

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-07 TIER 1-4

STARFINDER SOCIETY

The Solar Sortie

BY JENNY JARZABSKI





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HOW TO PLAY

Starfinder Society Scenario #1-07: The Solar Sortie is a Starfinder Society Scenario designed for 1st-through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but it can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/starfindersociety.



Table of Contents

The Solar Sortie	3
Appendix	22
Maps	23
Chronicle Sheet	25

GM RESOURCES

The Solar Sortie makes use of the *Starfinder Core Rulebook* and the *Starfinder Alien Archive*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at paizo.com/sfrd, and the relevant rules from the *Starfinder Alien Archive* volumes are reprinted at the back of the adventure for the GM's convenience.

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see Chapter 1 of the *Starfinder Society Roleplaying Guild Guide*.



FACTION (DATAPHILES)



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THE SOLAR SORTIE

BY JENNY JARZABSKI



The Scoured Stars incident affected every member of the Starfinder Society, and perhaps none fared worse than the current leader of the Dataphiles, Historia-7. The android took this name after her mentor, Historia-6, disappeared in the Scoured Stars. Historia-7 has since worked to uncover a widening conspiracy surrounding the incident—specifically, investigating an unknown person or organization opposed to the Starfinder Society that withheld information about the Scoured Stars and later destroyed important data related to the event.

While Historia-7's investigation took a backseat to reorganizing the Dataphiles, a recent information leak provided her information that could validate her suspicions. Thanks to the efforts of a newly recruited hacker named Ceren (first encountered in *Starfinder Society Scenario #1-01: The Commencement*), the Dataphiles uncovered a trove of data surrounding several corporations taking up residence in the Bluerise Tower section of Absalom Station. The Arch Energy Consortium, one of these corporations with offices in the Bluerise Tower, had several data links leading back to Historia-6's research. Sometime after the ill-fated expedition to the Scoured Stars, someone removed any connections to the Arch Energy Consortium from the Starfinder Society's archives. A comparison between the Society's records and Ceren's new data clearly proved one of Historia-7's greatest fears: the Starfinder Society's data archives have been altered by an outside organization.

It was impossible for Historia-7 to determine exactly who had tampered with the data. Instead, the only clue she had was a connection to the Arch Energy Consortium—a minor subsidiary company of Resurgent Technologies, a larger Aballonian corporation. By all appearances, Arch Energy specializes in the manufacture and installation of solar batteries. In truth, Arch Energy is a front, entirely fabricated to furnish meetings between its secretive board of directors. While Arch Energy succeeds at its false pretense of providing solar batteries, the company's CEO, Iliia Tamm, enacts business decisions made by the board of directors that are intended to intentionally stunt the company's growth. Knowing that her predecessor had previously investigated the seemingly innocuous corporation, Historia-7 seeks to uncover what, if any, ties Arch Energy Consortium has with the events of the Scoured Stars incident.

Where in the Universe?

The Solar Sortie takes place on Brilliance, a solar satellite owned by the Arch Energy Consortium. Brilliance is a hub for corporate activity. In addition to laboratories, offices, and amenities for senior employees, Brilliance houses a solar yacht port and an observatory.

BRILLIANCE

Arch Energy Consortium Headquarters

Diameter: 1 mile; **Mass:** less than $\times 1/100$

Gravity: $\times 1$ (artificial)

Atmosphere: Normal

Day: 6 hours; **Year:** 30 days

Brilliance is a sizable space station closely orbiting the Pact Worlds' sun. Its upper level boasts retractable shields that allow safe observation of solar activity and the absorption of solar energy, while its lower levels contain laboratories, offices, workstations, and recreational areas including an auditorium, cafeteria, and gymnasium. Brilliance's lowest tier provides docking for craft ranging from tankers to solar yachts.

Arch Energy's offices are located on Brilliance, a space station in orbit around the Pact Worlds' sun. Historia-7 knows that Iliia Tamm employs impressive security at the facility, and in the Society's current weakened state, a direct infiltration of Brilliance would be difficult at best. Instead, Historia-7 made the recent decision to target Iliia's son, Envar Tamm, who holds a vanity position as chief procurement officer within Arch Energy. Envar Tamm is a reputed transdimensional pesh addict and is an avid fan of underground alien gladiatorial fights. Historia-7 knows that one such fight will take place on Brilliance in the coming days, and she plans to use a group of Starfinder agents posing as competitors to attract Envar's attention and take advantage of his high-level security authorization to access Iliia's protected corporate files.

SUMMARY

The PCs meet with Historia-7 in the Loespire Complex for an emergency briefing concerning the Arch Energy Consortium. Historia-7 explains that her analysis of Ceren's data revealed that Arch Energy may be involved in a wider conspiracy against the Society. She instructs the PCs to confirm her suspicions by retrieving incriminating files from the Arch Energy CEO's personal computer.

The PCs prepare false identities and enter an underground gladiatorial fight as contestants to earn the approval of Envar Tamm, the highly connected and hard-partying son of CEO Ilia Tamm. After the fight, Envar takes the PCs on a tour of Brilliance. Envar brings his new friends to an after-hours lounge where they are accosted by his transdimensional pesh dealer and her bodyguards; either the PCs negotiate a substitute for Envar's late payment or the situation turns violent. The tour continues to the Brilliance observatory where the PCs fight a group of solar elementals that materialize after Envar tampers with the observatory-shield controls.

Finally, the PCs convince Envar to include his mother's office in the final leg of their tour. The group must disable the security features on Ilia's door and hack into her computer to retrieve the information they need. The PCs' escapades likely alert Ilia Tamm, and the party must contend with a pair of security ships in a climactic final starship battle.



research leading back to a corporation known as the Arch Energy Consortium. When I compared these findings to our records, I found no mention of this corporation, and all data related to Arch Energy Consortium was somehow deleted from our records. My worst-case scenario is being realized: our data has been tampered with."

Historia-7 unhooks the neural cables from her neck and massages the attachment sites. "I require additional information about this corporation. Arch Energy's CEO, Ilia Tamm, has enough security resources and paranoia at her disposal to make a direct infiltration inadvisable. The weak link in this proverbial firewall is her son, Envar Tamm. His proclivities make him very suggestible, and I hypothesize that resourceful individuals could convince him to provide the information I seek.

"Envar routinely attends gladiatorial fights on Arch Energy's corporate space station, Brilliance. It will take you some time to reach Brilliance from here. During your journey, I want you to create false identities. Meanwhile, I'll make sure that you're entered into one of these gladiatorial matches as contestants. From there, you'll need to get Envar to grant you access to his mother's computer records. Acquire any data related to the corporation's board of directors. Above all, this mission demands subtlety, as Envar has quite the media presence."

GETTING STARTED

Read or paraphrase the following to get the adventure under way.

The efficient hum of machinery fills the Archive's Cortex. Projected images and text flit across multiple screens positioned around a raised swivel chair occupied by Historia-7, leader of the Dataphiles. Historia-7 swipes a finger to clear the feed and speaks without preamble.

"My sources indicate that you are the most efficient and capable team the Starfinder Society currently has for my mission. I sincerely hope you do not prove this claim erroneous. I recently detected a discrepancy in the Society's data logs. As you may be aware, my primary objective has been decoding information regarding the Scoured Stars incident. Before the incident, my predecessor, Historia-6, and other Society members extensively investigated several corporations as well as the Scoured Stars system. Much of their knowledge was lost to us. A recent ally, a skilled hacker named Ceren, uncovered multiple data links from what remains of my predecessor's

Historia-7 also advises the PCs to choose their spacecraft for the mission carefully to avoid discovery. The PCs can choose from any starship frame normally available to them—most likely the *Drake* or the *Pegasus*. For this scenario, the PCs can choose either hull, though taking the *Drake* grants Brilliance's security staff a +2 circumstance bonus to all Perception checks to recognize a disguised PC; the Brilliance guards are more alert with a combat-oriented ship docked on their station.

Historia-7 answers any pertinent questions but urges the PCs to make their preparations as quickly as possible. Some likely questions and answers are listed below.

What happened in the Scoured Stars incident? "It was our greatest concerted effort in decades. Led by First Seeker Jadrura, many of our trained veterans—including my predecessor, Historia-6—journeyed to a largely unexplored star system. We spared no expense and poured over eighty percent of our assets and resources into the expedition. We thought this glorious mission would bring us knowledge, resources, and new discoveries. It brought us only ruin. Just after the task force

reached the Scoured Stars system, all communication ceased. A shield of golden energy surrounded the system and now prevents us from contacting or reaching our lost agents. Those of us left behind are struggling to rebuild.”

What else do you know about the Arch Energy Consortium? “Arch Energy is a minor subsidiary of Resurgent Technologies, which is a larger Aballon-based corporation. Analysis of Arch Energy’s finances suggests its CEO wants to keep it that way. Ilia Tamm has made multiple business decisions over past fiscal cycles that stunt company growth. I therefore conclude that the company is a front—for what, exactly, I don’t know. I suspect that Resurgent Technologies is still unaware of this.”

Why do you think we can influence Envar? “My research led me to discover that Envar has an addiction to transdimensional pesh, and while he’s impaired he may be highly suggestible. Additionally, Arch Energy PR constantly edits his info feed, suggesting he may already be prone to leaking sensitive information to the infosphere. This is an unenviable task, and I fully intend to ensure that Envar receives the help he needs—after we get our data.”

How will we get the information you need? “Once you gain access to Ilia Tamm’s computer, a capable computers expert should be able to locate the appropriate files. I am not entirely sure what you will find, so download anything secure and return it to me. If you are unable to extract the files on-site, removal of the computer’s storage module will suffice, but it will alert Tamm to the security breach.”

At this point, have the PCs finalize their boon slots for the session after completing their briefing with Historia-7. This scenario is of high importance to the Dataphiles faction, and PCs should be encouraged to slot this faction as one of their boons. Additionally, any who have the AbadarCorp Annoyance boon (see *Starfinder Society Scenario #1-02: Fugitive on the Red Planet*) should be encouraged to slot this boon; doing so attracts the attention of an anticorporate hacktivist organization early in the scenario.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture check to recall knowledge or a Diplomacy check to gather information, the PCs might know more about Envar Tamm. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Envar Tamm is Arch Energy CEO Ilia Tamm’s only child. He is chief procurement officer of the Arch Energy Consortium, a corporation that manufactures and distributes solar batteries.

Envar is a minor celebrity who relies on his money and connections rather than actual talent to remain in the spotlight. He dislikes being bored and seeks the company of exotic or famous individuals.

