



# Starfinder Society Roleplaying Guild

## Welcome to Starfinder Society Boon

Character Chronicle #

A.K.A.	- 7		
Player Name	Character Name	Organized Play #	Character # Faction

**NOT INTENDED FOR SALE. NO CASH VALUE**  
This Chronicle sheet grants access to the following:

**Starfinder Society Care Package (Slotless Boon; Limited Use):** As a recent graduate of the Starfinder Society's accelerated training program, you've received a potent item to aid in your first missions. This boon provides your character with one of the three following options. Select one option, and cross the remaining two off the Chronicle sheet.

**Elixir of Renewal:** You gain a special elixir that you can consume as if it were a serum in order to restore 2d8 Hit Points as well as 1d4 points of one type of ability damage. You can use this elixir only once, even if you have an ability or effect that would allow you to benefit from the serum multiple times. Check the box that precedes this boon when you use this elixir. Only you can use this elixir and it has effective market price of 0 credits if sold.

While every character can purchase a serum of healing, this free gift is more potent than a typical starting serum. The elixir is also good at curing ability damage, which often accompanies poison, disease, and other afflictions. Consider this option if you cannot cast healing spells and want a powerful way to heal yourself in an emergency.

**Tattoo of the Starfinder:** You have a magical tattoo, commemorating your induction into the Starfinder Society. As an immediate action when you are struck by a critical hit or dealt at least 15 points of damage from a spell or supernatural ability, you can check the box that precedes this boon and expend the tattoo's magic to gain 10 temporary Hit Points that last for 1 minute. You also regain 1 previously expended Resolve Point when using this boon.

Hit Points are a precious commodity at low levels, and a few lucky attacks from an opponent can sometimes kill a character. Similarly, Resolve Points are key to using special abilities and stabilizing if a deadly attack takes you down. Consider this option to reduce the chance that a lucky critical hit will kill you.

**Spellgem Cache:** You gain a cache of three unique spell gems. Only you can use these spell gems and each gem has an effective market price of 0 credits if sold. When you use these spell gems they contain one of the following spells (chosen when you use them): comprehend languages, life bubble, mystic cure, or share language. You must follow all standard rules for using a spell gem, meaning that you must be a spellcaster to use the gem, and the selected spell must be on your class's spell list. Consider this option if you are a spellcaster, as you can use these gems without difficulty.

TRADING

Date Traded:
Transfer From:
Transfer To:
Date Traded:
Transfer From:
Transfer To:

EXPERIENCE

Starting XP
+ <small>GM's Initials</small>
XP Gained (GM ONLY)
=
Final XP Total

FAME

Initial Fame
+ <small>GM's Initials</small>
Fame Gained (GM ONLY)
-
Fame Spent
Final Fame

CREDITS

Starting Credits
+ <small>GM's Initials</small>
Credits Garnered (GM ONLY)
+ <small>GM's Initials</small>
Day Job (GM ONLY)
-
Credits Spent
=
Total

**Reputation**

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

**For GM Only**

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #
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