

STARFINDER ADVENTURE PATHS



STARFINDER SOCIETY ORGANIZED PLAY

The Dead Suns Adventure Path may be played as part of the Starfinder Society Roleplaying Guild campaign for credit. These adventures are produced for a wider audience than just the Starfinder Society Roleplaying Guild, and are thus structured differently from scenarios. The specific rules changes needed for receiving Roleplaying Guild credit when playing these adventures are presented here.

KEY DIFFERENCES FROM SCENARIOS

Starfinder Adventure Paths consist of six chapters, each roughly three times the length of a standard scenario, and can take months or even years to complete. They do not contain specific faction-related elements, nor are they tiered for play by characters over a wide range of levels. Thematically, an Adventure Path might not assume the characters are Starfinders, so GMs and players are encouraged to create a reasonable plot hook for their characters' participation. Luckily, Dead Suns is an Adventure Path with an immediate connection to the Starfinder Society and serves as a great introduction to the Society and the Starfinder universe!

LEGAL STARFINDER SOCIETY CHARACTERS

All players must use an existing Starfinder Society character (without modification) within the legal character levels range for the specific Dead Suns adventure being played.

For the adventures, "Incident at Absalom Station", "Temple of the Twelve", and "The Ruined Clouds" if you do not have a character in the correct level range, you may use a Starfinder Society pregenerated character, available at paizo.com. Due to the level range, "Splintered Worlds" cannot be played with a pregenerated character, despite taking place between "Temple of the Twelve" and "The Ruined Clouds."

Alternatively, if you are participating in the Dead Suns Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the adventures as if you had played a pregenerated character. In

SANCTIONED CONTENT KEY	
ADVENTURE	LEVEL RANGE
"Incident at Absalom Station"	1-2
"Temple of the Twelve"	3-4
"Splintered Worlds"	5-6
"The Ruined Clouds"	7-8
"The Thirteenth Gate"	9-10
"Empire of Bones"	11-12

this case, GMs running the Adventure Path are not bound to the rules of the Starfinder Society Roleplaying Guild campaign when running the campaign. Starfinder Society characters and characters from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in the *Starfinder Society Roleplaying Guild Guide*, if you have already played an Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the Adventure Path in order to meet a minimum PC requirement, but if you have already received a player Chronicle sheet for these adventures for any of your PCs, you do not earn any additional rewards beyond having a good time.

APPLYING CREDIT

All players receive a Chronicle sheet unless, at the GMs discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Starfinder Society character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a pregenerated character must hold the Chronicle sheet until his character reaches the level of the pregenerated character, at which point he applies the Chronicle sheet to that character immediately.

A GM who runs any adventures from the Dead Suns Adventure Path may likewise apply the Chronicle sheet to one of her Starfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time the Adventure Path adventure is completed and the Chronicle sheets are filled out.

Playing each distinct adventure of the Adventure Path from beginning to end earns a character 3 XP, 5 Reputation, and 5 Fame. Reputation must be applied to a faction you possess an associated champion Faction boon for.

If a character is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 credits, 1 XP, 1 Reputation, and 1 Fame. If a character participates in more than 2/3 of the adventure, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead so that everyone may receive the full award.

Players who do not complete each game session earn 1/3 fewer credits, 1 fewer XP, 1 fewer Reputation, and 1 fewer Fame for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer credits, 1 fewer XP, 1 fewer Reputation, and 1 fewer Fame for each session missed. In both cases, players earn a minimum of 1/3 credits, 1 XP, 1 Reputation, and 1 Fame.

As always, each player may receive credit for each Adventure Path volume once as a player and once as a GM, in either order. The exception is the first volume, *Incident at Absalom Station*, which has the repeatable tag. Players must accept a Chronicle sheet for their characters the first time they play an adventure. A player may replay an adventure at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure.

RUNNING MULTI-SESSION ADVENTURES

Since Adventure Path adventures are multi-session events, Starfinder Society characters may not be used in other Starfinder Society events until they receive a Chronicle sheet for the adventure. GMs are advised to work with players who miss the final session of the adventure in order for those players to receive their Chronicle sheets.