15+: Envar owes his position within the company entirely to nepotism, and while he has an elevated level of security clearance and a matching salary, his mother employs a host of assistants to limit his influence on the corporation—and her bank account. On Brilliance, however, Envar usually travels unsupervised. Ilia Tamm and her public-relations team try to cover up Envar’s addiction to transdimensional pesh, but leaked videos of Envar’s drug-fueled antics occasionally slip through the cracks. One

of the more popular videos depicts Envar nearly crashing a solar yacht in an attempt to impress the shirren icon Magisterial Chef Ghornak Ryzcech during his visit to Brilliance.

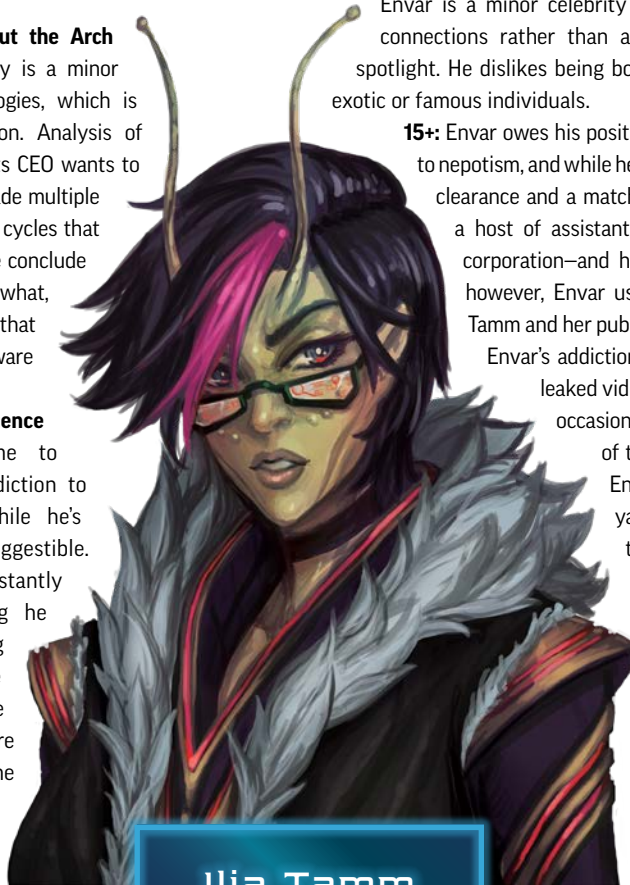
20+: Envar owes a substantial amount of credits to the ysoki gangster Razor, the leader of a crime organization funded largely by the drug trade. Razor is known for her brutal methods of extracting credits from those reluctant to pay. Razor often uses gladiatorial matches to recruit hired muscle, and she plans to attend the event on

Brilliance. She intends to collect Envar’s debt after the fight.

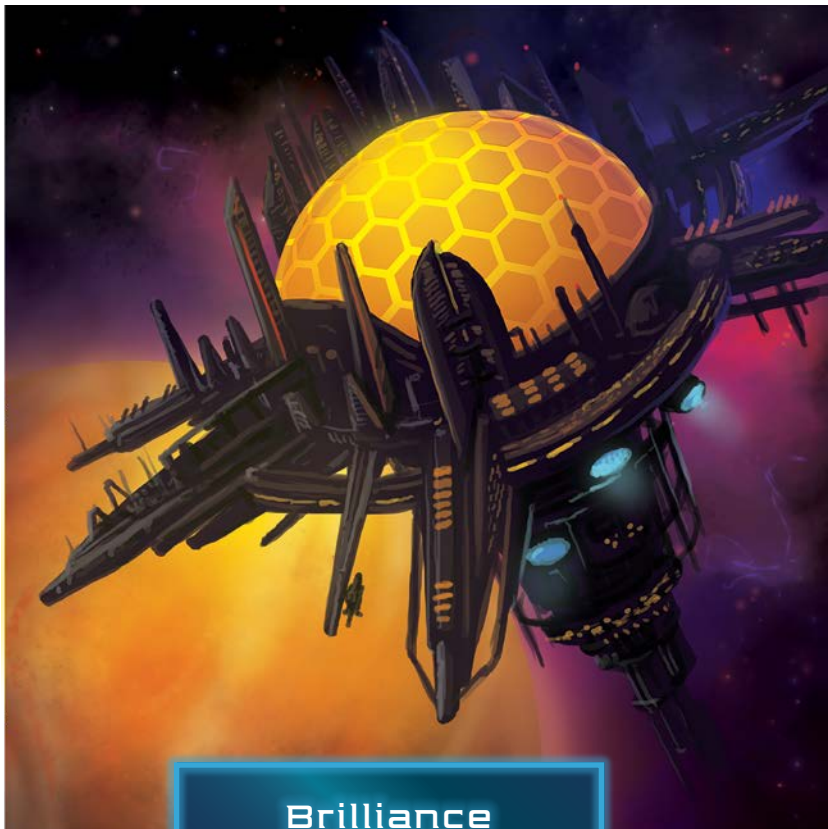
BRILLIANCE

Traveling from Absalom Station to Brilliance takes 1d6 days of Drift travel or 1d6+2 days of normal space transit. The PCs have no trouble traveling to Brilliance and docking their ship in time for the gladiatorial fight. Prior to departing, the PCs can purchase any gear and supplies they need on Absalom Station.

Disguise: Historia-7 reminds the PCs to obscure their identities before reaching Brilliance. While traveling to Brilliance, the PCs can each attempt a Computers check to create a false identity or a Disguise check to alter their appearance, and they can use equipment or spells to bolster their deception. Rather than attempting a skill check, a PC can get another PC to perform the check for them. A PC attempting a check for another PC in this manner can use either skill, but he takes a cumulative –2 penalty to the check for each additional PC he attempts the skill check for. Each PC can use only one such check, either one he attempts or one attempted by another PC. Take note of each PC’s result on these



Ilia Tamm



Brilliance Station

checks; Brilliance security guards scrutinize the PCs at various points during this adventure, attempting Perception checks opposed by the PCs' results here.

As long as at least one PC slots the AbadarCorp Annoyance boon, a masked individual with a modulated voice sends the party a personal comm expressing interest in aiding their infiltration of Arch Energy Consortium (see *Starfinder #1-02: Fugitive on the Red Planet* for more information on this boon.) Accepting this help provides a +4 bonus to all checks to disguise the PCs' appearances and identities during the scenario. For each PC beyond the first slotting the AbadarCorp Annoyance boon, the party can reroll one Computers or Disguise check to conceal a PC's identity.

Arrival: A female korasha lashunta customs officer (Perception +3 in Subtier 1-2; Perception +5 in Subtier 3-4) records the PCs' names and images on her computer. If the officer's Perception check surpasses a PC's Disguise or Computers check to obfuscate his identity, then she alerts Ilia Tamm, which means the PCs must engage in the starship combat encounter at the end of the scenario (see encounter **D** on page 18.)

Whether or not the lashunta customs officer makes a note of the PCs, security recognizes them as attendees to the gladiatorial bout that Historia-7 entered the PCs in. The match is set to begin almost immediately after the PCs reach the station—Envar's impatience driving things more than anything else. The guards quickly shepherd the PCs to the location of the impending fight, moving directly into area **A**.

A. THE BRILLIANT ARENA (CR 2 OR CR 4)

This immense auditorium broadcasts entertainment and training transmissions to Arch Energy employees. One of Envar Tamm's few tangible company actions was to convert this area into an arena for gladiatorial bouts. Envar—more accurately, his staff—cited the growing prominence of Akitonian gladiatorial combat and how it could be used to improve station morale. Giddy to host his favorite blood sport, Envar spared no expense in furnishing the auditorium for the matches. The ceiling of the auditorium is made of artificial transparent sapphire, providing a stunning view of space. Tiered stands rise to provide seating, and six suspended holoscreens provide close-up views of the action. Two heavy metal doors to the north and south allow the contestants entrance to the arena floor. Four 30-foot-tall metal pillars rest in the center of the arena.

Arena guards direct the PCs to the southern entrance of the arena. They explain that the PCs are set to fight an alien creature imported at Envar's request. The PCs have a few minutes to prepare for the fight before the guards usher them into the arena. Read or paraphrase the following.

The nearby sun blazes against a backdrop of inky space through the transparent ceiling of the arena. The glare obscures the faces of the roaring crowd crammed into bleachers towering above the floor. Overhead, six suspended holoscreens loop images of the arena. Metal pillars rise like jagged teeth from the bloodstained arena floor, and an announcer's voice booms, "Are you ready for some carnage?" The crowd echoes the refrain as the silver metal door to the east grinds open.

Impressing Envar: Encourage the PCs to find ways to showboat and play up their physical skills during this encounter. The PCs have 4 rounds before the crest-eater frees itself from the harness. During this time, each PC can attempt either one Acrobatics or Athletics check to interact with features of the arena (DC 18 in Subtier 1-2; DC 21 in Subtier 3-4) or one Charisma-based check (DC 16 in Subtier 1-2; DC 19 in Subtier 3-4) to perform or make a speech to elicit; a PC can instead attempt this check during combat. Let the PCs to be creative, and award up to a +4 bonus to any check described in an exciting, cinematic way, at your discretion. Impressing Envar affects his behavior later (see Development on page 9 and encounter **D** on page 18).

Creatures: A team of two male korasha lashuntas and a female vesk armed with stun guns guides a harnessed and chained crest-eater through the metal door at the north end of the arena. The group latches the harness clips onto either side of the door before hastily retreating. Once far enough away, the handlers remotely unlock the clips, giving the PCs 4 rounds to warm up the crowd and prepare before combat begins.

SUBTIER 1-2 (CR 2)

ADOLESCENT CREST-EATER CR 2

N Large magical beast

Init +1; **Senses** bone tracker, darkvision 60 ft., low-light vision;
Perception +7

DEFENSE HP 30

EAC 13; **KAC** 15

Fort +4; **Ref** +4; **Will** +1

OFFENSE

Speed 60 ft.

Melee bite +10 (1d6+4 P plus 1 Con)

Ranged venom spit +7 (1 Con)

Space 10 ft.; **Reach** 10 ft.

Offensive Abilities bone eater

TACTICS

Before Combat The adolescent crest-eater spends 4 rounds disentangling itself from its harness before charging the PCs.

During Combat The crest-eater spits venom at the PCs, then it moves into melee range to subdue the closest target with its bite. It moves between each of the PCs in order of proximity.

Morale The adolescent crest-eater's captors starved it, and as a result, the crest-eater fights to the death.

