (Turret) coilgun (4d4; range 20)

Power Core Arcus Heavy (130 PCU)

Drift Engine Signal Basic

Systems budget long-range sensors, crew quarters (good), mk 1 trinode computer, mk 2 armor, mk 2 defenses

Expansion Bays medical bay, science lab (general), cargo hold, escape pods

Modifiers +1 to any three checks per round, +1 Piloting

Complement 4-7

The following starship is available only to characters benefiting from the Exo-Guardians Reputation Tier 4 Capstone boon, Starship Schematic.

Starfinder Society Gorgon Tier 2

Large destroyer

Speed 4; **Maneuverability** average (turn 2); **Drift** 1

AC 10; **TL** 10

HP 150; **DT** —; **CT** 30

Shields Basic 20 (forward 5, port 5, starboard 5, aft 5)

Attack (Forward) heavy laser cannon (4d8; range 10)

Power Core Arcus Ultra (150 PCU)

Drift Engine Signal Basic

Systems crew quarters (common), cut-rate sensors, mk 1 armor, mk 1 defenses

Expansion Bays cargo hold (4)

Modifiers -2 Computers, +2 Piloting

Complement 4-20

Tier 4 Starships

Starfinder Society Drake Tier 4

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 14; **TL** 14

HP 85; **DT** —; **CT** 17

Shields light 70 (forward 20, port 15, starboard 15, aft 20)

Attack (Forward) heavy laser cannon (4d8; range 10), coilgun (4d4; range 20)

Attack (Aft) coilgun (4d4; range 20)

Attack (Turret) coilgun (4d4; range 20), high explosive missile launcher (4d8; range 20; speed 12; limit 5)

Power Core Pulse Green (150 PCU)

Drift Engine Signal Basic

Systems budget medium-range sensors, crew quarters (good), mk 1 trinode computer, mk 4 armor, mk 4 defenses

Expansion Bays cargo hold, escape pods

Modifiers +1 to any three checks per round

Complement 4-7

Starfinder Society Pegasus Tier 4

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 13; **TL** 14

HP 65; **DT** —; **CT** 13

Shields light 60 (forward 20, port 15, starboard 15, aft 10)

Attack (Forward) light particle cannon (3d6; range 10)

Attack (Port) laser net (2d6; range 5; **point** +10)

Attack (Starboard) light laser cannon (2d4; range 5)

Attack (Turret) light particle cannon (3d6; range 10)

Power Core Pulse Red (175 PCU)

Drift Engine Signal Basic

Systems advanced medium-range sensors, crew quarters (good), mk 2 duonode computer, mk 3 armor, mk 4 defenses

Expansion Bays cargo hold, escape pods, science lab, tech workshop

Modifiers +2 to any two checks per round, +4 Computers, +1 Piloting

Complement 4-7

Starfinder Society Azata Tier 4

Medium explorer

Speed 8; **Maneuverability** good (turn 1); **Drift** 1

AC 14; **TL** 14

HP 65; **DT** —; **CT** 13

Shields medium shields 90 (forward 25, port 20, starboard 20, aft 25)

Attack (Forward) light EMP cannon (**special**; range 5)

Attack (Turret) coilgun (4d4; range 20)

Power Core Pulse Red (175 PCU)

Drift Engine Signal Basic**Systems** basic long-range sensors, crew quarters (good), mk 2 trinode computer, mk 4 armor, mk 4 defenses**Expansion Bays** medical bay, science lab (general), cargo hold, escape pods**Modifiers** +2 to any three checks per round, +2 Computers, +1 Piloting**Complement** 4-7

The following starship is available only to characters benefiting from the Exo-Guardians Reputation Tier 4 Capstone boon, Starship Schematic.

Starfinder Society Gorgon Tier 4

Large destroyer

Speed 6; Maneuverability average (turn 2); **Drift 1****AC 12; TL 12****HP 170; DT —; CT 34****Shields** Basic 60 (forward 15, port 15, starboard 15, aft 15)**Attack (Forward)** heavy laser cannon (4d8; range 10), twin laser (5d8; range 20)**Attack (Port)** light laser cannon (2d4; range 5)**Attack (Starboard)** light laser cannon (2d4; range 5)**Attack (Turret)** tactical nuclear missile launcher (5d8; range 20; speed 10; limit 5; [irradiate \(low\)](#))**Power Core** Arcus Ultra (150 PCU)**Drift Engine** Signal Basic**Systems** crew quarters (common), cut-rate sensors, mk 3 armor, mk 3 defenses; Expansion Bays cargo hold (4)**Modifiers** -2 Computers, +1 Piloting**Complement** 4-20**Tier 6 Starships****Starfinder Society Drake Tier 6**

Medium transport

Speed 8; Maneuverability average (turn 2); **Drift 1****AC 15; TL 14****HP 85; DT —; CT 17****Shields** medium 100 (forward 25, port 25, starboard 25, aft 25)**Attack (Forward)** particle beam (8d6; range 20), coilgun (4d4; range 20)**Attack (Port)** coilgun (4d4; range 20)