Starfinder Adventure Path #1: Incident at Absalom Station

Character Chronicle #

A.K.A. _____ - 7				
Player Name	Character Name	Organized Play #	Character #	Faction
This Chronicle sheet grants access to the following:				
<input type="checkbox"/> Loaned Ship: Sunrise Maiden (Starship Boon; Limited-Use): You can only slot this boon in a Tier 1–4 scenario, and everyone at the table must agree to you slotting this boon. When you slot this boon, rather than choosing the standard starships presented in the <i>Starfinder Society Roleplaying Guild Guide</i> (such as the <i>Drake</i> or <i>Pegasus</i>), you can instead choose to take the <i>Sunrise Maiden</i> . The statistics for this hull are presented below. This ship can be further upgraded with Starship boons from other characters in the group as normal. When used in Subtier 3–4, the PCs crewing the <i>Sunrise Maiden</i> gain a bonus reroll that can only be used on a d20 roll made during a starship combat encounter. This reroll is meant to give the starship a slight bonus when outmatched by more powerful encounters. This reroll can be used by one PC and does not count towards the reroll limit for that PC. Otherwise, this ability follows the rules for rerolls (<i>Starfinder Core Rulebook</i> 243).				
SUNRISE MAIDEN (MEDIUM EXPLORER) TIER 3				
Speed 10; Maneuverability good (turn 1); Drift 1; AC 13; TL 13; HP 55; DT —; CT 11				
Shields Light 60; forward 15, port 15, starboard 15, aft 15				
Attack (Forward) gyrolaser (1d8); Attack (Port) light laser cannon (2d4); Attack (Starboard) light laser cannon (2d4); Attack (Aft) flak thrower (3d4); Attack (Turret) light particle beam (3d6)				
Power Core Pulse Green (150 PCU); Drift Engine Signal Basic; Systems basic mid-range sensors, crew quarters (good), extra light weapon mount (aft), mk 3 armor, mk 3 defenses, mk 1 duonode computer (tier 1, artificial personality upgrade); Expansion Bays cargo holds (2), escape pods, recreation suite (HAC/gym)				
Modifiers +1 to any 2 checks per round, +2 Computers, +1 Piloting; Complement 1–6				
Street Cred: Absalom Station (Social Boon): Once per scenario as a free action, you may recollect your dealing with the gangs of Absalom station to provide insight into dealing with other gangers. Doing so grants you a +1 insight bonus to Bluff, Diplomacy and Intimidate checks made when interacting with street gangs or other suitable gang-like groups at the GM's discretion. You also gain a +1 morale bonus to attack and damage rolls against members of a street gang. Both bonuses increase to +2 if the gang members belong to a gang based on Absalom Station. These bonuses last for 1 minute.				
All subtiers				
autotarget rifle (755; Item Level: 2) backup generator armor upgrade (2,100; Item Level: 4) brown force field armor upgrade (1,600; Item Level: 3) <i>disruptive fusion seal</i> (5th level) (792; Item Level: 5; limit 1) flame pistol (470; Item Level: 2) freebooter armor I (750; Item Level: 2) graphite carbon skin (1,220; Item Level: 3) holoskin (500; Item Level: 2)				
incendiary grenade I (375; Item Level: 2; limit 3) <i>mk 1 ring of resistance</i> (735; Item Level: 2) <i>spell amp of lesser restoration</i> (700; Item Level: 6; limit 2) static arc pistol (750; Item Level: 2) tactical arc emitter (750; Item Level: 2) tactical dueling sword (475; Item Level: 2) tactical shirren-eye rifle (755; Item Level: 2) tool kit (engineering kit) (445; Item Level: 2)				
Reputation				
Faction _____	Reputation _____	Faction _____	Reputation _____	
Faction _____	Reputation _____	Infamy _____		

SUBTIER	<input type="checkbox"/> Normal
1-2	2,160
SUBTIER	<input type="checkbox"/> Normal
—	—
SUBTIER	<input type="checkbox"/> Normal
—	—
SUBTIER	<input type="checkbox"/> Normal
—	—

EXPERIENCE
Starting XP
+ _____ GM's Initials
XP Gained (GM ONLY)
= _____
Final XP Total