STATISTICS

Str +2; **Dex** +1; **Con** +3; **Int** -2; **Wis** +1; **Cha** -1

Skills Stealth +12, Survival +7

Languages Kasatha (can't speak any language)

SPECIAL ABILITIES

Bone Eater (Su) A crest-eater's bite delivers a magical venom that dissolves certain minerals in its victim's body, liquefying that creature's bones. Each bite attack that deals damage also deals 1 Constitution damage. A target can negate this damage with a successful DC 11 Fortitude save.

Bone Tracker (Ex) A crest-eater's sense of smell is keenly attuned to the minerals it needs to survive. It can sniff out natural deposits of calcium, and it gains blindsense (scent) against creatures that have taken Constitution damage from its attacks in the past hour.

Venom Spit (Su) As a standard action, a crest-eater can make a ranged attack against the KAC of a single target within 30 feet. If struck, the target must succeed at a DC 11 Fortitude save or take 1 Constitution damage.

SUBTIER 3-4 (CR 4)

CREST-EATER CR 4

HP 54 (*Starfinder Alien Archive* 30; see page 22)

TACTICS

Use the tactics from Subtier 1-2.

Development: Envar Tamm (CN male korasha lashunta) enjoys the match from his private box. He smokes most of his stash of transdimensional pesh before the encounter, and he begins to

Exploring Brilliance

The Arch Energy Consortium's headquarters, Brilliance, has seven levels connected by a pair of central elevators. On most of the levels, the elevators open into a hallway lined with various offices, laboratories, and other rooms. Each hallway has four quadrants protected by computerized doors using key-card and retina-scan technology, requiring visitors to the station to travel with an escort.

BRILLIANCE

LN space station

Population 5,457 (50% lashunta, 25% human, 15% android, 10% other)

Government oligarchy (Arch Energy Consortium board of directors)

Qualities bureaucratic, technologically advanced

Maximum Item Level 12th

Spaceport: The lowest level of Brilliance is a port that can accommodate spacecraft of various sizes and types.

Level One: Arch Energy's labs are located on this level.

Level Two: Housing for employees and guests are located on this level, including lavish rooms for visiting dignitaries from the Burning Archipelago. This floor also boasts a medical bay, gymnasium, cafeteria, and the Eclipse Lounge.

Level Three: Spacious executive offices, including Ilia Tamm's personal office, are located here.

Level Four: Smaller offices for rank-and-file employees are located on this cramped level.

Level Five: The corporate auditorium occupies the majority of level five. When the station's shields are lowered, the sun and space can be partially viewed from this level.

Level Six: This is the upper observation deck of the space station. An outer retractable shield forms a dome around this area, surrounding several transparent shields that protect the solar observatory from harmful radiation, heat, and other dangers from the nearby sun.

hallucinate as the PCs prepare for battle. If at least half of the PCs succeeded at their earlier checks to excite the audience, their actions impress Envar—take note of this for later in the scenario (see encounter **D** on page 18). If the PCs impress Envar in this manner, then Envar's starting attitude toward the PCs begins as friendly. If not enough PCs succeeded at their checks, or if the PCs chose not to attempt any checks to excite the audience, Envar's starting attitude is indifferent. Each time the PCs successfully impress Envar during this adventure, Envar's attitude improves one step toward helpful.

A. THE BRILLIANT ARENA



1 square = 5 feet

Pathfinder Flip-Mat Classics: Arena

If the PCs lose the fight, any survivors wake up to a commotion in the Brilliance med bay 3 hours later as Envar demands to see “the fallen warriors.” If they win, Envar descends to the arena floor to personally congratulate them. Either way, Envar introduces himself and offers a tour of Brilliance. See *Now the Party Can Start* below on how to proceed.

Treasure: The winners of the fight receive a cash prize of credits, which is deposited to an account that Historia-7 has already set up. In addition, Envar casually mentions that he’ll have the bones of the crest-eater rendered down into weapons for his new champions. Envar eventually fulfills this promise, and the PCs receive a suitable bone cestus weapon on their Chronicle sheets to represent this additional treasure.

Rewards: If the PCs do not defeat their alien opponent, reduce each PC’s credits earned by the following amount.

Subtier 1-2: Reduce each PC’s credits earned by 110 credits.

Out of Subtier: Reduce each PC’s credits earned by 185 credits.

Subtier 3-4: Reduce each PC’s credits earned by 259 credits.

NOW THE PARTY CAN START

As the PCs recover from the battle, Envar Tamm approaches from the gate where the crest-eater first emerged. Read or paraphrase the following.

An attractive, muscular korasha lashunta with reflective glasses struts through the northern door. He casually walks over the remains of the defeated crest-eater, stepping over the carcass with a skip. He lowers his sunglasses to reveal dilated pupils and flashes a toothy grin.

“Stellar,” the lashunta man slurs. He glances at the floor and his smile changes to a look of disgust. He takes an exaggerated step over the bare ground as though trying to avoid an object there and trips, falling face-first into one of the metal pillars on the arena floor. He immediately springs back up and dusts himself off.

“You killed two of those things? That’s amazing!” The man holds out a hand in greeting. “I’m Envar—Envar Tamm, you’ve probably heard of me. I know, I know, I’m way more handsome in person. It’s a pleasure to meet me, I’m sure. Now, tell me all about you; I want to know all about my new best friends.”

Envar Tamm eagerly listens to each PC introduce herself. He takes special interest in any PCs with the icon character

Scaling Encounter A

Make the following adjustments to accommodate a group of four PCs.

Subtier 1-2: The adolescent crest-eater is weakened from lack of food. Reduce its Hit Points by 10, and reduce its melee and ranged attack bonuses by 2.

Subtier 3-4: The crest-eater is weakened from lack of food. Reduce its Hit Points by 10, and reduce its melee and ranged attack bonuses by 2.

theme, as he always wants to meet other celebrities. He asks where everyone is from and how they became professional fighters, but he turns his attention to the comm unit strapped to his wrist if an answer is longer than a few words.

Envar blatantly takes a selfie with the group if any of the PCs take too long in their explanations.

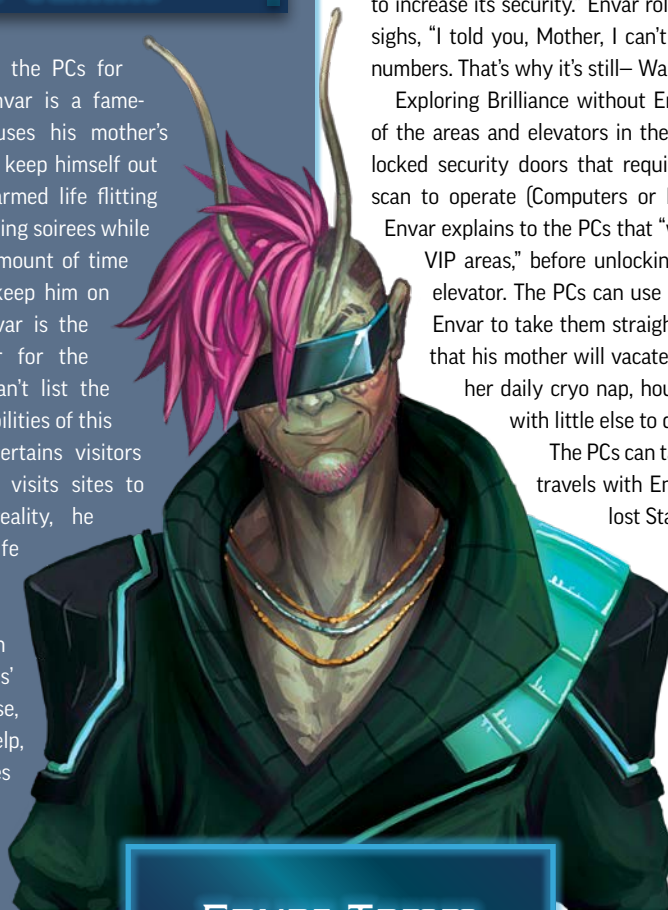


Crest-Eater

Roleplaying Envar Tamm

Envar Tamm accompanies the PCs for most of this scenario. Envar is a fame-obsessed socialite who uses his mother's wealth and connections to keep himself out of trouble. He lives a charmed life flitting between worlds and attending soirees while putting in the minimum amount of time required on Brilliance to keep him on the corporate payroll. Envar is the chief procurement officer for the Consortium, though he can't list the actual duties and responsibilities of this position. He typically entertains visitors from other companies or visits sites to "assess" resources. In reality, he checks out the local nightlife while his assistants do most of the actual work.

Envar should be an amusing thorn in the PCs' sides. Unless stated otherwise, he provides little actual help, preferring to take selfies and send floods of comms to the local infosphere about his new friends. He randomly comments on hallucinations he's experiencing throughout the adventure, warning the PCs about "space worms" or black holes in the hallways. During combat, he offers the PCs a hit of pesh before realizing he already smoked it all or makes comments that suggest he experiences something other than the reality of the situation; for example, during the fight in the observatory, he might say, "When did we get so close to the sun? Your whole body's on fire!" While Envar is intoxicated most of the time, his rare moments of clarity should come just in time to comment on the PCs' mistakes or alert them to a new danger.



Envar Tamm

canned message: "Security is important to Arch Energy. Remember to reset your computer passwords once a week. Use a 16-character password that does not contain any recognizable words or patterns to increase its security." Envar rolls his eyes at the projection and sighs, "I told you, Mother, I can't remember all those letters and numbers. That's why it's still— Wait, where'd she go?"

Exploring Brilliance without Envar is almost impossible. Most of the areas and elevators in the space station are protected by locked security doors that require both a key card and retinal scan to operate (Computers or Engineering DC 40 to bypass).

Envar explains to the PCs that "we don't let just anyone into the VIP areas," before unlocking the first security door to the elevator. The PCs can use spells or Diplomacy to convince Envar to take them straight to Iliia's office, but he explains that his mother will vacate her office only at a set time for her daily cryo nap, hours away from now, leaving PCs with little else to do but entertain Envar.

The PCs can take a 10-minute rest during their travels with Envar, should they wish to regain lost Stamina Points.

Infamy: If the PCs attempt to remove a Brilliance employee's eyes to unlock the doors on the station, they gain 1 Infamy.

B. ECLIPSE LOUNGE (CR 3 OR CR 5)

Envar begins his tour at one of his favorite spots, the after-hours lounge on the second level of Brilliance. The group enters a gray metal elevator with a glass window that allows them to watch employees at work as they descend to level two. A holo-projection of Iliia Tamm announces each level as they pass, and a chime sounds as the glass doors slide open to reveal a dimly lit hallway ending in glass double doors emblazoned with a crescent sun and the word "Eclipse."

As PCs approach the doors, another holo-projection of Iliia Tamm appears and announces, "Your rest cycle and mental health are important to your productivity. Please enjoy your recreation time responsibly during your noncontracted hours."

Read or paraphrase the following when PCs enter the lounge.

A small foyer leads to a large open room furnished with hovering black marble tables and dark-orange leather booths. A semicircular bar occupies most of the north wall, its multiple tiers backlit in blue and purple neon where glowing, flaming, and frothing drinks are served. A small holoscreen above the host stand in the foyer broadcasts an image of a scowling shirren in a white chef's hat accompanied by the text "Chef Ghornak personally endorses Eclipse with a five-nova review!"

After the introductions, Envar announces that he wants to take the PCs on a tour of Brilliance. He casually states, "While you're here, do you wanna check the place out? My personal tour covers all the hot spots. If you want the VIP treatment, come with me."

Assuming the PCs accept, Envar leads the group out of the auditorium and down a hallway to the elevator. A holo-projection of Iliia Tamm pops up in the hallway as the PCs pass, reciting a

B. ECLIPSE LOUNGE



1 square = 5 feet

Starfinder Flip-Mat: Cantina

The PCs can order food and drinks or use a charging station in the Eclipse Lounge (see *Starfinder Core Rulebook* 233–234).

Creatures: A male android clad in a white suit and orange tie greets the PCs from behind the podium and offers to check their coats and weapons. If PCs refuse to leave their possessions with him, he bows and responds, “Very well.” Envar boasts that his “friend” Magisterial Chef Ghornak Ryzzech featured the Eclipse Lounge on his reality broadcast and provided his own downloadable hospitality interface for all android employees. The android host rolls his eyes and comments, “It’s completely degrading. Sadly, anticorp hacktivists got their hands on the program, and now I have an excuse to be rude to customers. Oh, my apologies, may I offer you a hot towel?” The android beckons the PCs to enter the lounge.

Behind the glass doors, an all-android waitstaff and a kasatha bartender cater to customers in the Eclipse Lounge. Tolara, a kasatha bartender with two additional cybernetic arms, mixes and serves drinks to patrons with all six arms. She turns to the PCs and asks, “Would you care for a cocktail, or perhaps service at our premium gas bar? We carry oxygen, carbon dioxide, nitrogen—whatever suits your pleasure.”

While the PCs order, the transdimensional pesh dealer **Razor** (CN female ysoki envoy) enters with her two vesk bodyguards. Despite her small size, Razor and her ragtag gang of hired mercenaries command respect in even the roughest planets and ports. Razor is a cynical ysoki who earns a living as a drug dealer, specializing in primo transdimensional pesh. Costs for upgrading the Brilliance auditorium into an arena caused Envar to miss his monthly credit transfer to Razor, so the ysoki has come here to confront Envar about the money and command her thugs to rough him up if he refuses to pay.

Razor begins as indifferent toward the PCs, squeaking, “Move if you don’t wanna be collateral, smooth skins.” She demands to know where her creds are. Envar, still in the throes of transdimensional pesh, squeals and tries to pet her, exclaiming, “Aren’t you sooo fwuffy!” Razor is unimpressed and immediately orders her bodyguards to seize Envar.

If the PCs do not intervene, the vesk pummel Envar until he is unconscious and then prop him up so Razor can search his pockets. She tosses a tiny parcel of transdimensional pesh to the nearest bar patron unaffiliated with Envar and then says, “First one’s always free, kids,” before exiting the lounge.

The PCs have several noncombat options to protect Envar. If they offer payment, Razor explains that Envar’s current debt is in excess of 10,000 credits, but she’ll accept a down payment of 1,000 credits; the PCs must pay this to avoid a fight. The PCs might attempt a Bluff check to convince Razor that the payment is on the way. The PCs can also attempt to change Razor’s attitude with a DC 16 Diplomacy check (DC 18 in Subtier 3–4) If a PC fails this check by 5 or more, Razor becomes unfriendly: “All that sweet talk is giving me a toothache. Back off!”

If the PCs succeed at making Razor friendly toward them, she offers a deal: “Beat my boys in a game of strength, or beat me in a game of wits. Your choice, or this ends in blood.”

A GAME OF STRENGTH

If the PCs opt for the game of strength, they select a representative from the group to arm wrestle one of the vesk bodyguards. Each contest is represented by having the participating PC attempt a Strength check opposed by a Strength check by the vesk (in the result of a tie, the participants attempt another check). The first participant

to succeed at two consecutive opposed checks wins the match. The other PCs can assist by casting spells or using items to give their representative an edge, though the PCs must distract Razor from noticing such actions; otherwise, she identifies them as cheating.

If the PC wins the arm-wrestling match, Razor looks the PC over and says, “Hit me up if you ever need a job, cutie. I’m always looking for another pair of strong arms.” She allows Envar another week to send the credits, gives the PCs a free sample of her wares, and leaves the lounge. If the vesk wins, Razor orders her bodyguards to beat up Envar and demands the PCs not interfere.

A GAME OF WITS

The PCs choose one representative from the group to play against Razor. The game, *Farley’s Crossing*, is played on an interactive holoscreen. Each player controls an armada of spacecraft, either *Pact Worlds* or *Swarm*, consisting of four squadrons of ships to command. Determining who acts first (Razor prefers to go second) or who controls which team (Razor prefers *Swarm*) can be decided with a die roll or coin flip. Attacking the opponent’s ships involves an opposed Intelligence, Piloting, Profession (vidgamer), or gunnery check. The participant with the higher result destroys one of her opponent’s squadrons. The game ends when one player’s entire armada is eliminated. The other PCs can assist the



Razor

player by attempting to create a distraction (Bluff), offering advice (Intelligence or Piloting check), or other creative solutions at your discretion; if the assistance check result is equal to, or greater than the check of the PC playing the game, then the PC player gains a +2 bonus to her check against Razor.

If the PC wins the game, Razor exclaims, "You got me, kid," and agrees to give Envar another week to send her the credits. She offers the PCs a free sample of her wares and leaves the lounge. If Razor wins, she orders her bodyguards to beat up Envar and demands the PCs not interfere.

SUBTIER 1-2 (CR 3)

RAZOR CR 1

Female ysoki envoy

CN Small humanoid (ysoki)

Init +6; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE **HP 17 RP 3**

EAC 11; **KAC** 12

Fort +1; **Ref** +5; **Will** +4

OFFENSE

Speed 20 ft.

Melee survival knife +4 (1d4 S)

Ranged tactical semi-auto pistol +6 (1d6 P) or smoke grenade +6 (explode [20 ft. range, smoke cloud 1 min., 20 ft., DC 12])

Offensive Abilities get 'em

TACTICS

During Combat Razor prefers to keep her distance and attack with her semi-auto pistol, barking orders at her bodyguards. If forced into close quarters, she fights with her survival knife instead.

Morale If reduced to 8 or fewer Hit Points, Razor removes her smoke grenade from her cheek pouch as a swift action, throws it at the PCs, and then flees.

STATISTICS

Str +0; **Dex** +1; **Con** +0; **Int** +2; **Wis** +1; **Cha** +4

Skills Acrobatics +5, Bluff +10, Culture +5, Engineering +10, Intimidate +10, Sense Motive +10, Stealth +10, Survival +5

Languages Castrovelian, Common, Vesk, Ysoki

Other Abilities cheek pouches, moxie

Gear second skin, tactical semi-auto pistol with 30 small arm rounds, survival knife, smoke grenade, *mk 1 ring of resistance*, *mk 1 serums of healing* (3), transdimensional pesh sample (worth 300 credits).

VESK THUGS (2) CR 1/2

Male vesk

N Medium humanoid

Init +1; **Senses** low-light vision; **Perception** +4

DEFENSE **HP 13 EACH**

EAC 11; **KAC** 13

Fort +4; **Ref** +0; **Will** +2; +2 vs. fear

Scaling Encounter B

Make the following adjustments for a group of four PCs.

Subtier 1-2: Reduce each vesk thug's EAC and KAC by 1, each vesk thug's Hit Points by 3, and the attack bonus to each vesk thug's doshko melee attack by 2.

Subtier 3-4: Reduce each vesk thug's EAC and KAC by 1, each vesk thug's Hit Points by 6, and the attack bonus to each vesk thug's doshko melee attack by 2.

OFFENSE

Speed 30 ft.

Melee tactical doshko +5 (1d12+1 P)

Ranged autotarget rifle +3 (1d6 P)

Offensive Abilities natural weapons

TACTICS

During Combat The vesk thugs first fire their ranged weapons to soften up their enemies. They then drop the guns without reloading and charge into melee range to attack with their doshkos.

Morale Razor's vesk thugs fight to protect their boss. If Razor attempts to flee, the vesk thugs guard her retreat if they remain above 4 Hit Points. Once reduced to 4 or fewer Hit Points, the thugs immediately flee.

STATISTICS

Str +1; **Dex** +2; **Con** +3; **Int** +0; **Wis** -1; **Cha** +0

Skills Acrobatics +4, Athletics +9, Intimidate +4

Languages Common, Vesk

Other Abilities armor savant

Gear hidden soldier armor, tactical doshko, autotarget rifle with 20 longarm rounds.

SUBTIER 3-4 (CR 5)

RAZOR CR 3

Female ysoki envoy

CN Small humanoid (ysoki)

Init +6; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE **HP 35 RP 4**

EAC 14; **KAC** 15

Fort +2; **Ref** +6; **Will** +6

OFFENSE

Speed 20 ft.

Melee tactical dueling sword +7 (1d6+3 S)

Ranged frostbite-class zero pistol +9 (1d6+3 C; critical staggered) or smoke grenade +9 (explode [20 ft. range, smoke cloud 1 min., 20 ft., DC 13])

Offensive Abilities clever feint, get 'em

TACTICS

During Combat Razor prefers to keep her distance and attack with her zero pistol, barking orders at her bodyguards.

If forced into close quarters, she fights with her tactical dueling sword instead.

Morale If reduced to 15 or fewer Hit Points, Razor removes her smoke grenade from her cheek pouch as a swift action, throws it at the PCs, and then flees.

