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sfsguide._.Concluding An Adventure

Filling Out a Chronicle



Scenario #6-

A.

Character Chronicle #

<p>B.</p> <p>Character Name</p>	<p>C.</p> <p>Organized Play #</p>	<p>Character #</p> <p>Faction</p>
<p>E.</p> <p>Adventure Summary</p>		
<p>F.</p> <p>Boons</p>		
<p>G.</p> <p>Items</p>		
<p>H.</p>		
<p>I.</p>		

LEVELS	<input type="checkbox"/> Normal Max Credits
1-2	
LEVELS	<input type="checkbox"/> Normal
3-4	
LEVELS	<input type="checkbox"/> Normal
5-6	
EXPERIENCE	Starting XP
	H.
	XP Gained (GM ONLY)
	Final XP Total
CREDITS	Starting Credits
	H.
	Credits Gained (GM ONLY)
	Day Job (GM ONLY)
	Credits Spent
	Total

FOR GM ONLY	FOR GM ONLY	K.	L.
I.	J.	DATE	GM Organizer Name

D Chronicle Code: _____

For more information about the Starfinder Society Organized Play program, including how to use this Chronicle Sheet, visit starfindersociety.club



Scenario #4-

Character Chronicle #

A.

<p>B. _____ C. _____</p> <p>Character Name Organized Play # Character # Faction</p>		<p><input type="checkbox"/> Normal Max Credits</p> <p>LEVELS 1-2</p>
<p>E.</p> <p>Adventure Summary</p>		<p>LEVELS <input type="checkbox"/> Normal</p> <p>Out of Level</p>
<p>F.</p> <p>Boons</p> <p>Congratulations on completing the adventure! You've earned Starfinder Society Achievement Points, a currency that can be redeemed on our website at paizo.com. Special character boons. To redeem your Achievement Points, on our website at paizo.com create a paizo.com account and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p>		<p>MAX CREDITS 3-4</p> <p>LEVELS <input type="checkbox"/> Normal</p>
<p>G.</p> <p>All Levels Levels 3-4</p>		<p>LEVELS <input type="checkbox"/> Normal</p> <p>Starting XP</p>
<p>H.</p> <p>Reputation</p> <p>Faction _____ Reputation _____ Faction _____ Reputation _____</p> <p>Faction _____ Reputation _____ Infamy _____</p>		<p>EXPERIENCE</p> <p>Starting XP</p> <p>+ H. XP Gained (per occ)</p> <p>Final XP Total</p>
<p>I. _____ J. _____ K. _____ L. _____</p> <p>EVENT EVENT CODE DATE GM Organized Play #</p>		<p>CREDITS</p> <p>Starting Credits</p> <p>+ H. Credits Gained (per occ)</p> <p>Day Job (per occ)</p> <p>Credits Spent</p> <p>Total</p>
<p>D. Chronicle Code: ZNS2</p>		



Scenario #3-

Character Chronicle #

A.

<p>A.K.A. B. _____ C. _____</p> <p>Player Name Character Name Organized Play # Character # Faction</p>		<p><input type="checkbox"/> Normal Max Credits</p> <p>LEVELS 1-2</p>
<p>E.</p> <p>Adventure Summary</p>		<p>LEVELS <input type="checkbox"/> Normal</p> <p>Out of Level</p>
<p>G.</p> <p>Levels 1-2 Levels 3-4</p>		<p>MAX CREDITS 3-4</p> <p>LEVELS <input type="checkbox"/> Normal</p>
<p>H.</p> <p>Reputation</p> <p>Faction _____ Reputation _____ Faction _____ Reputation _____</p> <p>Faction _____ Reputation _____ Infamy _____</p>		<p>EXPERIENCE</p> <p>Starting XP</p> <p>+ H. XP Gained (per occ)</p> <p>Final XP Total</p>
<p>I. _____ J. _____ K. _____ L. _____</p> <p>EVENT EVENT CODE DATE Game Master's Signature GM Organized Play #</p>		<p>FAIR</p> <p>Initial Fees</p> <p>+ H. Fees Gained (per occ)</p> <p>Game Spent</p> <p>Total</p>
<p>D. Chronicle Code: ZNS2</p>		

The image shows a 'Starfinder Society Scenario #2- A.' Chronicle form. It is divided into several sections:

- Header:** Starfinder Society Scenario #2- A. Character Chronicle #
- Character Info:** A.K.A. B., Character Name, Organized Play # C., 7, Character #, Faction.
- Items Found During This Scenario:** E.
- Subtiers:** All Subtiers, Subtier 3-4, G.
- Experience & Fame:** Starting XP H., XP Gained, Final XP Total, Initial Fame, Fame, Fame Spent, Final Fame.
- Credits:** Starting Credits H., Credits Gained, Day/Job (paizo.com), Credits Spent, Total.
- Reputation:** Reputation, Faction, Reputation, Reputation, Faction, Reputation, Infamy.
- GM Only Section:** I., J., K., L. (Event Name, Event Code, Date, Game Master's Signature, GM Organized Play #).

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 played, including the player's Organized Play ID and the character's number.
- (D.) Partner Code: A unique code that identifies the Chronicle. May be used by third-parties to reference the Chronicle.
- (E.) Adventure Summary: This may contain checkboxes to help remind you which choices you made during the adventure.
- (F.) AcP Pointer: Where to find Achievement Point totals on paizo.com.
- (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 may be used when an event number is incorrect or illegible.
- (J.) Event Number*: Unique identifier for the event where the game was played; provided by the Event Organizer.
- (K.) Date*: Date the adventure was completed.
- (L.) GM Number*: The GM's Organized Play ID.

GMs are no longer required to sign or initial any part of a Chronicle, even though earlier adventures include boxes for that.

GMs are encouraged to add notes to chronicles about interesting events that occur during the adventure.

Treasure Access

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

Variable Quantities

Experience Points (XP) Each scenario awards 1 XP. Each quest typically awards 0.25 XP.

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". Scenarios contain instructions for how to reduce these amounts if PCs do not complete an encounter successfully.

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). If the player did not choose a Faction to represent, they gain those 1-2 Reputation with the Wayfinders. Scenarios with the Faction tag often award an additional 1 Reputation with the named Faction(s) for completing their goals.

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. If the Chronicle has a section for fame, cross it off.

GM Chronicles

Game Masters earn [GM table credits](#) and Achievement Points each time they GM an adventure. GMs earn a chronicle once per adventure (unless the adventure has the [Repeatable](#) tag), typically the first time they GM the adventure. Chronicles earned by GMing must be assigned to characters when received.

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's character receives [Downtime](#) when the chronicle is applied.

The GM can choose 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.

If the scenario requires players to choose among factions to receive bonus Reputation, the GM must also choose one; GMs do not earn reputation with each faction that could be chosen. The GM's choice can be different from their players' choice.

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