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The Starfinder Society rewards GMs for volunteering their time to run events. Any GM who runs a scenario can assign a Chronicle Sheet for that scenario to one of their own characters, earning full credit. GMs also receive rewards based on the number of scenarios they have run and reported.

## GM Credit

GMs earn [GM credits](#), [Achievement Points](#), and a [chronicle](#) the first time they GM an adventure. Any subsequent GM sessions earn GM credits and AcP, but no chronicle unless the adventure has the repeatable tag. GMing a single Adventure Path volume earns 2 tables of GM credit.

Chronicles earned by GMing must be assigned to characters when received, but do not need to be applied until later. See [Applying Credit](#) for more details. 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 can chose 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. The GM's character receives [Downtime](#) when the chronicle is applied.

Aside from these stipulations, it is otherwise treated as if the adventure had been played with a pregenerated character with a level equal to the adventure's minimum level.

## GM Novas

The Starfinder Society offers a GM rank system, using novas to represent the activity and experience of a given GM. The novas are visible on the GM's organized play ID card. A GM can earn up to five novas. Earning novas 1-4 requires running a certain number of reported games; earning a 5th nova has additional requirements. The total number of reported adventures for each nova is as follows:

<b>Adventures reported</b>	<b>Novas earned</b>
10 adventures	1 Nova
30 adventures	2 Novas
60 adventures	3 Novas
100 adventures	4 Novas
150 adventures	5 Novas <i>with additional requirements met</i>

GMs receive the following rewards based on the number of GM novas they have earned:

- For each nova earned, GMs can apply a +1 bonus to all rerolls gained via boons.
- For each nova earned, GMs can [replay](#) one

scenario once.

- GMs with 4 or 5 Novas may be able to run exclusive or limited release content.

A GM must accomplish the following to qualify for their fifth nova:

- Report 150 adventures as a GM.
- Run 50 different adventures.
- Run 10 or more adventures from the 5 Nova Qualifying Adventures list (below). With the exception of multi-table interactives, a particular scenario can earn credit for a maximum of 3 of those 10.
- Complete 3 evaluation games, each in the presence of a different Qualified Evaluator (A venture-captain, regional venture-coordinator, or Paizo Organized Play staffer) using the Organized Play rubric.

If no Qualified Evaluator is willing or able to evaluate a GM due to unreasonable travel requirements or similar reasons, the GM can contact their regional venture-coordinator. In such cases, their RVC can designate a 5-nova GM, a venture-lieutenant, or other trusted community member as a Qualified Evaluator for that GM.

5-Nova Qualifying Adventures:

- All multi-table interactive specials
- Starfinder Society #1-98: [Into the Perplexity: The First Trial](#)
- Starfinder Society #2-24: [Cornered Rat](#)
- Starfinder Society #3-20: [Fleeting Truth: Everchanging Revelation](#)
- Starfinder Society #4-09: [Through Sea and Storm](#)
- Starfinder Society #5-04: [Fragment of the Fourth](#)
- Starfinder Society #5-10: [Shadow of the Vault Lord](#)

To fully experience the benefits of peer review and feedback, we recommend the following observation schedule:

- **0-10 Games:** You're getting your feet wet. Thanks for GMing!
- **11-49 Games:** Use the rubric to get a feel for organized play best practices. Consider having a fellow GM sit at your table and give feedback.
- **50-99 Games:** Ask any venture-officers at your tables to do a rubric evaluation to give feedback as if it were an evaluation game.
- **100+ Games:** Receive 3 formal evaluations from 3 different Qualified Evaluators.

## Organized Play Rubric

Aspect	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations
<b>The GM's preparation allowed for smooth game flow.</b>	The GM had to check on information repeatedly throughout the session, and/or took long pauses to figure out what happens next.	The GM had to check on things throughout, but the game did not experience extensive delays.	The GM was able to keep the flow of the game consistent, and the GM dealt with unforeseen challenges by exercising skilled time management.

<p><b>The GM had a solid understanding of the rules to the game</b></p>	<p>The GM has basic rules knowledge, but frequent breaks or questions impacted the flow of the game. GM did not know the majority of the rules. GM defaulted to arbitrary ad hoc rulings. GM confused rules between game systems consistently. GM did not allow players to question GM rulings made at the table.</p>	<p>The GM had average rules knowledge, and questions did not impact the flow of the game. GM knew the most common rules of the game well and did not have confusion between game systems. GM allowed players to question GM rulings and resolved questions in a professional manner.</p>	<p>The GM had solid rules knowledge, and kept the game flowing while handling questions. GM acknowledged when a rule is unclear or when the GM made a mistake. GM did not have confusion between game systems. If a challenge arose, the GM handled it fairly and consistently.</p>
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<p><b>The GM took efforts to make the game distinct and interesting.</b></p>	<p>The GM made little attempt at tying in setting, NPCs, or imagery to convey an imaginative setting. GM did not provide opportunities for players to engage with the storyline.</p>	<p>The GM made a reasonable effort to make the game distinct in at least one meaningful way, such as deeply roleplaying the NPCs, using setting specific terms and lore to increase immersion, or using words with imagery to describe the environment, situations.</p>	<p>The GM put in an excellent effort to make the game distinct, using multiple techniques off the “meets expectation” list.</p>
<p><b>GM presented the scenario as written.</b></p>	<p>The GM followed the gist of the storyline but adjusted content. The GM did not run encounters as written. The GM ran the wrong sub-tier encounters.</p>	<p>The GM ran the adventure as written. The GM did not allow for creative solutions by the PC to resolve situations.</p>	<p>The GM stayed true to the storyline while allowing for creative solutions and player interest.</p>