STATISTICS

Str +0; **Dex** +1; **Con** +0; **Int** +2; **Wis** +1; **Cha** +4

Skills Acrobatics +8, Bluff +13, Culture +8, Engineering +13, Intimidate +13, Sense Motive +13, Stealth +13, Survival +8

Languages Castrovelian, Common, Vesk, Ysoki

Other Abilities cheek pouches, moxie

Gear estex suit II, frostbite-class zero pistol with 1 battery, tactical dueling sword, smoke grenade, *mk 1 ring of resistance*, *mk 1 serums of healing* (3), transdimensional pesh sample (worth 600 credits).

VESK THUGS (2)**CR 1**

Male vesk

N Medium humanoid

Init +1; **Senses** low-light vision; **Perception** +5

DEFENSE **HP 20 EACH**

EAC 12; **KAC** 14

Fort +4; **Ref** +4; **Will** +2; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee tactical doshko +7 (1d12+2 P)

Ranged autotarget rifle +5 (1d6+1 P)

Offensive Abilities natural weapons

TACTICS

Use the tactics from Subtier 1–2.

STATISTICS

Str +1; **Dex** +2; **Con** +4; **Int** +0; **Wis** -1; **Cha** +0

Skills Acrobatics +5, Athletics +10, Intimidate +5

Languages Common, Vesk

Other Abilities armor savant

Gear thinplate, tactical doshko, autotarget rifle with 20 longarm rounds.

Development: Resolving the situation with Razor nonviolently impresses Envar; make a note of this for later in the scenario. If the PCs engage in battle with Razor and her bodyguards, the bartender, Tolara, calls security. Two security officers, a male damaya lashunta and a female vesk, briefly question the PCs about the incident. A review of security-camera footage confirms that the PCs acted in defense of Envar, and security files a report but takes no action against the PCs. Each officer attempts a Perception check opposed by the result of a PC's Computers or Disguise check to obfuscate her identity that she attempted on the way to Brilliance (Perception +7 in Subtier 1–2; Perception +10 in Subtier 3–4). If they see through the PCs' disguises, the

guards confront the group. Envar interrupts, "They're famous professional gladiators. They need some downtime from the spotlight, so they had to put on these awful clothes and pretend to be someone else. Would you want a media drone following you to the bathroom?" Security seems to accept this explanation, but they report the incident to Ilia after they leave the lounge, with repercussions detailed later in this adventure (fully detailed in encounter **D**).

Infamy: If the PCs allow Razor's thugs to beat up Envar without intervening, they gain 1 Infamy. Making a sincere attempt, such as trying but failing one of the contests above, is sufficient to avoid gaining this Infamy.

Rewards: If the PCs do not negotiate with or defeat Razor, reduce each PC's credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 124 credits.

Out of Subtier: Reduce each PC's credits earned by 205 credits.

Subtier 3–4: Reduce each PC's credits earned by 286 credits.

C. THE SOLAR OBSERVATORY

Following the previous encounter, Envar decides that something "a bit more relaxing" is in order. He takes the PCs to the sixth floor of Brilliance, the solar observatory. While on the elevator, Envar enthusiastically gushes about the magnificent view of the sun and mentions that he's glad they'll have the place to themselves, since the scientists who usually work there are a real drag—if asked about this, he further implies that he's not admitted on the observatory when the scientists are present.

The sixth level of the space station is divided into three smaller rooms: the observatory foyer (**C1**), observatory lab (**C2**), and lab storage (**C3**). Both north and south elevators open into the foyer, and from there two locked doors lead to the restricted areas of the observatory.

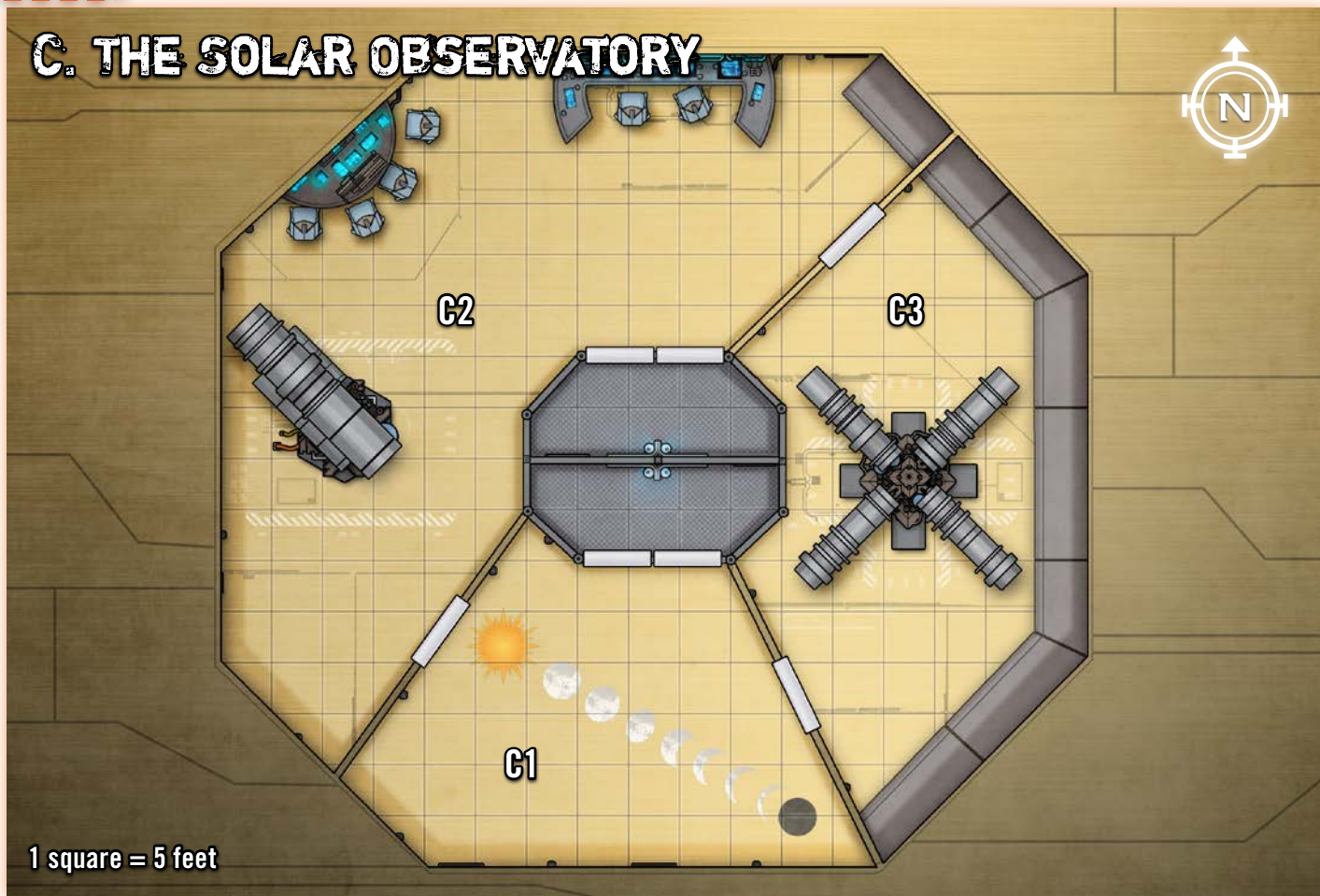
Envar Tamm starts his tour of this area by taking the PCs into area **C1** and then into area **C2**.

C1. OBSERVATORY FOYER

The elevator doors slide open to reveal a chamber with golden-hued metal floor and walls. Plasma screens on the south wall stretch from floor to ceiling and display crisp, breathtaking images of space. A fluorescent mural on the floor depicts the stages of a solar eclipse. Two silver doors to the east and west lead farther into the observatory.

Retinal scanners affixed to the east and west walls allow the doors to slide open when an authorized person presents his key card. When the PCs enter, Envar stares intently at the screens on the south wall and murmurs, "I can see, like, the whole universe from here." Envar stands mystified in front of the screen until the PCs snap him out of it by either speaking directly to him or physically interacting with him. Once snapped out of his fugue, Envar proceeds to area **C2**, opening the area with his key card and retinal scan.

C. THE SOLAR OBSERVATORY



C2. OBSERVATORY LAB (CR 3 or CR 5)

The sun blazes above the transparent, domed ceiling of this gold metal room. An enormous gray-and-silver telescope is mounted near the western wall and points up toward the ceiling. A half-circle desk and associated chairs rest near the northwestern wall. A dark-silver control station in front of the northern wall houses twin computer terminals. A set of silver shelves juts out from the northeastern wall, displaying various scientific instruments and tools.

Arch Energy Consortium scientists observe and record solar phenomena in this laboratory. The enormous telescope mounted to the floor in the southwestern corner is positioned to view the sun through the lab's protective shielding. To the northwest of the telescope, a holoscreen hangs above a round metal table surrounded by hovering chairs. The computers in the northern control panel control the various layers of shields surrounding the observatory, including a dimensional shield and airlock.

As the PCs begin exploring, Envar approaches the telescope.

A holo-projection of Ilia Tamm appears near the telescope and announces, "Guest safety is important to Arch Energy. Only

authorized personnel may enter this restricted area." Envar saunters over to the control panel and lounges in one of the hovering chairs within the console area, spinning it and giggling. "Mother," he addresses the projection of Ilia, "you never let me play this game when I was a kid. Finally, I'll get my high score! Check this out!" Envar mashes the buttons on the control panel. A loud droning sound fills the room, and the floor vibrates. The sun above appears brighter as a shield lowers.

Creatures: Envar's tampering lowers the dimensional shield, and a pair of solar elementals materializes in front of the control panel, focused into being by the momentarily lowered shield. These elementals are similar to fire elementals, save that they're formed from a combination of fire and a small spark of radioactive energy from the surface of the sun. The elementals are essentially feral creatures, formed with no concept of their existence or purpose. They immediately attack the PCs.

SUBTIER 1-2 (CR 3)

SOLAR ELEMENTALS (2)

CR 1

N Medium outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; **Perception** +10

Aura solar radiation (10 ft., DC 11)

Scaling Encounter C2

Make the following adjustments for a group of four PCs.

Subtier 1-2: Reduce each solar elemental's Hit Points by 10.

Subtier 3-4: Reduce each advanced solar elemental's Hit Points by 10.

DEFENSE HP 20 EACH

EAC 11; **KAC** 13

Fort +3; **Ref** +3; **Will** +1

Immunities elemental immunities, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft.

Melee slam +9 (1d6+5 B & F)

Offensive Abilities scorching strikes

TACTICS

During Combat The solar elementals attack the PCs as soon as they materialize. Confused by their new surroundings, they mindlessly slam into their opponents.

Morale The solar elementals fight until destroyed.

STATISTICS

Str +4; **Dex** +1; **Con** +2; **Int** -3; **Wis** +0; **Cha** +1

Feats Mobility

Skills Acrobatics +5, Athletics +10, Intimidate +5

Languages Ignan

SPECIAL ABILITIES

Scorching Strikes (Ex) A solar elemental's slams deal half fire damage and half bludgeoning damage.

Solar Radiation Aura (Ex) A solar elemental emits an aura of medium-level radiation out to 10 feet. A creature that begins its turn within or that enters the aura must attempt a DC 11 Fortitude saving throw. On a failure, the creature takes 2 damage. This is a medium-level radiation and poison effect.

SUBTIER 3-4 (CR 5)

ADVANCED SOLAR ELEMENTALS (2) CR 3

N Medium outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; **Perception** +13

Aura solar radiation (10 ft., DC 13)

DEFENSE HP 40 EACH

EAC 14; **KAC** 16

Fort +5; **Ref** +5; **Will** +2

Immunities elemental immunities, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft.

Melee slam +12 (1d6+7 B & F)

Offensive Abilities scorching strikes

TACTICS

Use the tactics from Subtier 1-2.

STATISTICS

Str +4; **Dex** +1; **Con** +2; **Int** -3; **Wis** +0; **Cha** +1

Skills Acrobatics +8, Athletics +13, Intimidate +8

Languages Ignan

SPECIAL ABILITIES

Scorching Strikes (Ex) A solar elemental's slams deal half fire damage and half bludgeoning damage.

Solar Radiation Aura (Ex) A solar elemental emits an aura of medium-level radiation out to 10 feet. A creature that begins its turn within or that enters the aura must attempt a DC 13 Fortitude saving throw. On a failure, the creature takes 6 damage. This is a medium-level radiation and poison effect.

Development: The PCs' defeating the solar elementals impresses Envar; make a note of this for later in the scenario. Once the PCs defeat the elementals, Envar congratulates them on a job well done. Envar goes on to post an infosphere-wide update, along with a selfie of himself and the PCs that reads "Envar and friends 1, Sun 0." Following this encounter, and his recent infosphere update, Envar feels that it's prudent to leave the observation deck. He suggests the PCs check out the shelves in this room and in area C3 and take any stored equipment as their rightful rewards—as a ranking member of Arch Energy, he's legally allowed to offer these goods, so the PCs aren't breaking any laws.

Treasure: Among the items located on the shelves, the PCs find an armorcrafter engineering specialty tool kit, a fire extinguisher, 2 high-capacity batteries, and 2 basic medkits (2 advanced medkits in Subtier 3-4). A PC who succeeds at a DC 16 Perception check spots a spy drone partially hidden behind a filing cabinet.

Rewards: If the PCs fail to defeat the solar elementals and search the area, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 98 credits.

Out of Subtier: Reduce each PC's credits earned by 142 credits.

Subtier 3-4: Reduce each PC's credits earned by 185 credits.

C3. LABORATORY STORAGE

Two silver doors to the northwest and southwest admit entrance into this chamber with gold metal flooring. Metal shelving covers the eastern walls, while four mounted telescopes fill the center of the room.

A central viewing scope aimed upward connects the four mounted telescopes in this room. The scientists and lab technicians store equipment and personal items in this room. All telescopes and larger apparatuses are fused to the floor and cannot be removed by the PCs.

Treasure: A locked storage unit contains personal belongings left by lab technicians. The lockers contain 3 sets of casual stationwear, a standard hideaway limb (arm), a radiation buffer armor upgrade, two sprayflesh cans, and a *least graviton crystal*. In Subtier 3–4, a second locked unit contains a phase shield armor upgrade. A PC who succeeds at a DC 16 Computers or Engineering check can bypass the locks (DC 19 in Subtier 3–4.)

Rewards: If the PCs do not successfully search the lockers, reduce each PC's credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 135 credits.

Out of Subtier: Reduce each PC's credits earned by 171 credits.

Subtier 3–4: Reduce each PC's credits earned by 207 credits.

THE TOUR'S ALMOST OVER

After the PCs finish exploring the solar observatory and defeat the solar elementals, Envar tells them that his official tour is almost over. He's included everything except for the "boring levels" and asks the PCs if there's any location they would like to see before the tour ends. If the PCs suggest another level, such as the labs, Envar grimaces and whines, "But that's no fun! Why do you want to see a bunch of lame offices and equipment?"

Envar is still impaired and, above all, wants to show off how powerful and well connected he is. If the PCs suggest going to Iliia's office, Envar brightens. "I'm the only other employee who has access. Mother's office is really plush. I go there sometimes to get away from it all... I mean, when she's not around." If the PCs do not express interest in seeing the office, Envar suggests it anyway.

Iliia Tamm's office is located on the third floor of Brilliance. As the PCs exit the elevator with Envar, a pair of vesk in security uniforms enters. Each officer attempts a Perception check opposed by the result of a PC's Computers or Disguise check to obfuscate her identity that she attempted on the way to Brilliance (Perception +5 in Subtier 1–2, Perception +8 in Subtier 3–4). If the security vesk identify the PCs, they wait until the PCs are out of earshot to report the anomaly to their superiors via their personal comm units. This alerts Iliia Tamm to the PCs' meddling, meaning that the PCs must overcome the starship encounter at the end of the adventure (as detailed in encounter **D** on page 18.)

SECURITY DOOR (CR 1 OR CR 3)

A locked plastic door (hardness 8, HP 30, break DC 24) bars entrance to Iliia's office. A PC can bypass the electronic locking mechanism by succeeding at a DC 20 Computers or Engineering check (DC 24 in Subtier 3–4). Envar has the key card necessary to unlock the door, and he offers it to PCs if the PCs impressed him in at least two previous encounters—either by succeeding skill checks prior to the gladiatorial fight, defeating Razor nonviolently, or defeating the solar elementals.

Trap: Unbeknownst to Envar, his mother's increasing paranoia led her to demand a second security measure installed on her office door a few days ago. A silent alarm triggers whenever someone opens the door without entering the correct four-digit code into the control panel.

SUBTIER 1–2 (CR 1)

ENTRY ALARM

CR 1

Type technological; Perception DC 21; **Disable** Engineering DC 16 (disable motion sensors) or Computers DC 16 (rewrite program)

Trigger location; **Reset** 1 minute

Effect emits a silent alarm that alerts Iliia Tamm through her personal comm unit.

SUBTIER 3–4 (CR 3)

ENTRY ALARM

CR 3

Type technological; Perception DC 24; **Disable** Engineering DC 19 (disable motion sensors) or Computers DC 19 (rewrite program)

Trigger location; **Reset** 1 minute

Effect emits a silent alarm that alerts Iliia Tamm through her personal comm unit.

Development: If the PCs disable the alarm, they enter Iliia's office without alerting security to their presence. If the PCs triggered the silent alarm (or if they break down the door), after emerging from her cryo chamber, Iliia receives an alert that an intruder entered her office. Iliia then notifies security, causing the PCs to face the final starship encounter when they leave Brilliance, as described in encounter **D** on page 18.

ILIA TAMM'S OFFICE

This rectangular room is starkly different from the typical gold-and-silver metal decor found throughout the rest of Brilliance. Darkwood credenzas and bookcases complement the wood-paneled walls and tan wooden floor here. A model of the Pact Worlds system, sculpted in gold and silver metal, hangs from the ceiling near the center of the room. Framed parchment maps from some ancient era adorn the walls. The lone visible piece of modern technology is a silver computer console affixed to a darkwood desk on the eastern side of the room. A private climate-controlled and air-sealed balcony overlooks open space to the north. Racks lined with dusty bottles stand along the western wall of the office, watched over by an oil painting of a graceful lashunta woman reaching up toward a radiant sun.

Iliia's office is her personal hideaway and her only nod to comfort in her otherwise corporate lifestyle. The office is an ode to a time that Iliia never lived in. She idealizes that lost era for its values and what she perceives to be a lack of complication. Most of the books on the shelves are works of fiction from bygone ages, and the wine bottles in the racks are priceless relics of decades- and centuries-old viticulture.

Computer: Iliia's personal computer sits on her desk in the eastern part of the office. A PC who succeeds at a DC 10 Computers

Scaling Encounter D

Make the following adjustments to accommodate a group of four PCs.

Both Subtiers: Remove the gunner from both vessels.

check or a DC 15 Perception check uncovers a portable storage module that she can remove from the office if she otherwise fails to hack into the terminal.

The computer terminal contains sensitive confidential files and requires a two-factor authentication to access: a key card and a password. The same key card that unlocked the door is the first factor. Envar offers the PCs use of this key card again if the PCs impressed him in at least two of the previous encounters, granting a +5 bonus to Computers checks to hack into the system. Envar also knows the answer to security questions to reset Iliia's password, and he shares this information with the PCs if they succeeded in impressing him in each of the three previous encounters. Resetting the password grants an additional +5 bonus to Computers checks to hack.

Depending on the subtier, Iliia Tamm's computer requires additional skill checks to successfully hack.

Subtier 1-2 (CR 3): Iliia's tier-2 computer has a built-in firewall countermeasure protecting her information. A PC who succeeds at a DC 23 Computers check extracts the data Historia-7 requires.

Subtier 3-4 (CR 5): Iliia's tier-3 computer has a built-in firewall countermeasure protecting her information. A PC who succeeds at a DC 27 Computers check extracts the data Historia-7 requires.

Development: If a PC fails a check to access Iliia's files or removes the computer's storage module, she triggers a countermeasure that sets off an audible alarm. If the alarm sounds, the PCs have 10 minutes to vacate the office before Iliia emerges from her cryo chamber to investigate. Envar warns them as much, and he suggests the PCs leave the station right away. As long as the PCs immediately leave the area, they have time to return to their ship while Iliia reviews security footage to pinpoint the source of the incursion. Proceed to encounter **D**.

Should a PC acquire the data via a successful hack, she can recognize the various secured files but cannot discern any major information. The single most obvious clue from the data is that Arch Energy is essentially a front that funds clandestine meetings between the members of its board of directors. Each of the directors is hidden by a false identity, and it should be clear that this is the data Historia-7 is looking for. The data requires a dedicated team of data analysts to properly pry any major secrets from.

Treasure: A hidden compartment in Iliia's desk (Perception DC 16) contains a standard datajack in Subtier 1-2; in Subtier 3-4, it instead contains a high-density datajack. The painting of a lashunta woman reaching toward the sun, which Envar commissioned for his mother,

is worth 600 credits in Subtier 1-2 and 1,100 credits in Subtier 3-4. In Subtier 3-4, one of the credenzas contains a *psychic booster*.

Rewards: If the PCs do not search Iliia's office, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 110 credits.

Out of Subtier: Reduce each PC's credits earned by 202 credits.

Subtier 3-4: Reduce each PC's credits earned by 293 credits.

D. A DRAMATIC EXIT (CR 2 OR CR 4)

Unless the PCs successfully conceal their identities and remain undetected by Brilliance security, bypass Iliia Tamm's security door without triggering the alarm, and hack into Iliia's computer with no mistakes, their actions on Brilliance eventually attract the attention of Arch Energy Consortium security. Similarly, if the PCs completed a flawless heist but did not impress Envar in at least two encounters, he sends the group a final comm: "Mother wasn't very happy about our adventures today, and now she's sending me back to Icon Rehab! You ruined my life! I hope you fly into a supermassive singularity."

Shortly after the PCs' starship detaches from Brilliance, a pair of Brilliance security fighters approaches. Assume the PCs start near the center of the map (or the best approximation thereof), and then randomly determine the location of each security fighter by rolling 3d6+5, as described in Beginning Starship Combat on page 316 of the *Starfinder Core Rulebook*.

The PCs avoid this encounter only if they met the requirements listed above. If they manage to accomplish this impressive feat, then proceed directly to the conclusion of the adventure and skip this final encounter. The PCs still receive all rewards from this scenario—there are some perks to performing a flawless heist!

Starship Combat: When Iliia Tamm became aware of the security breach she put all available Brilliance security on high alert. Two Brilliance security fighters on patrol detect the PCs' ship just as it exits the station. The two fighters maneuver to flank the PCs' vessel, either from port and starboard or from forward and aft. The security fighters focus on flyby attacks and evasive maneuvers, rather than engaging in a head-on direct confrontation.

SUBTIER 1-2 (CR 2)

BRILLIANT PATROL (2)

TIER 1/2

Tiny fighter

Speed 8; **Maneuverability** good (turn 1)

AC 16; **TL** 13

HP 35; **DT** —; **CT** 7

Shields basic 20 (forward 5, port 5, starboard 5, aft 5)

Attack (Forward) light laser cannon (2d4), micromissile battery (2d6)

Attack (Aft) light laser cannon (2d4)

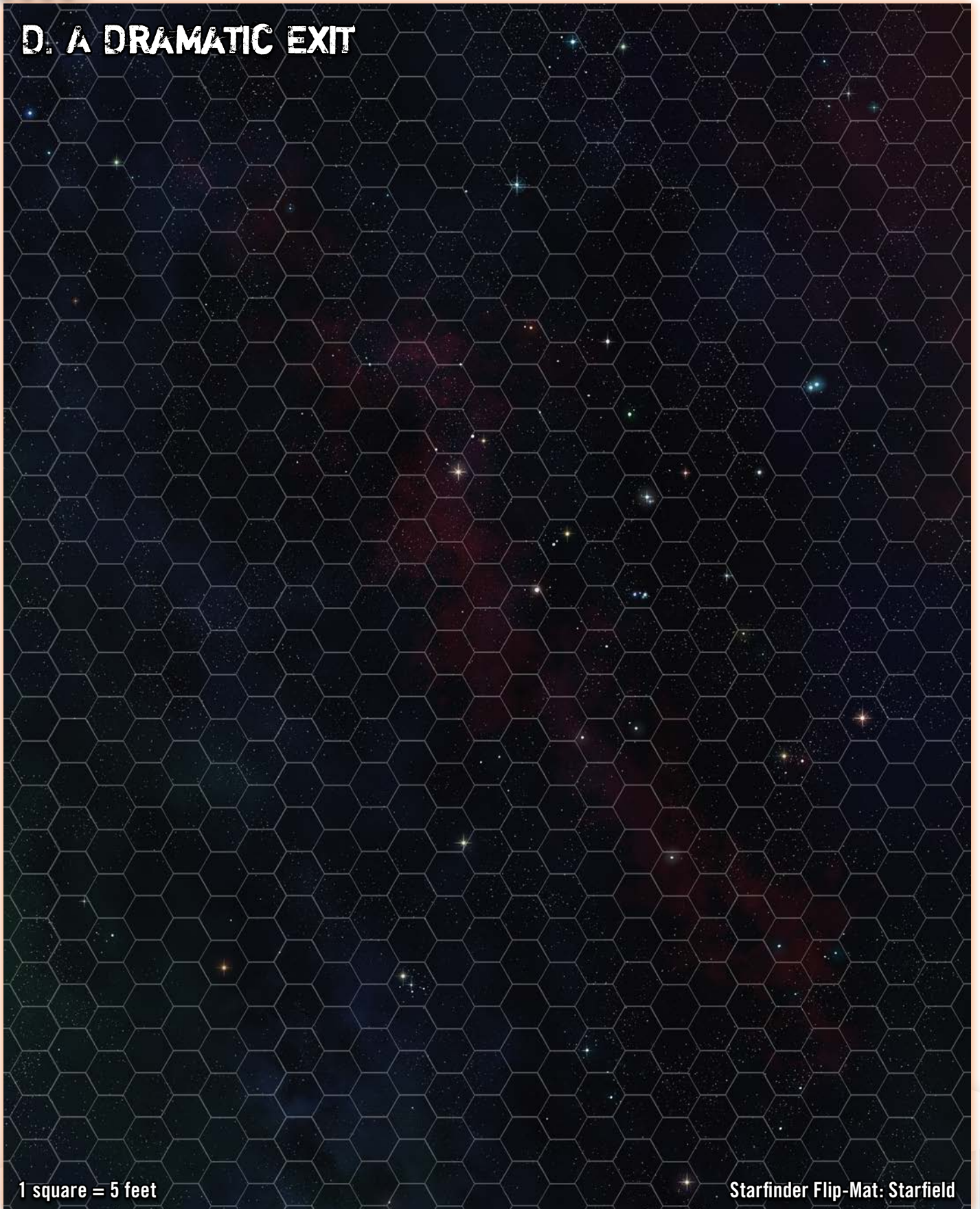
Power Core Micron Heavy (70 PCU); **Drift Engine** none;

Systems advanced medium-range sensors, mk 1 monode computer, mk 3 armor; **Expansion Bays** none

Modifiers +1 to any 1 check per round, +4 Computers, +1

Piloting; **Complement** 2 (minimum 1, maximum 2)

D. A DRAMATIC EXIT



1 square = 5 feet

Starfinder Flip-Mat: Starfield

CREW

Pilot Computers +9 (1 rank), gunnery +4, Piloting +9 (1 rank)
Gunner gunnery +9

SUBTIER 3-4 (CR 4)**BRILLIANT SEEKER (2)****TIER 2**

Tiny fighter

Speed 10; **Maneuverability** good (turn 1)

AC 18; **TL** 18

HP 35; **DT** —; **CT** 7

Shields light 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) coilgun (4d4), light torpedo launcher (2d8)

Attack (Aft) light laser cannon (2d4)

Power Core Pulse Brown (90 PCU); **Drift Engine** none; **Systems** advanced medium-range sensors, mk 2 duonode computer, mk 4 armor, mk 4 defenses; **Expansion Bays** none

Modifiers +2 to any 2 checks per round, +4 Computers, +1 Piloting; **Complement** 2 (minimum 1, maximum 2)

CREW

Pilot Computers +12 (2 ranks), gunnery +7, Piloting +12 (2 ranks)

Gunner gunnery +12

Development: If the PCs defeat the security fighters, they can return to Absalom Station without incident, through either the Drift or normal space travel. Ilia Tamm refrains from initiating any communications with the PCs without first conferring with her superiors on Arch Energy's board of directors, and she also doesn't wish to see any additional starships damaged in an attack against the PCs.

If the PCs fail to defeat the security fighters, then their ship is left at 0 Hull Points as Ilia Tamm figures out a way to board the crippled starship (Arch Energy's fighters are too small to initiate a boarding action). One or more of the PCs can spend the requisite Fame on the Starship Towing boon to have a friendly starship tow them out of the area before Ilia Tamm can figure out a way to board the vessel. Doing so allows the PCs to complete their mission but prevents them from receiving the rewards from this encounter. If none of the PCs purchase the towing service, then Tamm eventually demands the PCs jettison the data into space. If the PCs fail to comply, Ilia orders her fighters to destroy the PCs' vessel, which kills the PCs.

Rewards: If the PCs fail to defeat the Brilliance patrol fighters, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 150 credits.

Out of Subtier: Reduce each PC's credits earned by 200 credits.

Subtier 3-4: Reduce each PC's credits earned by 250 credits.

CONCLUSION

Once the PCs successfully depart from Brilliance with the requested files, they can return to the Lorespire Complex on Absalom Station. Historia-7 eagerly awaits the PCs and has

already prepared a team of Dataphile data operatives to decode and record the contents of the stolen files. Historia-7 offers the slightest slip of happiness if the PCs managed to extract the files through successful Computers checks. If the PCs return with just the portable storage module, Historia-7 expresses minor annoyance at the inelegance of the operation, but she confirms that she and her team can extract the required files. Regardless of how the PCs return the files, they receive the Solar Powered Weapon System boon on their Chronicle sheets as an additional reward for completing the primary mission.

If the PCs monumentally failed to influence Envar (the PCs did not impress him in at least two encounters), Historia-7 shows them a new transmission from Brilliance, in which a painfully sober Envar shares images of his "fake friends" and tearfully recounts how these criminals took advantage of his hospitality to break into his mother's office. Historia-7 reprimands the PCs for their indiscretion and reminds them that working with the Dataphiles requires more competence and finesse than they displayed on Brilliance. She comments, "I sincerely hope that this bad publicity does not reflect negatively on the Starfinder Society."

If the PCs impressed Envar in at least two encounters, he sends each PC a digital invitation to his 24th birthday party, described as an all-inclusive trip to a pleasure yacht in high orbit over Verces, with a note, "Join me for an encore performance of our glorious victory!" Each PC receives the Envar's Attention boon on her Chronicle sheet.

Finally, as Historia-7 finishes her debriefing, she begins to receive the first hints of decoded data from Ilia Tamm's files. Read or paraphrase the following.

"The mission is a success, and you are to be commended. All of you deserve some time to rest before your likely return to a more typical Society assignment." Historia-7 speaks, momentarily pausing after making her declaration. The android's eyes stare off past her data visor, as though she were contemplating some additional information. "Interesting... This data you've uncovered is... very... interesting. For now, I'll ask you to depart. I need to summon Zigvigix of the Exo-Guardians. It appears one of his recent offers now aligns with what this data may require us to do. How... unfortunate."

Historia-7 refuses to elaborate on why she needs to meet with Zigvigix or on any breakthroughs she discovered in the stolen data.

REPORTING NOTES

If the PCs fought Razor, check box A on the reporting sheet. If they negotiated with her instead, check box B. If the PCs impressed Envar at least twice during the scenario, check box C. If the PCs managed to avoid the starship combat at the end of the scenario, check box D.

PRIMARY SUCCESS CONDITIONS

As long as the PCs retrieve the data from Ilia's computer, either

by successfully hacking the computer or removing the storage module, they succeed at their primary success condition. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with her currently slotted faction boon.

SECONDARY SUCCESS CONDITIONS

If the PCs succeed in at least three of the following five objectives, they succeed at their secondary success condition: winning the gladiatorial fight, defeating the solar elementals, nonviolently negotiating with Razor, avoiding notice from any of Brilliance's security forces, and hacking into Iliia's computer with no mistakes.

Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with her currently slotted faction boon.

FACTION NOTES

If the PCs succeeded at their primary mission, they personally assisted Historia-7 in confirming her theory that Arch Energy Consortium is involved in a larger conspiracy surrounding the Scoured Stars. Historia-7 is now one step closer to discovering the identities of these conspirators. Each PC earns 1 additional Reputation with the Dataphiles faction, in addition to any other Reputation earned as a result of completing this scenario.

APPENDIX: STAT BLOCK

CREST-EATER**CR 4***Starfinder Alien Archive 30*

N Large magical beast

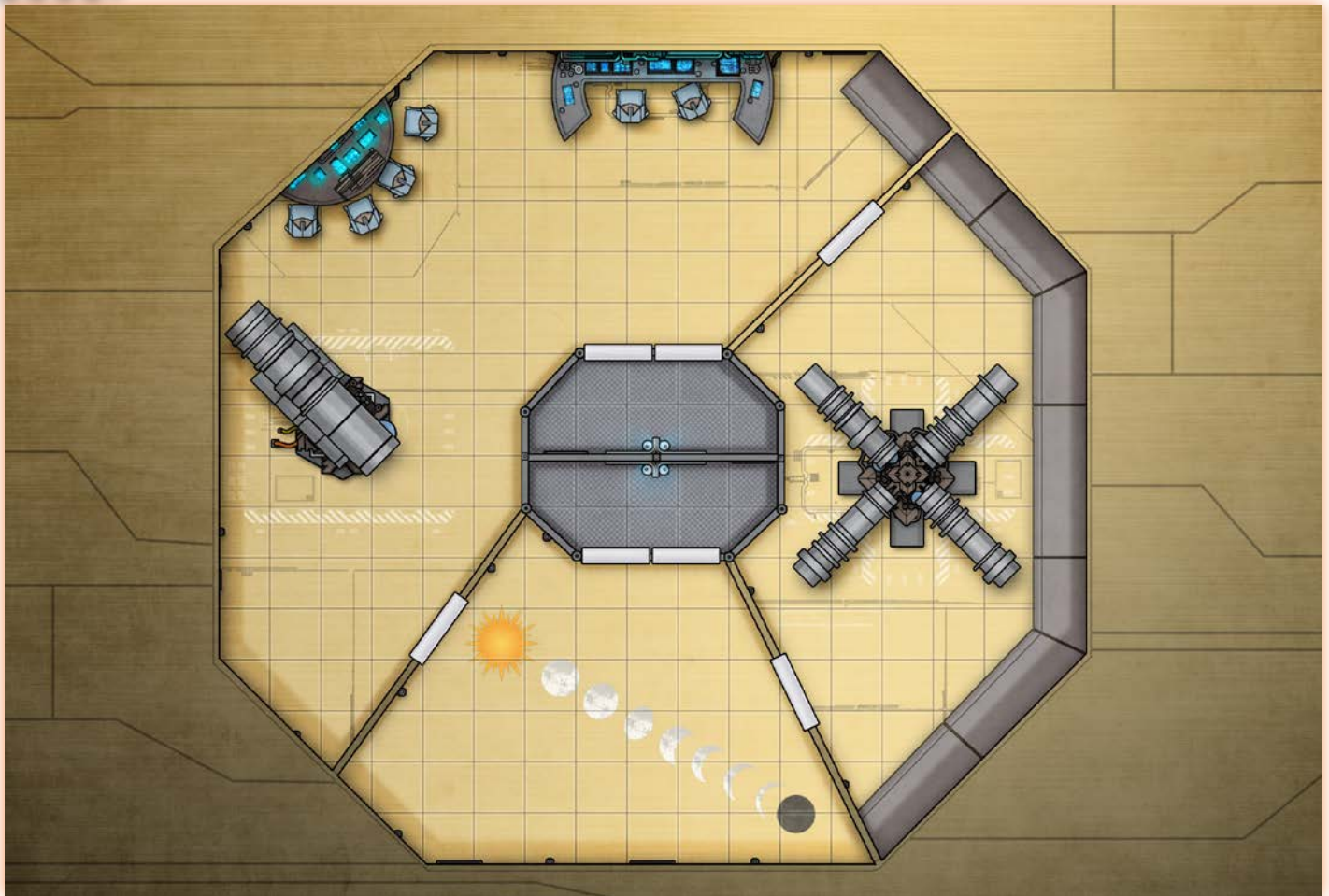
Init +1; **Senses** bone tracker, darkvision 60 ft., low-light vision;**Perception** +10**DEFENSE****HP 54****EAC** 16; **KAC** 19**Fort** +8; **Ref** +8; **Will** +3**OFFENSE****Speed** 60 ft.**Melee** bite +13 (1d6+7 P plus 1 Con)**Ranged** venom spit +10 (1 Con)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** bone eater**STATISTICS****Str** +3; **Dex** +1; **Con** +3; **Int** -2; **Wis** +1; **Cha** -1**Skills** Stealth +15, Survival +10**Languages** Kasatha (can't speak any language)**SPECIAL ABILITIES**

Bone Eater (Su) A crest-eater's bite delivers a magical venom that dissolves certain minerals in its victim's body, liquefying that creature's bones. Each bite attack that deals damage also deals 1 Constitution damage. A target can negate this damage with a successful DC 13 Fortitude save

Bone Tracker (Ex) A crest-eater's sense of smell is keenly attuned to the minerals it needs to survive. It can sniff out natural deposits of calcium, and it gains blindsense (scent) against creatures that have taken Constitution damage from its attacks in the past hour.

Venom Spit (Su) As a standard action, a crest-eater can make a ranged attack against the KAC of a single target within 30 feet, spitting its bone-liquefying venom. If struck, the target must succeed at a DC 13 Fortitude save or take 1 Constitution damage.

THE SOLAR SORTIE



Starfinder Society Scenario #1-07: The Solar Sortie

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Fame Earned _____

Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders
 A B C D

 Character # _____ Fame Faction Boons

Character Name
 Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

 Character # _____ Fame Faction Boons

Character Name
 Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

 Character # _____ Fame Faction Boons

Character Name
 Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

 Character # _____ Fame Faction Boons

Character Name
 Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

 Character # _____ Fame Faction Boons

Character Name
 Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

 Character # _____ Fame Faction Boons

Character Name
 Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

 Character # _____ Fame Faction Boons

Character Name
 Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

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Starfinder Society Scenario #1-07: The Solar Sortie

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Envar's Attention (Ally Boon): During your mission to the space station Brilliance, you managed to impress Arch Energy's notorious chief procurement officer, Envar Tamm. How this influence will play out in the future is not yet clear, but you have nevertheless ingratiated yourself with Envar Tamm—for good or for ill. You will be told if this boon is important to a future scenario prior to slotting your boons.

Solar Powered Weapon System (Starship Boon): The files you retrieved from Brilliance also included blueprints for experimental innovations by the Arch Energy Consortium. When you slot this starship boon, select a single weapon on your starship with the word "laser" in its title; you gain a +1 bonus to damage rolls with that weapon. A gunner can spend a Resolve Point prior to firing the selected weapon to increase the bonus to 4 for 1 round. A starship weapon can be improved only by a single copy of this boon, but copies of this boon can be applied to different weapons.

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal
	1-2	727
	SUBTIER	<input type="checkbox"/> Normal
	Out of Subtier	1,105
EXPERIENCE	SUBTIER	<input type="checkbox"/> Normal
	3-4	1,480
	SUBTIER	<input type="checkbox"/> Normal
	-	-
FAME	Starting XP	
	+	<small>GM's Initials</small>
	XP Gained (GM ONLY)	
	=	
	Final XP Total	
	Initial Fame	
CREDITS	+	<small>GM's Initials</small>
	Fame Gained (GM ONLY)	
	-	
	Fame Spent	
	Final Fame	
	Starting Credits	
REPUTATION	+	<small>GM's Initials</small>
	Credits Garnered (GM ONLY)	
	+	<small>GM's Initials</small>
	Day Job (GM ONLY)	
	-	
Credits Spent		
=		
Total		

All Subtiers	Subtier 3-4
armorcrafter engineering specialty tool kit (445; item level 2) austere bone cestus (600; item level 2; <i>Starfinder Alien Archive</i> 31) autotarget rifle (755; item level 2) basic medkit (100; item level 1; limit 2) casual stationwear (1,300; item level 3) fire extinguisher (15; item level 1) hidden soldier armor (465; item level 2) least graviton crystal (2,900; item level 5) mk 1 ring of resistance (735; item level 2) mk 1 serum of healing (50; item level 1; limit 3) radiation buffer armor upgrade (200; item level 1) second skin (250; item level 1) smoke grenade (40; item level 1) sprayflesh (440; item level 5; limit 2) spy drone (4,550; item level 6) standard datajack (625; item level 2) standard hideaway limb (150; item level 1) survival knife (95; item level 1) tactical doshko (240; item level 1) tactical semi-auto pistol (260; item level 1)	advanced medkit (2,700; item level 5; limit 2) estex suit II (2,700; item level 5) frostbite-class zero pistol (3,060; item level 5) high-density datajack (2,600; item level 5) measured bone cestus (5,500; item level 7; <i>Starfinder Alien Archive</i> 31) phase shield armor upgrade (4,325; item level 6) <i>psychic booster</i> (2,000; item level 4) tactical dueling sword (475; item level 2)

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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