

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!



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ZERASTORFEN



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

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

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Starfinder: Skitter Home

Character Chronicle #

A.K.A. _____ 7																												
Player Name	Character Name	Organized Play #	Character #	Faction																								
Items Found During This Scenario																												
<p>By completing Skitter Home, you've encountered a number of new pahtra friends. You can demonstrate your skitteresque dedication to helping others either by playing alongside them or by running events at your local stores or supported convention.</p> <p>You can apply this Chronicle sheet to a character in order to earn the associated XP, Fame, Reputation and Credits granted by this adventure. In addition to this, you can begin filling out the following trackable boon.</p> <p>Each time you play with any character or GM an adventure for which you have not previously received credit on this boon, your GM or event organizer should stamp, sign, or otherwise mark off one of the boxes below, regardless of how many sessions it takes to complete the adventure. You cannot earn credit from a particular adventure (even a repeatable one) more than once. If you have multiple copies of this Chronicle sheet, you can only check boxes on one copy at a time.</p> <ul style="list-style-type: none">• 1 box for playing 4 hours of quests, a scenario, or a 16-page module (not including this one)• 2 boxes for playing an entire Adventure Path volume.• 2 boxes for GMing 4 hours of quests, a scenario, or a 16-page module.• 3 boxes for GMing an entire Adventure Path volume.• 3 boxes for GMing at an event that received Paizo Event Support or a Regional Support Package. <p>Once you have filled 24 boxes, you earn the Pahtra Partnership boon below, allowing you to build a pahtra character of your own!</p> <p>Pahtra Partnership (Personal Boon; Limited-Use): By proving your dedication to helping other Starfinders and/or organizing Starfinder missions both locally and in the Vast, you've attracted the attention of an inquisitive pahtra. You can apply this boon in one of two ways. Select one of the following uses and cross the other use off this Chronicle sheet.</p> <p>New Character: You can play a pahtra character (<i>Starfinder Alien Archive</i> 294), beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the Guide to Organized Play: Starfinder Society. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character.</p> <p>Existing Pahtra: You can apply this boon to an existing pahtra character in your possession that you earned from another source. You can increase one ability score that is a 14 or lower by 2. Cross this boon off your Chronicle sheet but keep a copy with the character you apply this change to. A character can earn this benefit from this boon only once.</p>																												
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+		GM's Initials
Fame Gained (GM ONLY)		
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Fame Spent		
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CREDITS		
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+		GM's Initials
Credits Garnered (GM ONLY)		
+		GM's Initials
Day Job (GM ONLY)		
-		
Credits Spent		
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Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #