

# STARFINDER

## SKITTER SHOT

### STARFINDER SOCIETY ROLEPLAYING GUILD

*Starfinder: Skitter Shot* may be played in all Starfinder Society Roleplaying Guild events for credit. This additional option provides game stores, conventions, and home groups additional options when organizing games, especially for groups that find the two scenarios released each month to be insufficient. Additionally, modules 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 modules differs from that of scenarios, this document outlines the specific rules changes needed for playing Starfinder Modules for Starfinder Society credit and provides a Chronicle sheet to award players upon the completion of *Skitter Shot*.

### HOW TO PLAY

Because Starfinder Modules 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 *Starfinder Society Roleplaying Guild Guide*. In instances where rules presented in this document conflict with the *Starfinder Society Roleplaying Guild Guide*, the specifics here supersede the rules in the Guide, but only when playing this Starfinder Module.

### LEGAL STARFINDER SOCIETY CHARACTERS

To receive Starfinder Society credit for playing through *Skitter Shot*, players must use the pregenerated skittermanders found on pages 12-15 of the adventure. For a group of more than 4 players, distribute duplicates of these pregenerated characters for play.

If a player has a boon allowing her to create a skittermander PC, she may also choose to play that character so long as the PC is 1st- or 2nd-level.

### CONDITIONS AND DEATH

In Starfinder Society Roleplaying Guild, 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 Shot*; 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 may recover from death completely for only 2 Fame.

### GETTING CREDIT

All players who play the entire module receive the attached Chronicle sheet, which may be applied to any 1st- or 2nd-level PC as if that character had played the module. A GM who runs a module may likewise apply credit to any one of her 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.

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 possesses.

As always, each player may receive credit for each module once as a player and once as a GM in either order.

### ADVICE FOR RUNNING SKITTER SHOT

*Skitter Shot* is not a traditional Starfinder Society Scenario, so players and GMs need to keep certain differences in mind. Very few players in the Starfinder Society Roleplaying Guild can legally play skittermander PCs before playing this adventure, so the adventure's premise is likely one that appeals to people who want to play a group of helpful and adorable furry creatures.

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 in order to give new players or old a sense of why skittermanders can be fun to play and invaluable allies to call upon.

This adventure is Paizo's offering for Free RPG Day 2018 and will likely be run 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 Roleplaying Guild 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!

If you wish to learn more about Starfinder's memorable skittermanders, check out *Starfinder: Alien Archive* available from [paizo.com](http://paizo.com) and your local game store.





# Starfinder: Skitter Shot

Character Chronicle #

A.K.A. _____ - 7					SUBTIER <input type="checkbox"/> Normal										
Player Name	Character Name	Organized Play #	Character #	Faction	1-2 720										
Items Found During This Scenario					SUBTIER <input type="checkbox"/> Normal										
<p>By completing <i>Skitter Shot</i>, you've learned about skittermanders and their indomitable desire to help those in need (whether those people want assistance or not.) You can demonstrate your shared 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"><li>• 1 box for playing 4 hours of quests, a scenario, or a 16-page module (not including this one)</li><li>• 2 boxes for playing an entire Adventure Path volume.</li><li>• 2 boxes for GMing 4 hours of quests, a scenario, or a 16-page module.</li><li>• 3 boxes for GMing an entire Adventure Path volume.</li><li>• 3 boxes for GMing at an event that received Paizo Event Support or a Regional Support Package.</li></ul> <p>Once you have filled 24 boxes, you earn the Nufriend Skittermander boon below, allowing you to build a skittermander character of your own!</p> <p><b>Nufriend Skittermander (Personal Boon; Limited-Use):</b> 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 eager skittermander. 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><i>New Character:</i> You can play a skittermander character (<i>Starfinder Alien Archive</i> 106), 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 Starfinder Society Roleplaying Guild Guide. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character.</p> <p><i>Existing Skittermander:</i> You can apply this boon to an existing skittermander 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> <div><div>1</div><div>2</div><div>3</div><div>4</div><div>5</div><div>6</div><div>7</div><div>8</div><div>9</div><div>10</div><div>11</div><div>12</div><div>13</div><div>14</div><div>15</div><div>16</div><div>17</div><div>18</div><div>19</div><div>20</div><div>21</div><div>22</div><div>23</div><div>24</div></div> <p>Reputation</p> <table><tr><td>Faction _____</td><td>Reputation _____</td><td>Faction _____</td><td>Reputation _____</td></tr><tr><td>Faction _____</td><td>Reputation _____</td><td>Infamy _____</td><td></td></tr></table>					Faction _____	Reputation _____	Faction _____	Reputation _____	Faction _____	Reputation _____	Infamy _____		MAX CREDITS	SUBTIER <input type="checkbox"/> Normal	- -
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					EXPERIENCE	Starting XP									
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FAME	Initial Fame														
	+	GM's Initials													
	Fame Gained (GM ONLY)														
	-														
	Fame Spent														
	Final Fame														
CREDITS	Starting Credits														
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	Credits Garnered (GM ONLY)														
	+	GM's Initials													
	Day Job (GM ONLY)														
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For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #