

# STARFINDER

## SKITTER HOME

### STARFINDER SOCIETY

*Starfinder: Skitter Home* can be played as part of the Starfinder Society for credit. This additional option provides game stores, conventions, and home groups additional resources when organizing games, especially for groups that find the two scenarios released each month to be insufficient. Additionally, adventures are a fun and exciting way for players to try out new and different character concepts and builds in addition to those of their primary Starfinder Society PCs. Because the nature of adventures differs from that of scenarios, this document outlines the specific rules changes needed for playing Starfinder Adventures for Starfinder Society credit and provides a Chronicle Sheet to award players upon the completion of *Skitter Home*.

### HOW TO PLAY

Because Starfinder Adventures are produced for a wider audience than just Starfinder Society Organized Play, several special rules are required for playing them as sanctioned events. These guidelines should be considered supplementary to the rules presented in the *Guide to Organized Play: Starfinder Society*. In instances where rules presented in this document conflict with the *Guide to Organized Play: Starfinder Society*, the specifics here supersede the rules in the Guide, but only when playing this Starfinder Adventure.

### LEGAL STARFINDER SOCIETY CHARACTERS

Players who wish to receive Starfinder Society credit for playing *Skitter Home* must use one of the pregenerated skittermander PCs provided in the adventure, beginning on page 12.

### CONDITIONS AND DEATH

In Starfinder Society Organized Play, a player who plays a pregenerated character that dies must still resolve the death and recovery when applying the Chronicle sheet. This is also the case for *Skitter Crash*; however, part of the fun of an all-skittermander module is the opportunity to go to the extreme for the sake of teamwork. To reflect the spirit of the module, at the end of the adventure, any dead pregenerated skittermander characters can recover from death completely for only 2 Fame.

### GETTING CREDIT

All players who play the entire module receive the attached Chronicle sheet, which can be applied to any 3rd- or 4th-level PC as if that character had played the adventure. A GM who runs the adventure can likewise apply credit to any one of their Starfinder Society PCs of those levels. The decision of which character receives credit must be made when the Chronicle sheet is received and signed by the GM.

Because *Skitter Home* is shorter than other Starfinder print products, playing the adventure from beginning to end earns a player 1 XP, 2 Fame, and 2 Reputation for any faction associated with a faction boon the character selected to earn the Chronicle sheet has. As always, each player can receive credit for each module once as a player and once as a GM in either order.

### ADVICE FOR RUNNING SKITTER HOME

*Skitter Home* is not written in the style of a traditional Starfinder Society Scenario, and therefore players and GMs need to keep certain differences in mind. Few players in the Starfinder Society can legally play skittermander PCs before playing this adventure, so the entire adventure's premise is likely one that will appeal to people who want to play a group of adorable furry creatures driven to help however they can but were limited by the campaign.

Skittermanders are growing to become one of the most iconic elements of Starfinder, and this adventure showcases the lengths that a skittermander will go to in order to help. These actions often lead to unintended comedic antics. GMs are encouraged to play up some of the more comedic aspects of skittermanders getting into trouble as a result of looking to help those in need to give new players or old a sense of why skittermanders can be fun to play and invaluable allies to call upon. To learn more about Starfinder's memorable skittermanders, check out *Starfinder Alien Archive*.

This adventure is Paizo's offering for Free RPG Day 2020 and will likely be played at many game stores participating in the event. GMs offering this Chronicle sheet to players on Free RPG Day should be prepared to explain what the Starfinder Society is, how new players can apply the Chronicle sheet to a personalized character, and when the next standard Starfinder Society event will be held in the area. Use the excitement of Free RPG Day to grow your local Starfinder Society game days to new heights of attendance!



## OPEN GAME LICENSE VERSION 1.0A

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

### 15. COPYRIGHT NOTICE

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

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

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

**Starfinder: Skitter Home Sanctioning Document** © 2020, Paizo Inc.; Author: Thurston Hillman.

This product is compliant with the Open Game License (OGL) and is suitable for use with Starfinder.