FAME
Initial Fame
+ _____ GM's Initials
Fame Gained (GM ONLY)
= _____
Fame Spent
Final Fame

CREDITS
Starting Credits
+ _____ GM's Initials
Credits Garnered (GM ONLY)
+ _____ GM's Initials
Day Job (GM ONLY)
= _____
Credits Spent
Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #



Starfinder Adventure Path #2: Temple of the Twelve

Character Chronicle #

A.K.A. _____ - 7					SUBTIER	<input type="checkbox"/> Normal	
Player Name	Character Name	Organized Play #	Character #	Faction	3-4	4,380	
This Chronicle sheet grants access to the following:							
<p>Enemy of the Devourer (Social Boon): After stopping a Cult of the Devourer cell on Castrovel, you've developed quite the reputation. You've also taken steps to learn as much as you can about the destructive organization. You gain a +2 bonus on any Culture, Diplomacy (gather information), or Mysticism check related to the Cult of the Devourer. Once per session, you can re-roll any one saving throw against an effect created by a follower of the Devourer.</p> <p>Qabarat University Admittance (Slotless Boon): In thanks for your service, the Qabarat University of Xenoarchaeology and Xenoanthropology has offered you admittance and free tuition to attend the school. At the end of an adventure, you can forgo your Downtime to check one box associated with one of the skills listed below. If the adventure awarded 3 XP, you can instead check 3 boxes. Once all six boxes for a skill are checked, you gain a permanent +1 insight bonus when making checks with that skill. Once you've checked all 18 boxes below, you graduate from Qabarat University and gain 2 Fame.</p> <p>Culture <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Life Science <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Physical Science <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>					MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal
					-	-	
					SUBTIER	<input type="checkbox"/> Normal	
					-	-	
					SUBTIER	<input type="checkbox"/> Normal	
					-	-	
					SUBTIER	<input type="checkbox"/> Normal	
					-	-	
					EXPERIENCE		
					Starting XP		
					+	GM's Initials	
					XP Gained (GM ONLY)		
					=		
					Final XP Total		
					FAME		
					Initial Fame		
					+	GM's Initials	
					Fame Gained (GM ONLY)		
					-		
					Fame Spent		
					Final Fame		
					CREDITS		
					Starting Credits		
					+	GM's Initials	
					Credits Garnered (GM ONLY)		
					+	GM's Initials	
					Day Job (GM ONLY)		
					-		
					Credits Spent		
					=		
					Total		

All subtiers

basic lashunta tempweave suit (1,950; item level 4)
carbon steel curve blade (2,230; item level 4)
d-suit I (2,980; item level 5)
freebooter armor (750; item level: 2)
inferno knife (2,100; item level 4; *Starfinder Adventure Path #2: Temple of the Twelve* 12)
kasatha micorcord I (460; item level 2)
lashunta ringwear II (2,970; item level 5)
least gluon crystal (3,900; item level 6)
liquidator disintegrator pistol (4,500; item level 6;
Starfinder Adventure Path #2: Temple of the Twelve 52)
mk 1 ability crystal (1,400; item level 3)

psychic booster (2,000; item level 4)
spell gem of flight (2nd level) (450; item level 5)
spell gem of remove affliction (1,400; item level 8)
spell gem of see invisibility (450; item level 5)
sprayflesh (440; item level 5)
squad machine gun (2,060; item level 4)
squad defiance series armor (1,220; item level 3)
staff of mystic healing (3,700; item level 5)
stickybomb grenade II (675; item level 4)
tactical dueling sword (475; item level 2)
tactical shirren-eye rifle (755; item level 2)
thermal capacitor armor upgrade (3,600; item level 5)

Reputation

Faction _____	Reputation _____	Faction _____	Reputation _____
Faction _____	Reputation _____	Infamy _____	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #



Starfinder Adventure Path #3: Splintered Worlds

Character Chronicle #

A.K.A. _____ - 7					SUBTIER <input type="checkbox"/> Normal																							
Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____					5-6 12,255																							
This Chronicle sheet grants access to the following:					SUBTIER <input type="checkbox"/> Normal																							
<p>Corpse Fleet and Devourer Blueprints (Slotless Boon; Limited-Use): You have clashed with the Cult of the Devourer and the Corpse Fleet, in the process uncovering some of each group's secrets. At the end of any adventure, including this one, you can purchase a single piece of equipment from the Corpse Fleet article (<i>Starfinder Adventure Path #3: Splintered Worlds</i> 44) or Cult of the Devourer article (<i>Starfinder Adventure Path #2: Temple of the Twelve</i> 46) as though it were listed in the <i>Starfinder Core Rulebook</i>—any item with an item level equal to your character level +1. In addition, you receive a 10% discount on this purchase, or a 20% discount if you craft the item yourself. Check the appropriate organization off when you make this purchase, you cannot use this boon to purchase an item from that article again. Once both checks are marked, cross this boon off your Chronicle sheet.</p> <p><input type="checkbox"/> Corpse Fleet <input type="checkbox"/> Cult of the Devourer</p> <p><input type="checkbox"/> Loaned Ship: Crypt Warden (Starship Boon; Limited-Use): You can only slot this boon in a Tier 5–8 scenario, and everyone at the table must agree to you slotting this boon. When you slot this boon, rather than choosing the standard starships presented in the <i>Starfinder Society Roleplaying Guild Guide</i> (such as the Drake or Pegasus), you can instead choose to take a captured Crypt Warden from the Corpse Fleet (<i>Splintered Worlds</i> 51). The statistics for this hull appear below. This ship can be further upgraded with Starship boons from other characters in the group as normal.</p> <p>When used in Subtier 7–8, the PCs crewing this ship gain a bonus reroll that can only be used on a d20 roll made during a starship combat encounter. This reroll is meant to give the starship a slight bonus when outmatched by more powerful encounters. This reroll can be used by one PC, and does not count towards the reroll limit for that PC. Otherwise, this ability functions following the rules for rerolls as detailed in the <i>Starfinder Core Rulebook</i> on page 243.</p> <table><tr><th>CRYPT WARDEN</th><th>TIER 7</th></tr><tr><td colspan="2">Large destroyer</td></tr><tr><td colspan="2">Speed 6; Maneuverability average (turn 2); Drift 2</td></tr><tr><td colspan="2">AC 15; TL 14</td></tr><tr><td colspan="2">HP 170; DT —; CT 34</td></tr><tr><td colspan="2">Shields Medium 100; forward 30, port 25, starboard 25, aft 30</td></tr><tr><td colspan="2">Attack (Forward) heavy laser net (5d6), plasma cannon (5d12)</td></tr><tr><td colspan="2">Attack (Port) gyrolaser (1d8) Attack (Starboard) gyrolaser (1d8)</td></tr><tr><td colspan="2">Attack (Turret) light EMP cannon (special)</td></tr><tr><td colspan="2">Power Core Arcus Maximum (200 PCU); Drift Engine Signal Basic; Systems basic computer, basic medium-range sensors, crew quarters (common) mk 5 armor, mk 4 defenses; Expansion Bays cargo hold, escape pods, life science lab, medical bay (modified to accommodate undead)</td></tr><tr><td colspan="2">Modifiers +2 Computers; Complement 6–20</td></tr></table>					CRYPT WARDEN	TIER 7	Large destroyer		Speed 6; Maneuverability average (turn 2); Drift 2		AC 15; TL 14		HP 170; DT —; CT 34		Shields Medium 100; forward 30, port 25, starboard 25, aft 30		Attack (Forward) heavy laser net (5d6), plasma cannon (5d12)		Attack (Port) gyrolaser (1d8) Attack (Starboard) gyrolaser (1d8)		Attack (Turret) light EMP cannon (special)		Power Core Arcus Maximum (200 PCU); Drift Engine Signal Basic; Systems basic computer, basic medium-range sensors, crew quarters (common) mk 5 armor, mk 4 defenses; Expansion Bays cargo hold, escape pods, life science lab, medical bay (modified to accommodate undead)		Modifiers +2 Computers; Complement 6–20		MAX CREDITS	
					CRYPT WARDEN	TIER 7																						
					Large destroyer																							
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AC 15; TL 14																												
HP 170; DT —; CT 34																												
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Attack (Port) gyrolaser (1d8) Attack (Starboard) gyrolaser (1d8)																												
Attack (Turret) light EMP cannon (special)																												
Power Core Arcus Maximum (200 PCU); Drift Engine Signal Basic; Systems basic computer, basic medium-range sensors, crew quarters (common) mk 5 armor, mk 4 defenses; Expansion Bays cargo hold, escape pods, life science lab, medical bay (modified to accommodate undead)																												
Modifiers +2 Computers; Complement 6–20																												
					SUBTIER <input type="checkbox"/> Normal																							
					— —																							
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					SUBTIER <input type="checkbox"/> Normal																							
					— —																							
					EXPERIENCE																							
					Starting XP																							
					+ GM's Initials																							
					XP Gained (GM ONLY)																							
					=																							
					Final XP Total																							
					FAME																							
					Initial Fame																							
					+ GM's Initials																							
					Fame Gained (GM ONLY)																							
					=																							
					Fame Spent																							
					Final Fame																							
					CREDITS																							
					Starting Credits																							
					+ GM's Initials																							
					Credits Garnered (GM ONLY)																							
					+ GM's Initials																							
					Day Job (GM ONLY)																							
					=																							
					Credits Spent																							
					Total																							