Attack (Aft) coilgun (4d4; range 20)

Attack (Turret) heavy plasma torpedo launcher (5d10; range 20; speed 12; limit 5)

Power Core Pulse Blue (200 PCU)

Drift Engine Signal Basic

Systems basic medium-range sensors, crew quarters (good), mk 2 trinode computer, mk 5 armor, mk 5 defenses

Expansion Bays cargo hold, escape pods

Modifiers +2 to any three checks per round, +2 Computers

Complement 4-7

Starfinder Society Pegasus Tier 6

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 14; **TL** 16

HP 65; **DT** —; **CT** 13

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) twin laser (5d8; range 20)

Attack (Port) laser net (2d6; range 5; **point** +10)

Attack (Starboard) light plasma torpedo launcher (3d8; range 20; speed 14; limit 5)

Attack (Turret) light particle cannon (3d6; range 10)

Power Core Pulse Blue (200 PCU)

Drift Engine Signal Basic

Systems advanced medium-range sensors, crew quarters (good), mk 3 duonode computer, mk 4 armor, mk 6 defenses

Expansion Bays cargo hold, escape pods, science lab,tech workshop

Modifiers +3 to any two checks per round, +4 Computers, +1 Piloting

Complement 4-7

Starfinder Society Azata Tier 6

Medium explorer

Speed 8; **Maneuverability** good (turn 1); **Drift** 1

AC 16; **TL** 15

HP 65; **DT** —; **CT** 13

Shields medium shields 120 (forward 30, port 30, starboard 30, aft 30)

Attack (Forward) light EMP cannon (**special**; range 5)

Attack (Port) flak thrower (3d4; range 5; **point** +8)

Attack (Starboard) flak thrower (3d4; range 5; **point** +8)

Attack (Turret) coilgun (4d4; range 20)

Power Core Pulse Red (175 PCU)

Drift Engine Signal Basic

Systems basic long-range sensors, crew quarters (good), mk 2 trinode computer, mk 6 armor, mk 6 defenses

Expansion Bays medical bay, science lab (general), cargo hold, escape pods

Modifiers +2 to any three checks per round, +2 Computers, +1 Piloting

Complement 4-7

The following starship is available only to characters benefiting from the Exo-Guardians Reputation Tier 4 Capstone boon, Starship Schematic.

Starfinder Society Gorgon Tier 6

Large destroyer

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 13; **TL** 14

HP 170; **DT** —; **CT** 34

Shields Medium 90 (forward 25, port 20, starboard 20, aft 25)

Attack (Forward) maser (6d10; range 20), twin laser (5d8; range 20)

Attack (Port) high explosive missile launcher (4d8; range 20)

Attack (Starboard) high explosive missile launcher (4d8; range 20; speed 12; limit 5)

Attack (Turret) tactical nuclear missile launcher (5d8; range 20; speed 10; limit 5; [irradiate \(low\)](#))

Power Core Arcus Maximum (200 PCU)

Drift Engine Signal Basic

Systems crew quarters (common), cut-rate sensors, mk 4 armor, mk 5 defenses

Expansion Bays cargo hold (4)

Modifiers -2 Computers, +1 Piloting

Complement 4-20

Tier 8 Starships

Starfinder Society Drake Tier 8

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 16; **TL** 15

HP 100; **DT** —; **CT** 20

Shields medium (160 forward 40, port 40, starboard 40, aft 40)

Attack (Forward) persistent particle beam (10d6; range 20), coilgun (4d4; range 20)

Attack (Port) coilgun (4d4; range 20)

Attack (Aft) laser net (2d6; range 5; [point](#) +10)

Attack (Turret) heavy antimatter missile launcher (10d10; range 20; speed 8; limit 5), light particle cannon (3d6; range 10)

Power Core Pulse Orange (250 PCU)

Drift Engine Signal Basic

Systems basic medium-range sensors, crew quarters (good), mk 2 trinode computer, mk 6 armor, mk 6 defenses

Expansion Bays cargo hold, escape pods

Modifiers +2 to any three checks per round, +2 Computers

Complement 4-7

Starfinder Society Pegasus Tier 8

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 15; **TL** 17

HP 75; **DT** —; **CT** 15

Shields medium 160 (forward 40, port 40, starboard 40, aft 40)

Attack (Forward) particle beam (8d6; 20 range 20), high explosive missile launcher (4d8; range 20; speed 12; limit 5)

Attack (Port) laser net (2d6; range 5; [point](#) +10)

Attack (Starboard) light EMP cannon ([special](#); range 5)

Attack (Turret) twin laser (5d8; range 20)

Power Core Pulse Orange (250 PCU)

Drift Engine Signal Basic

Systems advanced long-range sensors, crew quarters (good), mk 3 duonode computer, mk 5 armor, mk 8 defenses

Expansion Bays cargo hold, escape pods, science lab, tech workshop

Modifiers +3 to any two checks per round, +4 Computers, +1 Piloting

Complement 4-7

Starfinder Society Azata Tier 8

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 18; **TL** 17

HP 75; **DT** —; **CT** 15

Shields medium shields 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) light EMP cannon ([special](#); range 5)

Attack (Port) flak thrower (3d4; range 5; [point](#) +8)

Attack (Starboard) flak thrower (3d4; range 5; [point](#) +8)

Attack (Turret) high explosive missile launcher (4d8; range 20; speed 12; limit 5)

Power Core Pulse Orange (250 PCU)

Drift Engine Signal Basic

Systems advanced long-range sensors, crew quarters (good), mk 3 trinode computer, mk 8 armor, mk 8 defenses

Expansion Bays medical bay, science lab (general), cargo hold, escape pods

Modifiers +3 to any three checks per round, +4 Computers, +1 Piloting

Complement 4-7

The following starship is available only to characters benefiting from the Exo-Guardians Reputation Tier 4 Capstone boon, [Starship Schematic](#).

Starfinder Society Gorgon Tier 8

Large destroyer

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 15; **TL** 14

HP 200; **DT** —; **CT** 40

Shields Medium 160 (forward 40, port 40, starboard 40, aft 40)

Attack (Forward) graser (7d10; range 5; [irradiate \(med\)](#)), particle beam (8d6; range 20)

Attack (Port) tactical nuclear missile launcher (5d8; range 20; speed 10; limit 5; [irradiate \(low\)](#))

Attack (Starboard) tactical nuclear missile launcher (5d8; range 20; speed 10; limit 5; [irradiate \(low\)](#))

Attack (Turret) tactical nuclear missile launcher (5d8; range 20; speed 10; limit 5; [irradiate \(low\)](#))

Power Core Pulse Orange (250 PCU)

Drift Engine Signal Basic

Systems crew quarters (common), cut-rate sensors, mk 6 armor, mk 6 defenses

Expansion Bays cargo hold (4)

Modifiers -2 Computers, +1 Piloting

Complement 4-20

Tier 10 Starships

Starfinder Society Drake Tier 10

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 17; **TL** 16

HP 100; **DT** —; **CT** 20

Shields medium 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) persistent particle beam (10d6; range 20), heavy plasma torpedo launcher (5d10; range 20; speed 12; limit 5)

Attack (Port) coilgun (4d4; range 20)

Attack (Starboard) coilgun (4d4; range 20)

Attack (Aft) heavy laser net (5d6; range 5; [point](#) +12)

Attack (Turret) heavy antimatter missile launcher (10d10; range 20; speed 8; limit 5), light particle cannon (3d6; range 10)

Power Core Pulse Prismatic (300 PCU)

Drift Engine Signal Basic

Systems basic long-range sensors, crew quarters (good), mk 3 trinode computer, mk 7 armor, mk 7 defenses

Expansion Bays cargo hold, escape pods

Modifiers +3 to any three checks per round, +2 Computers

Complement 4-7

Starfinder Society Pegasus Tier 10

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 16; **TL** 18

HP 75; **DT** —; **CT** 15

Shields medium 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) persistent particle beam (10d6; range 20)

Attack (Port) heavy laser net (5d6; range 5; [point](#) +12)

Attack (Starboard) light particle cannon (3d6; range 10)

Attack (Turret) particle beam (8d6; range 20)

Power Core Pulse Prismatic (300 PCU)

Drift Engine Signal Basic

Systems advanced long-range sensors, crew quarters (good), mk 5 duonode computer, mk 6 armor, mk 9 defenses

Expansion Bays cargo hold, escape pods, science lab, tech workshop

Modifiers +5 to any two checks per round, +4 Computers, +1 Piloting

Complement 4-7

Starfinder Society Azata Tier 10

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 20; **TL** 18

HP 75; **DT** —; **CT** 15

Shields heavy shields 320 (forward 80, port 80, starboard 80, aft 80)

Attack (Forward) light EMP cannon ([special](#); range 5), particle beam (8d6; range 20)

Attack (Port) chain cannon (6d4; range 5; [ripper](#))

Attack (Starboard) chain cannon (6d4; range 5; [ripper](#))

Attack (Turret) high explosive missile launcher (4d8; range 20; speed 12; limit 5)

Power Core Nova Ultra (300 PCU)

Drift Engine Signal Basic

Systems advanced long-range sensors, crew quarters (good), mk 3 trinode computer, mk 10 armor, mk 10 defenses

Expansion Bays medical bay, science lab (general), cargo bay, escape pods

Modifiers +3 to any three checks per round, +4 Computers, +1 Piloting

Complement 4-7

The following starship is available only to characters benefiting from the Exo-Guardians Reputation Tier 4 Capstone boon, Starship Schematic.

Starfinder Society Gorgon Tier 10

Large destroyer

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 17; **TL** 16

HP 200; **DT** —; **CT** 40

Shields Heavy 240 (forward 60, port 60, starboard 60, aft 60)

Attack (Forward) persistent particle beam (10d6; range 20), persistent particle beam (10d6; range 20)

Attack (Port) heavy antimatter missile launcher (10d10; range 20; speed 8; limit 5)

Attack (Starboard) heavy antimatter missile launcher (10d10; range 20; speed 8; limit 5)

Attack (Turret) light particle cannon (3d6; range 10)

Power Core Pulse Prismatic (300 PCU)

Drift Engine Signal Basic

Systems crew quarters (common), cut-rate sensors, mk 8 armor, mk 8 defenses

Expansion Bays cargo hold (4)

Modifiers -2 Computers, +1 Piloting

Complement 4-20

Tier 12 Starships

Starfinder Society Drake Tier 12

Medium transport

Speed 8; Maneuverability average (turn 2); **Drift 1**

AC 18; TL 18

HP 115; DT —; CT 23

Shields heavy 280 (forward 70, port 70, starboard 70, aft 70)

Attack (Forward) linked plasma cannons (10d12; range 10)

Attack (Port) twin laser (5d8; range 20)

Attack (Starboard) twin laser (5d8; range 20)

Attack (Aft) heavy laser net (5d6; range 5; **point** +12)

Attack (Turret) heavy antimatter missile launcher (10d10; range 20; speed 8; limit 5), heavy plasma torpedo launcher (5d10; range 20; speed 12; limit 5)

Power Core Pulse Prismatic (300 PCU)

Drift Engine Signal Basic

Systems basic long-range sensors, crew quarters (good), mk 4 trinode computer, mk 8 armor, mk 9 defenses

Expansion Bays cargo hold, escape pods

Modifiers +4 to any three checks per round, +2 Computers

Complement 4-7

Starfinder Society Pegasus Tier 12

Medium explorer

Speed 10; Maneuverability good (turn 1); **Drift 1**

AC 18; TL 19

HP 85; DT —; CT 17

Shields heavy 280 (forward 70, port 70, starboard 70, aft 70)

Attack (Forward) persistent particle beam (10d6; range 20), heavy antimatter missile launcher (10d10; range 20; speed 8; limit 5)

Attack (Port) heavy laser net (5d6; range 5; **point** +12)

Attack (Starboard) light EMP cannon (**special**; range 5), light plasma cannon (2d12; range 5)

Attack (Turret) particle beam (8d6; range 20)

Power Core Pulse Prismatic (300 PCU)

Drift Engine Signal Basic

Systems advanced long-range sensors, crew quarters (good), mk 6 duonode computer, mk 8 armor, mk 10 defenses

Expansion Bays cargo hold, escape pods, science lab, tech workshop

Modifiers +6 to any two checks per round, +4 Computers, +1 Piloting

Complement 4-7

Starfinder Society Azata Tier 12

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 22; **TL** 19

HP 85; **DT** —; **CT** 17

Shields heavy shields 480 (forward 120, port 120, starboard 120, aft 120)

Attack (Forward) light EMP cannon ([special](#); range 5), particle beam (8d6; range 20)

Attack (Port) chain cannon (6d4; range 5; [ripper](#))

Attack (Starboard) chain cannon (6d4; range 5; [ripper](#))

Attack (Turret) high explosive missile launcher (4d8; range 20; speed 12; limit 5)

Power Core Nova Ultra (300 PCU)

Drift Engine Signal Basic

Systems ultra long-range sensors, crew quarters (good), mk 4 trinode computer, mk 12 armor, mk 12 defenses

Expansion Bays medical bay, science lab (general), cargo bay, escape pods

Modifiers +4 to any three checks per round, +6 Computers, +1 Piloting

Complement 4-7

The following starship is available only to characters benefiting from the Exo-Guardians Reputation Tier 4 Capstone boon, Starship Schematic.

Starfinder Society Gorgon Tier 12

Large destroyer

Speed 6; **Maneuverability** average (turn 3); **Drift** 1

AC 19; **TL** 17

HP 230; **DT** —; **CT** 46

Shields Heavy 320 (forward 80, port 80, starboard 80, aft 80)

Attack (Forward) persistent particle beam (10d6; range 20), persistent particle beam (10d6; range 20)

Attack (Port) heavy antimatter missile launcher (10d10; range 20; speed 8; limit 5)

Attack (Starboard) heavy antimatter missile launcher (10d10; range 20; speed 8; limit 5)

Attack (Turret) X-Laser cannon (8d6; range 20; [line](#))

Power Core Gateway Heavy (400 PCU)

Drift Engine Signal Basic

Systems crew quarters (common), cut-rate sensors, mk 10 armor, mk 10 defenses

Expansion Bays cargo hold (4)

Modifiers -2 Computers, +1 Piloting

Complement 4-20

Volunteers

Event Coordinators

Your Duties as an Event Coordinator

- Register your event on the GM/Event Organizer tab at paizo.com/organizedplay/myAccount.
- Soon after your event ends, return to the link above to report the results of your sessions.

Report the game

Once you have completed an adventure and filled out Chronicle Sheets, report the results of the scenario as part of the living campaign that is Organized Play. For home games, GMs are always responsible for reporting their results. For publicly organized games, the coordinator is responsible for reporting the results.

To report a game, you will need to collect:

- Each player's Organized Play ID number
- Each character's name, number, faction, and Reputation earned
- Whether to check any reporting boxes & which boxes if so (see below)
- Which, if any, PCs died.

As soon as possible after the session ends, go to the GM/Event Coordinator tab at paizo.com/organizedplay/myAccount and click "Report." Enter the information you collected.

Many scenarios have reporting notes at the end of the adventure. When reporting a game, the reporter checks one or more boxes (A, B, C, or D) based on the PCs' choices, helping shape the direction of the campaign.

Some scenarios also have a special faction objective in the reporting notes. When reporting a game, check the "Special Faction Objective Fulfilled" box if the PCs fulfilled that condition.

Regardless of the location of play, do not forget to report the results—reporting is very important to the success of the Starfinder Society!

Additional Volunteer Opportunities

Information on [Additional Volunteer Opportunities](#) can be found on the Organized Play Foundation website.

Appendices

Glossary

Definitions

A-H

Additional Resources

This has been renamed [Character Options](#).

Adventure

Adventures collectively refer to One-Shots, Starfinder Society scenarios, standalone Starfinder Adventures, and sanctioned Adventure Paths.

Average Party Level (APL)

APL represents the average level of all PCs participating in the adventure; this number determines which level range to use when playing a scenario. See [GM Basics](#) for details on [calculating and applying APL](#).

Boon

A boon is an in-game reward other than XP, credits, Fame, or standard item access. Boons appear on Chronicle Sheets, typically earned as part of an adventure or when attending conventions or other special events.

Character

An individual with in-game agency; a participant in the world of the game. See [Player Character](#), [Non-Player Character](#).

Character Options

The [Character Options](#) page lists what classes, feats, items, spells, and other character options are legal from books published by Paizo, Inc. To use such an option, you must have a legal source in which it appears, as well as a copy of the current version of the Character Options list.

Character Versus Character (aka PVP)

Character-versus-character conflict occurs when one PC attempts, of his or her own volition, to harm, kill, or otherwise contribute to the injury of another PC. Player-versus-player conflict is strictly prohibited in Starfinder Society play. See [Community Standards](#) for more information.

Companion

See [Pawn](#).

Chronicle Sheet

This is a record of adventures that a character has completed, recording XP, credits, Reputation, boons, and item access the character earned. Some Chronicle Sheets grant special rewards that are not associated with an adventure, earned for attending conventions or participating in special events. These records allow a player to play their character at any Starfinder Society event of the appropriate level anywhere in the world.

Core Sources

The Core Sources are Starfinder rulebooks which do not require ownership to use character options within them. See the [Character Options](#) page for a current list of Core Sources.

Day Job

Your PC may utilize Downtime in order to attempt a trained Profession check—often referred to as a Day Job check—to earn additional credits. See [Player Basics](#) for more information.

Downtime

After each XP-granting adventure, a PC gains a period of Downtime before their next mission, which they can use in one of three ways per adventure: crafting, a day job, or other pursuits unlocked by boons. See [Player Basics](#) for more information.

Evergreen Scenario

Another name for a repeatable scenario.

Evil Act

An evil act represents an action that, on its own or as part of a pattern, would push your character's alignment toward evil. An individual evil act may or may not result in the acquisition of [Infamy](#).

Exclusive

An exclusive is an adventure that requires a GM to meet certain criteria to run—typically having earned a certain number of GM novas. See also Scenario Tag, [Player Basics](#).

Faction

The Starfinder Society is comprised of five primary factions and various minor factions. The factions that your character chooses to represent define your PC's secondary loyalties in the campaign. See [Factions](#) in this Guide and the [Starfinder Society](#) page on [paizo.com](#) for more information on the primary factions and their goals.

Fame (retired)

Fame was a currency gained by successfully completing adventures during Seasons 1-3. It was eliminated from Organized Play as of January 1, 2022. Fame represented your character's social currency within the Starfinder Society and was used to purchase boons and services from the Society or its various [Factions](#).

Game Master (GM)

A GM adjudicates the rules and controls the elements of the story and galaxy that the players explore, providing a fair and fun game. In the Starfinder Society, a GM must also help players accurately fill out their paperwork and report the results of each game to the event coordinator or on the GM/Event Coordinator tab on [paizo.com](#) ([My Organized Play](#)).

GM Novas

[GM novas](#) are a measure of how many Starfinder Society games an individual has run, ranging from 10 sessions (one nova) to over 100 sessions (four novas). GM novas grant access to exclusive content and grant a bonus on rerolls gained via boons. A fifth nova can be earned by meeting several additional criteria; see the Organized Play [GM rubric](#) for more information.

I-Q

Infamy

[Infamy](#) represents a character's slide into evil, typically accrued by a character performing intentionally evil or suitably callous criminal actions during an adventure. The consequences of Infamy vary from limits on purchases to forced retirement of a character from the Starfinder Society.