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

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

*Skitter Home Sanctioning Document* © 2020, Paizo Inc. All rights reserved.

Paizo, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; the Pathfinder P logo, Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Combat Pad, Pathfinder Flip Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Lost Omens, Pathfinder Pawns, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.



**ZERASTORFEN**



# Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

GM Org Play #:	-7	GM Name:	GM Faction:					
Adventure #:	Adventure Name:							
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D	Fame Earned:		
Bonus Faction Goal Achieved:		<input type="checkbox"/> Yes	<input type="checkbox"/> No	<input type="checkbox"/> N/A	Scenario-based Infamy earned?	<input type="checkbox"/> Yes	<input type="checkbox"/> No	<input type="checkbox"/> N/A

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

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

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

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

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

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



# Starfinder: Skitter Home

Character Chronicle #

A.K.A.

7

Player Name

Character Name

Organized Play #

Character #

Faction

## Items Found During This Scenario

By completing Skitter Home, you've encountered a number of new pahtra friends. You can demonstrate your skitter-esque dedication to helping others either by playing alongside them or by running events at your local stores or supported convention.

You can apply this Chronicle sheet to a character in order to earn the associated XP, Fame, Reputation and Credits granted by this adventure. In addition to this, you can begin filling out the following trackable boon.

Each time you play with any character or GM an adventure for which you have not previously received credit on this boon, your GM or event organizer should stamp, sign, or otherwise mark off one of the boxes below, regardless of how many sessions it takes to complete the adventure. You cannot earn credit from a particular adventure (even a repeatable one) more than once. If you have multiple copies of this Chronicle sheet, you can only check boxes on one copy at a time.

- 1 box for playing 4 hours of quests, a scenario, or a 16-page module (not including this one)
- 2 boxes for playing an entire Adventure Path volume.
- 2 boxes for GMing 4 hours of quests, a scenario, or a 16-page module.
- 3 boxes for GMing an entire Adventure Path volume.
- 3 boxes for GMing at an event that received Paizo Event Support or a Regional Support Package.

Once you have filled 24 boxes, you earn the Pahtra Partnership boon below, allowing you to build a pahtra character of your own!

**Pahtra Partnership (Personal Boon; Limited-Use):** By proving your dedication to helping other Starfinders and/or organizing Starfinder missions both locally and in the Vast, you've attracted the attention of an inquisitive pahtra. You can apply this boon in one of two ways. Select one of the following uses and cross the other use off this Chronicle sheet.

**New Character:** You can play a pahtra character (*Starfinder Alien Archive 2* 94), beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the Guide to Organized Play: Starfinder Society. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character.

**Existing Pahtra:** You can apply this boon to an existing pahtra character in your possession that you earned from another source. You can increase one ability score that is a 14 or lower by 2. Cross this boon off your Chronicle sheet but keep a copy with the character you apply this change to. A character can earn this benefit from this boon only once.

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24

## Reputation

Faction \_\_\_\_\_

Reputation \_\_\_\_\_

Faction \_\_\_\_\_

Reputation \_\_\_\_\_

Faction \_\_\_\_\_

Reputation \_\_\_\_\_

Infamy \_\_\_\_\_

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #

MAX CREDITS		SUBTIER		Normal	
3-4		1,460			
SUBTIER		Normal			
-		-			
SUBTIER		Normal			
-		-			
SUBTIER		Normal			
-		-			
Starting XP					
+				GM's Initials	
XP Gained (GM ONLY)					
=					
Final XP Total					
Initial Fame					
+				GM's Initials	
Fame Gained (GM ONLY)					
-					
Fame Spent					
Final Fame					
Starting Credits					
+				GM's Initials	
Credits Garnered (GM ONLY)					
+				GM's Initials	
Day Job (GM ONLY)					
-					
Credits Spent					
=					
Total					