All subtiers			
advanced Diasporan rifle (3,750; item level 5; <i>Starfinder Alien Archive</i> 99)		kasatha microcord II (3,670; item level 6)	
advanced shirren-eye rifle (9,350; item level 8)		mk I electrostatic field (3,000; item level 5)	
bleeding weapon fusion seal (6th) (1,144; item level 6; limit 1)		red star plasma rifle (4,600; item level 6)	
corona laser pistol (4,270; item level 6)		ring of sustenance (2,925; item level 5)	
d-suit I (2,980; item level 5)		static arc rifle (4,200; item level 6)	
estex suit II (2,700; item level 5)		tactical swoop hammer (3,360; item level 5)	
frag grenade III (2,560; item level 8; limit 3)		thunderstrike sonic rifle (3,400; item level 5)	
freebooter armor II (4,720; item level 6)		thunderstrike streetsweeper (7,150; item level 7)	
glove of storing (4,600; item level 6)		vicious weapon fusion seal (5th) (792; item level 6; <i>Starfinder Adventure Path #2: Temple of the Twelve</i> 53; limit 1)	
golemforged plating III (5,500; item level 7)		ysoki refractor suit (4,120; item level 6)	

Reputation			
Faction _____	Reputation _____	Faction _____	Reputation _____
Faction _____	Reputation _____	Infamy _____	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #



Starfinder Adventure Path #4: The Ruined Clouds

Character Chronicle #

A.K.A. _____ - 7					SUBTIER	<input type="checkbox"/> Normal
Player Name	Character Name	Organized Play #	Character #	Faction	7-8	17,505
This Chronicle sheet grants access to the following:						
<p>Aeon Torpedo Launcher Upgrade (Starship Boon): You fought off a starship belonging to the Azlanti Star Empire and salvaged some of that ship's technology. When this boon is slotted, select one light weapon onboard your starship. Replace this weapon with a light aeon torpedo launcher. A light aeon torpedo launcher is a light tracking weapon with long range, a speed of 12 hexes, and the limited fire 5 and quantum special properties. A light aeon torpedo deals 3d6 damage. This new weapon must go in the same arc or turret as the replaced weapon.</p> <p>Society Exemplar (Personal Boon): Your actions in discovering the location of the Stellar Degenerator have not gone unnoticed. A faction within the Society that you may or may not have previously worked for now holds you in high esteem. Select a single faction listed in the <i>Starfinder Society Roleplaying Guild Guide</i> and mark it below. While this boon is slotted, you always count your Reputation Tier with that faction as being at least Tier 2 regardless of your current Reputation with that faction. This applies to any rules based on Reputation Tier with that faction and allows the purchasing of associated boons that require a Reputation Tier to access.</p> <p>Selected Faction: _____</p> <p>Welcome in Istamak (Social Boon; Limited-Use): By encountering the people of Istamak, you've found a new safe harbor to visit during your journeys through the galaxy. When this boon is slotted, before or after an adventure, you can stop in Istamak to restock on supplies. You can purchase items as normal, but you can also purchase any item with the archaic property with a 20% discount. In addition to this, your knowledge of Istamak's location in the Vast makes it easier to call on services while abroad. While this boon is slotted, reduce the extra Fame cost of services while in the Vast by 2.</p>					MAX CREDITS	
					SUBTIER	<input type="checkbox"/> Normal
					-	-
					SUBTIER	<input type="checkbox"/> Normal
					-	-
					SUBTIER	<input type="checkbox"/> Normal
					-	-
					SUBTIER	<input type="checkbox"/> Normal
					-	-
					EXPERIENCE	
					Starting XP	
					+	GM's Initials
					XP Gained (GM ONLY)	
					=	
					Final XP Total	
					FAME	
					Initial Fame	
					+	GM's Initials
					Fame Gained (GM ONLY)	
					-	
					Fame Spent	
					Final Fame	
					CREDITS	
					Starting Credits	
					+	GM's Initials
					Credits Garnered (GM ONLY)	
					+	GM's Initials
					Day Job (GM ONLY)	
					-	
					Credits Spent	
					=	
					Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #



Starfinder Adventure Path #5: The Thirteenth Gate

Character Chronicle #

A.K.A. _____ - 7				
Player Name	Character Name	Organized Play #	Character #	Faction
This Chronicle sheet grants access to the following:				
<p>Gate of Twelve Suns Veteran (Starship Boon): Whether by personally flying a starship or watching and learning, you've making several arduous starship journeys through the system of the Gate of Twelve Suns. When you slot this boon, you gain a +4 bonus on all Piloting checks made to perform a starship stunt (<i>Starfinder Core Rulebook</i> 319). Alternatively, any time you occupy a gunner position, you can count the number of Piloting skill ranks you possess as being two higher than your actual number of ranks in Piloting.</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Purveyor of Kishalee Relics (Slotless; Limited-Use): Your actions in the Gate of Twelves Suns region has given you access to a trove of ancient kishalee equipment. Anytime you purchase any of the available items from the "Relics of the Kishalee" article (<i>Starfinder Adventure Path #5: The Thirteenth Gate</i> 38) check one of the boxes that precede this boon to purchase that item with a 10% discount.</p> <p>You can also choose to check off one of these boxes at any time. When you do so, you can count any one kishalee item with the dimensional disruption property as being on the Material Plane regardless of what plane of existence you are on for the next hour.</p>				
All subtiers				
advanced lashunta tempweave (8,500; item level 8)				
advanced shirren-eye rifle (9,350; item level 8)				
advanced x-gen gun (13,100; item level 9)				
black force field armor upgrade (10,500; item level 8)				
disquieting nanites (10,000; item level 8, <i>Starfinder Adventure Path #5: The Thirteenth Gate</i> 9)				
d-suit III (13,000; item level 9)				
incapacitator (14,200; item level 9)				
kasatha microcord III (9,000; item level 8)				
major disruption pistol (40,000; item level 12; <i>Starfinder Adventure Path #5: The Thirteenth Gate</i> 39)				
minor disruption rifle (15,000; item level 9; <i>Starfinder Adventure Path #5: The Thirteenth Gate</i> 39)				
screamer grenade II (2,720; item level 8; Limit 4)				
shock grenade III (5,380; item level 10; Limit 4)				
sovereign helm (14,975; item level 9; <i>Starfinder Adventure Path #5: The Thirteenth Gate</i> 40)				
specialist defiance series (16,950; item level 10)				
squad hardlight series (30,750; item level 12)				
temporal disruption grenade (2,900; item level 10; <i>Starfinder Adventure Path #5: The Thirteenth Gate</i> 39; Limit 4)				
ultrathin dagger (32,800; item level 12)				
white force field armor upgrade (20,000; item level 10)				
Reputation				
Faction _____	Reputation _____	Faction _____	Reputation _____	
Faction _____	Reputation _____	Infamy _____		