Legal Source

A legal source is a physical copy of a book, name-watermarked PDF of the book, a printout of one or more pages from a name-watermarked PDF, or a printout of the rules from the SFRD accompanied by a proof of purchase for the product in which those rules appear. In order to use a character option from outside the Core Sources, you must own and have at the table a legal source that contains that option. See the [Character Options](#) page for more information.

Level (Adventure)

Listed on the cover of scenarios, an adventure's Level describes which character levels the adventure is written for. Characters can only play in adventures which include their character level.

Level Range

A division of the adventure's Level into smaller bands to facilitate scaling the adventure for different Average Party Levels. For example, a Level 1-4 adventure has level ranges 1-2 and 3-4. (Formerly subtier.)

Non-Player Character (NPC)

A character controlled by the GM rather than the players.

Nova (GM)

See GM Novas.

Nova (tag)

The Nova tag applied to an adventure means it can only be run by GMs who have earned the required number of novas (specified by the particular adventure). For the purposes of the Nova tag, Venture-Lieutenants are considered to have 1 additional Nova; Venture-Captains are considered to have 2 additional Novas.

Organized Play Manager (OPM)

The organized play manager administers organized play campaigns, including the Pathfinder Society, Starfinder Society, and Pathfinder Adventure Card Society. They are assisted in these duties by the

Organized Play Associate.

Organized Play Number

Each participant in Paizo's organized play programs is provided an organized play number. The number is often hyphenated; the first, longer number represents your player number, and the second number represents your individual character (e.g. # 123456-702 refers to player number 123456 and her second PC in Starfinder Society). This number is used when reporting completed adventures and should appear on each Chronicle Sheet and any Inventory Tracking Sheets associated with your PCs.

Pawn

A pawn is a representation of a creature during combat, typically a Paizo pawn, a miniature, or a virtual tabletop token. See [Player Basics](#) for more information.

Player Character (PC)

These are characters controlled by the players rather than the GM. PCs are the protagonists in the game's story and can directly interact with the objects, characters, and events within the adventure.

Pregenerated Character

These are premade characters of levels 1, 4, and 8 designed for quick use by players who may not have a character of their own or want to try a new character class. Some exclusive events also provide special pregenerated characters.

Quest

Quests are short adventures designed to last about 1 hour. They typically are published as a Quest Pack including four or more quests.

R-Z

Rebuilding

The process of replacing one or more of your character features as directed by campaign rules, typically without cost. The most common type of rebuilding is a 1st-level character rebuild, which you may do freely any time before playing an adventure at 2nd level or higher. See [Rebuilding Your Character](#) for more information.

Regional Venture-Coordinator

Regional venture-coordinators, under the guidance of the Organized Play Manager, supervise a large section of the world and support venture-captains and venture-lieutenants in their duties.

Replay

A player replays a scenario when she plays it more than once. Starfinder Society allows only limited forms of replay. See [Player Basics](#) for the [limited replay rules](#).

Repeatable Scenario

A scenario with the repeatable tag. This scenario includes rules for being played more than once by a single player (but never more than once with a single character).

Reputation

Reputation represents your character's current standing with a faction. A character can have multiple Reputation scores, each with different factions. The higher a Reputation score, the more resources are available for purchase from the associated faction. See [Factions and Reputation](#) for more information.

Sanctioned

Sanctioned material is that which has been approved for use within Starfinder Society.

Sanctioned Adventure

These are adventures for which characters can receive credit. They include Starfinder Society Scenarios as well as Starfinder Adventure Paths, Adventures, One-Shots, and Free RPG Day modules. The list of adventures sanctioned for Starfinder Society play appears on the [Character Options](#) page, where you can download each adventure's Chronicle Sheet and special rules.

Scenario

These are adventures that typically take 4-5 hours to complete, written specifically for the Starfinder Society. Most adventures in the campaign are scenarios.

Scenario Tag

A Scenario tag is a label applied to a Starfinder Society scenario to indicate something about the contents of the scenario. See [Scenario Tags](#) under [Player Basics](#) for more information.

Season

A season is a year-long period that typically begins during summer in North America (June-August). Most seasons have a unifying theme and around 24 scenarios, typically released two per month.

Special

This is a catch-all term used to refer to exclusives and scenarios with other unusual formats.

Starfinder Reference Document (SFRD)

This is a free online version of all the rules contained within the [Starfinder Core Rulebook](#) and other RPG hardcover books, available at aonsrd.com. The SFRD is not a legal source for players to reference rules or PC building purposes except for the Core Sources (see the [Character Options page](#)). GMs can reference the SFRD as they wish for ease of preparing and running an adventure.

Subtier

Prior to Year 3, this term was used for level range.

Tag

See Scenario Tag.

Tier

For Reputation tiers, see [Reputation](#). Scenarios prior to Year 3 use the term Tier to refer to the adventure's Level.

Venture-Agent

Venture-agents are dedicated volunteer coordinators who direct operations at one venue.

Venture-Captain (VC) (In-Game)

Rather than travel widely, some Starfinders establish lodges where they can coordinate local agents, store regional lore, and provide a safe refuge for their colleagues. In scenarios, venture captains are often the NPCs who brief the PCs on their next mission or opportunity.

Venture-Captain (VC) (Real-World)

Named after the in-game veterans of the Starfinder Society, venture-captains are the many dedicated volunteer coordinators who oversee large geographic regions that contain a large number of players.

Venture-Lieutenant

Venture-lieutenants are dedicated volunteer coordinators who assist the venture-captains in their efforts.

Year (scenarios)

See Season.

Change Log

Version 5

5.03->5.04 (May 13, 2023)

[Community Standards and Expectations](#)

[Campaign Leadership](#)

- Removed Tonya Woldridge
- Corrected missing hyphen in Linda Zayas-Palmer's name

5.02->5.03 (Sept 15, 2022)

Getting Started

Added a printable Welcome to Starfinder Society section.

Player Basics

Clarified rules regarding player pawns.

Game Master Basics

Explained issuing chronicles better.

Starships

Added ranges for weapons (and speed and capacity for tracking weapons.)

5.01->5.02 (August 30, 2022)

Playable Species

As of the upcoming publication of *Starfinder Interstellar Species*, Paizo will use the term "playable species" going forward for what had been called "playable race" in prior publications. References throughout this Guide have been updated with the change. The following pages have been updated:

- Players: [Player Basics](#), [Character Creation](#), [Player Rewards](#), [Factions and Reputation](#), and [Retired Rewards](#)
- Other: [Changelog](#)

5.00->5.01 (August 20, 2022)

Getting Started

[Community Standards and Expectations](#)

Revise 'no Character vs Character combat' rule (no PvP) & include more examples.

Players

[Player Basics](#)

Specify no crafting is allowed during adventures (only in Downtime).

[Character Creation](#)

- Clarify that always-available [species from Alien Archive](#) do not require ownership of Alien Archive.
- Specify that **any deity or philosophy** from a source on the Character Options page may be worshipped (subject to normal access and sourcebook ownership rules).
- Specify that multiple deities or philosophies may be worshipped, but only one can give a mechanical benefit.

[Player Rewards](#)

Correct AcP earned for Bounties at Premiere events (1.25 AcP, not 1).

Factions and Reputation

- Add remaining new boons for Advocates, Cognates, and Manifold Host factions.
- Add one new boon for each Second Seekers faction:
 - [Well-Traveled](#) (Ehu)
 - [Augmented Shields](#) (Jadnura)
 - [Pass the Torch](#) (Luwazi)

Game Master

Game Master Basics

- Clarify notes on [retired boons](#).
- Add typical XP awarded [note](#).

Additional Adventures

Specify all Starfinder Bounties are repeatable.

GM Rewards

Specify GMing one AP volume counts at 2 GM credits for novas.

Pending Year 5 notes

Year 5 began in May; notes about what would change when it started are outdated. Such notes removed and any related adjustments made to:

- Getting Started >> [The Pact Worlds](#)
- Players >> [Character Creation](#)
- Players >> [Factions and Reputation](#)

Minor Edits

Minor edits for typos, grammar, clarity, etc. made to:

- Getting Started: [Welcome to Starfinder Society](#)
- Players: [Player Basics](#), [Playtest Rules](#), [Player Rewards](#), [Factions and Reputation](#), and [Retired Rewards](#)
- Game Master: [Game Master Basics](#), [Additional Adventures](#), [Table Variation and Creative Solutions](#), and [Dealing with the Unexpected](#)
- [Starships](#)
- Volunteer: [Event Coordinator Basics](#)

4.21 -> 5.00 (May 5, 2022)

The Pact Worlds

Add Minor Factions for season 5: The Advocates, The Cognates, The Manifold Host.

Community Standards and Expectations

Fix out of date sentence implying that engaging in PvP awards infamy. Non-consensual PvP is never allowed.
Update Campaign Leadership list.

Player Basics

Clarify that you can buy items on a chronicle sheet even if they are not normally allowed in play.
Fix link to mnemonic editor boon.

Version 4

4.2 -> 4.21 (March 1, 2022)

Players

Player Basics

- Include in main body of Guide existing [rule](#) (limit one companion) from current place in glossary (definition of "companion")
- Add [text](#): 2- and 3-player tables receive the 4-player adjustments
- Add [text](#): Bounties do not grant Downtime

Character Creation

- Add [note](#): see FAQ for more information on species accessed with a boon that have since become always available

Player Rewards

- Add SF Bounties to typical AcP rewards [table](#)

Game Masters

Additional Adventures

- Add information on SF Bounties to [Sanctioned Adventures](#)
- Remove temporary section on revised rewards (for some adventures published before August 2021) since the affected sanctioning documents have all been updated

GM Rewards

- revise and extend GM Credit [text](#), aligning with PFS2 Guide and clarifying
- Remove SFS #1-39 from 5-Nova Qualifying [list](#) (sunset date: March 1, 2022)

Glossary

- Add page navigation links
- Revise definition of "companion" (not limited to class features; does include purchased creatures)

4.03 -> 4.2 (February 1, 2022)

Getting Started

Welcome to Starfinder Society

- Minor revisions to character and pregen references for clarity and succinctness

Community Standards and Expectations

- Added rules for rebuilding PCs when changes are made to "class features for which there are multiple options (such as a biohacker's field of study)"

Players

Player Basics

- Restored and revised rules on default 2 chronicles per player (1 as a PC, 1 as a GM)

Factions and Reputation

- Extensive revisions due to the elimination of Fame / transition to AcP
- Year of the Scoured Stars boon now available with AcP (and re-added here)
- Clarify that Starfinder Body Recovery is for situations when your party cannot feasibly recover your body themselves

Retired Rewards

- Remove Year of the Scoured Stars boon; reactivate and restore to [Factions and Reputation](#)
- Add Fame boons not converted to AcP boons
- Add *Alien Archive Admittance* boon

Game Masters

GM Rewards

- Listed Nova-qualifying scenarios, including SFS #1-39 sunset as of March 1, 2022.

Starships

- Restored Tier 6 Drake Port coilgun.

Glossary

- Added Character, Evergreen, and NPC definitions
- Revised Fame, PC, and Sanctioned Adventure definitions

4.02 -> 4.03 (Nov 11, 2021)

Pact Worlds

- Added note regarding additional information for each faction.

Player Basics

- Added Note regarding Updated Adventure Rewards for early adventures.

Player Rewards

- Updated to reflect transition to ACP

Factions and Reputation

- Updated "End of Fame" link in first paragraph to point to most recent announcement.

Additional Adventures

- Added Note that Chronicles for Adventure Mode adventures are assigned at the end of an adventure
- Added revised adventure reward section to bring early adventures up to similar rewards as later adventures.

Starships

- Fixed some weapon entries on the Pegasus that referenced a weapon that did not exist

4.01 -> 4.02 (Aug 3rd, 2021)

Main Page

- fixed copy -paste error.

The Pact Worlds

- Degendered text

Recent History

- Minor gramatical edits

Player Basics

- Degendered text
- Added references to AcP
- removed a reference to "gold"
- Added instructions for downloading chronicle boons

Character Creation

- Minor gramatical edits
- Degendered text

Playtest Rules

- Added Evolutionist playtest.
- Updated playtest rules to re-insert the requirement that playtest characters must be single-classed.
- Updated the expected date for Galactic Magic.

Player Rewards

- Degendered text

Factions and Reputation

- Degendered text
- Added AcP costs
- Clarified replay boons.

Game Master Basics

- Updated "Where to buy" to include new product lines.
- Cleaned up grammar and generally clarified "Filling out Chronicle Sheets"

Additional Adventures

- Added: When playing an adventure using a SFS character, the chronicle **must** be assigned to that

character.

- Added Beginner Box

GM Rewards

- Degendered text
- Added limitation that a given special can not account for more than three of the 10 specials needed to qualify for 5 novas

Table Variation and Creative Solutions

- Degendered text
- Added AcP references

Dealing with the Unexpected

- Degendered text

Starships

- Fixed minor errors on Azata.
- Incorporated Azata into the Starship overview section.

4.00 -> 4.01 (July 1st, 2021)

Full Guide

- Fixed spelling error.

Starships

- Added Azata Tiers 2, 4, 6, 8, 10, 12
- Added ranges to starship weapons

Changelog

- Added missing change in changelog 3.00 -> 4.00
The maximum table size has been reduced to 6. (Tables of 7 players are no longer legal.)

3.00 -> 4.00

Getting Started

- No Rules Changes

Player Basics

Major Changes

- Players are responsible for Downtimes
- Pregen / GM Downtimes use the skills of the character applied to.
- Purchased condition removal automatically succeeds
- The maximum table size has been reduced to 6. (Tables of 7 players are no longer legal.)

Minor Changes

- Negative Condition removal clarified and consolidated.
- Applying/transferring weapon fusions text added (free at HQ)

Character Creation

Minor Changes

- Characters can pick (Named?) worlds from the Veskarium / Near Space

Rewards

Minor Changes

- Added "Boons which unlock over time" section for boons with checkboxes. Two options drafted.

Reputation Boons

Minor Changes

- Hireling text along the lines of PFS text, re: Hirelings can only perform recall knowledge checks in combat, nothing else.

Retired Player Rewards

Minor Changes

- Season Boons are Cumulative boons, not capstone boons.

Game Master Basics

- No Rules Changes

Game Master Rewards

Minor Changes

- GMs may not chose mutually exclusive rewards on chronicles.

Additonal Adventures

- Page created to host rules for running Sanctioned Adventures
 - Sanctioned Adventures
 - Modes of Play
 - Character Types
 - Sanctioning Documents

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Single Page Layout

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