SUBTIER		<input type="checkbox"/> Normal
9-10		43,780
SUBTIER		<input type="checkbox"/> Normal
-		-
SUBTIER		<input type="checkbox"/> Normal
-		-
SUBTIER		<input type="checkbox"/> Normal
-		-

MAX CREDITS		
SUBTIER		<input type="checkbox"/> Normal
-		-
SUBTIER		<input type="checkbox"/> Normal
-		-
SUBTIER		<input type="checkbox"/> Normal
-		-

EXPERIENCE	
Starting XP	
+	GM's Initials
XP Gained (GM ONLY)	
=	
Final XP Total	

FAME	
Initial Fame	
+	GM's Initials
Fame Gained (GM ONLY)	
-	
Fame Spent	
Final Fame	

CREDITS	
Starting Credits	
+	GM's Initials
Credits Garnered (GM ONLY)	
+	GM's Initials
Day Job (GM ONLY)	
-	
Credits Spent	
=	
Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #



Starfinder Adventure Path #6: Empire of Bones

Character Chronicle #

A.K.A. _____ - 7				
Player Name	Character Name	Organized Play #	Character #	Faction
This Chronicle sheet grants access to the following:				
Legacy of Vanished Ages (Personal Boon; Limited-Use): Throughout the course of your journeys to discover and stop the threat of the kishalee Stellar Degenerator, you learned about the kishalee and their descendent, the kish. By completing the whole journey of the Dead Suns Adventure Path, you've impressed several kish enough that they seek the opportunity to journey to the stars in order to carry on the legacy of their ancestors. Check a box below for each corresponding adventure in the Dead Suns adventure path that you have completed.				
<div><div>1</div><div>2</div><div>3</div><div>4</div><div>5</div><div>6</div></div>				
Once you check all of the above boxes, you can play a kish character (<i>Starfinder Adventure Path #4: The Ruined Clouds</i> 58), beginning at 1st level as normal. In addition, you can select one ability score that is 14 or lower and increase it by 2 at the end of the character creation process. Other than access to this additional race, all character creation rules are the same as those outlined in the <i>Starfinder Society Roleplaying Guild Guide</i> . A copy of this Chronicle sheet must be the first Chronicle sheet for the given character, and you must bring a copy <i>The Ruined Clouds</i> to all sessions in which you place this character as if access to this race were granted by the Additional Resources list.				
Allowed Race: Kish (<i>Starfinder Adventure Path #4: The Ruined Clouds</i> 58)				
Trophies of Serovox (Slotless Boon; Limited-Use): You successfully pilfered the trophy room of Admiral Serovox. You can select one of the following items to purchase and use. The selected item is available regardless of its availability in the Additional Resources list. Once you purchase an item from this list, cross out all other entries and this boon cannot be used again.				
<ul style="list-style-type: none">• <i>Eyes of Rhean</i> (55,000; item level 13; <i>Starfinder Adventure Path #6: Empire of Bones</i> 30)• <i>Runeworm</i> (37,000; item level 12; <i>Starfinder Adventure Path #6: Empire of Bones</i> 30)• <i>Spear of Fates</i> (102,300; item level 13; <i>Starfinder Adventure Path #6: Empire of Bones</i> 30)• <i>Warlord Stone</i> (75,000; item level 13; <i>Starfinder Adventure Path #6: Empire of Bones</i> 30)				
All subtiers				
aurora arc pistol (45,700; Item Level 13) estex suit IV (49,250; Item Level 13) gray force field armor upgrade (40,000; Item Level 12) merciful venomous paragon semi-auto pistol (64,720; Item Level 13) mk 1 spell reflector armor upgrade (47,950; Item Level 13) red star plasma sword (54,300; Item Level 13) shock grenade III (5,380; Item Level 10; Limit 4) standard photon crystal (71,200; Item Level 14) tactical autobeam rifle (26,900; Item Level 11) ultrathin longsword (26,300; Item Level 11)				
Reputation				
Faction _____	Reputation _____	Faction _____	Reputation _____	
Faction _____	Reputation _____	Infamy _____		

SUBTIER		<input type="checkbox"/> Normal
11-12		104,100

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

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

SUBTIER		<input type="checkbox"/> 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	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #