

# STARFINDER

## SOCIETY



### YEAR OF EXPLORATION'S EDGE

SCENARIO #3-12

LEVELS 5-8

## THE VAST EXPERIMENT: FIRST FLIGHT

BY KYLE THOMAS ELZY





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PLAY TIME: 4-5 HOURS



LEVELS: 5-8



PLAYERS: 3-6



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# THE VAST EXPERIMENT: FIRST FLIGHT

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## GM RESOURCES

**Campaign Home Page:** [starfindersociety.club](http://starfindersociety.club)

**Books:** *Starfinder Core Rulebook*, *Starfinder Alien Archive (AA)*, *Starfinder Alien Archive 3 (AA3)*, *Starfinder Armory (AR)*, *Starfinder Pact Worlds (PW)*, and *Starfinder Starship Operations Manual (SOM)*

**Maps:** *Starfinder Flip-Mat: Basic Starfield* and *Starfinder Flip-Mat: Ghost Ship*

**Online Resource:** Starfinder Reference Document at [paizo.com/sfrd](http://paizo.com/sfrd)

## SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags see Chapter 1 of the *Guide to Organized Play: Starfinder Society*.



STARSHIP

## SUMMARY

The PCs travel to an orbital shipyard above Aballon to oversee the completion of a state-of-the-art prototype starship. Working closely with the two project leads, a renowned physicist and an enigmatic PR representative, the PCs outfit the new vessel with cutting-edge systems and weapons. They soon head out into the Vast where they perform a series of rigorous performance trials on the ship. After successfully navigating an asteroid field and testing the ship's long-range sensors, the PCs engage two automated enemy fighters in a mock battle. Having sufficiently tested the prototype, the PCs begin their return journey to the Pact Worlds. On their return flight, they answer a distress call: a diplomatic vessel is under attack from a mysterious transport ship!

# THE VAST EXPERIMENT: FIRST FLIGHT

BY KYLE THOMAS ELZY



In recent months, the newly elected First Seeker of the Starfinder Society, a kasatha named Ehu Hadif, took the first steps in fulfilling his promise to realign the organization with its exploratory roots. Ehu seeks to expand exploration into the unknown reaches of the Vast. With the Society's fleet battle-scarred and slowly becoming outdated for modern use, the First Seeker enlisted the aid of two Starfinder Society factions, the intrepid Wayfinders and the intelligence-gathering Dataphiles, to help cultivate a new generation of starships designed to carry brave Starfinders into the unknown.

Surprisingly, the Aballon-based corporation Resurgent Technologies offered support for the project, generously offering to develop a state-of-the-art prototype vessel. The corporation also sweetened the deal by offering to pay for the construction and maintenance of the vessel, so long as the Society agreed to conduct rigorous testing on the completed ship. The full reasoning for Resurgent Technology's intervention remains a mystery, but the Society is happy to work with a dedicated partner for this project.

Several months ago, however, development hit a snag. Because the prototype's advanced sensors require precise calibration, Resurgent Technologies decided only the designer of those components, a noted wrikreechee physicist named Tsi Tsorsk, could complete the task. Unfortunately, Dr. Tsorsk's last known location, the Indigo Deep research station above the gas giant Wehemothal, had stopped sending regular reports.

A team of Starfinders, accompanied by the Wayfinders' spirited ysoki leader, Fitch, set out immediately to retrieve the doctor, reestablish communications, and resupply the facility. Upon arrival, however, the mission took a dangerous turn. A monstrous leviathan creature, lured in by the scientists' research activity, had crippled the station and set dozens of its alien brood loose inside. Luckily, the agents succeeded in rescuing Dr. Tsorsk and her surviving personnel, narrowly escaping the immense creature's hungry pursuit. The Starfinders quickly returned to the Pact Worlds. (These events occurred in *Starfinder Society #3-04: The Vast Experiment: Falling into Deliverance*.)

Drawing from Dr. Tsorsk's invaluable expertise, Resurgent Technologies has finished its first pass work on a basic build for the Society's prototype starship. Now it's time for a Starfinder crew to outfit and test the new vessel!

## WHERE IN THE UNIVERSE?

The adventure begins onboard a Resurgent Technologies' orbital shipyard above Aballon. As the adventure progresses, the PCs travel into the Vast, where they test their prototype starship in the expansive Butaan Asteroid Field and participate in a mock battle above the remote planet Chaulara. More information on Aballon and Resurgent Technologies appears in *Starfinder Pact Worlds* (page 18), and more information about the Vast appears in the *Starfinder Core Rulebook* (page 291).

## GETTING STARTED

The PCs have just returned to Absalom Station, having completed their last assignment and eager for a little rest and recreation. **Chiskisk** (N host shirren), an elected member of the Forum, brings the PCs together shortly after their arrival on the station. Chiskisk instructs the Starfinders to report to their office in the Lorespire Complex for a mission briefing.

Upon arrival, the PCs reach the designated conference room, where Chiskisk awaits them. After exchanging some short pleasantries, the shirren gets down to business. Read or paraphrase the following to get the adventure underway.

"As you may know," Chiskisk begins, "First Seeker Hadif has made it an early priority to expand the Starfinders' exploratory presence in the galaxy, particularly in the Vast, where so much remains undiscovered. For that goal to become reality, however, the Society must modernize. Our fleet is becoming outdated and ill-equipped for the rigors of deep-space exploration. Now, we hope to change all of that!"

"In collaboration with our manufacturing partner, Resurgent Technologies, we have the opportunity to test a prototype

starship that—we hope—will serve as the blueprint for a new fleet of Starfinder vessels.

“I am sending you to a Resurgent Technologies shipyard orbiting Aballon. There, I need you to help oversee the prototype’s completion, then subject it to a series of rigorous tests. This is an important trial and the Society expects an exemplary performance, so be as thorough as you can. Your contact is Dr. Tsi Tsorsk, the project lead. She’ll work with you to outfit the vessel for testing. She expects your team to arrive within the week, so best not delay.”

Chiskisk allows for questions, offering any answers as succinctly as possible.

**What kinds of performance tests should we conduct?** Chiskisk shrugs. “We’re leaving it up to you. First Seeker Hadif expects an honest, impartial, and comprehensive evaluation. He feels there is no better judge than a team of Starfinders, so consider this a field simulation.”

**What can you tell us about Dr. Tsorsk?** If the PCs haven’t met Dr. Tsorsk, Chiskisk describes her as a renowned wrikreechee physicist and leading expert on starship instrumentation. They explain that she joined the project after Starfinders rescued her and other survivors from a research station besieged by a leviathan creature.

If the PCs rescued Dr. Tsorsk themselves (by having a Chronicle sheet for *Starfinder Society #3–04: The Vast Experiment: Falling into Deliverance*), Chiskisk offers an update: “After spending some time recovering and grieving the loss of her colleagues, Dr. Tsorsk has become a tireless contributor on this project. In just a few months, she’s taken a leading role.”

**What do we know about Resurgent Technologies?** Chiskisk replies, “Resurgent Technologies is a research and development

company based on Aballon—quite old and tremendously secretive, but an exemplary partner by every measure.

In fact, the company approached us about building the prototype, not the other way around. So far, Resurgent Technologies has absorbed all construction and maintenance costs, as well.

It’s an auspicious deal for the Starfinder Society.”

## CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs may be able to recall or discover more details about the enigmatic Resurgent Technologies. They learn all the information listed for the DCs equal to or less than the result of their check.

**10+:** While many have heard about the Aballonian corporation known as Resurgent Technologies, few know what

creations it has been specifically been responsible for.

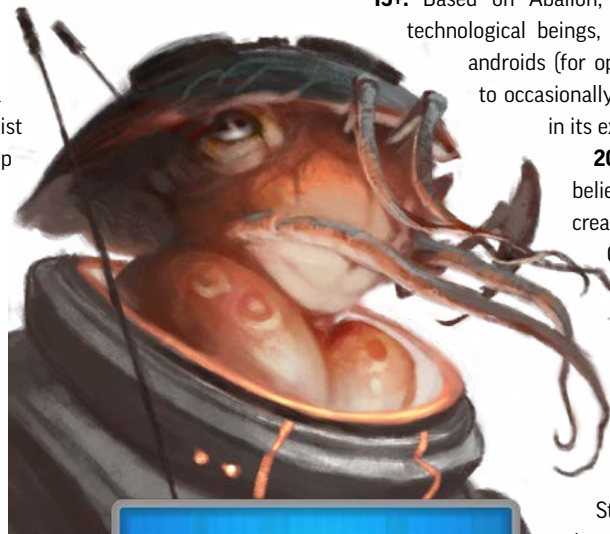
**15+:** Based on Aballon, the company primarily employs technological beings, including anacites (for labor) and androids (for operations management). It’s known to occasionally employ outside agencies to assist in its extrasolar operations.

**20+:** Resurgent Technologies is believed to predate the Gap, but its latest creations are anything but antiquated. Currently, the company is pushing the boundaries of development, blending magic with new and innovative technologies.

**25+:** A subsidiary of Resurgent Technologies was used as a front for a shadowy organization’s meetings to disrupt Starfinder Society activities. After these events went public, Resurgent Technologies disavowed the actions of their subsidiary and approached the Society to develop a new starship as a means of making amends.



CHISKISK



DR. TSI TSORSK

## THE SHIPYARD

After their meeting with Chiskisk, the PCs depart for Aballon onboard a chartered Starfinder Society shuttle. Once they arrive,

the shuttle navigates toward an immense space dock floating in the planet's orbit. On approach, the PCs catch a brief glimpse of the prototype starship nestled inside Resurgent Technologies' sprawling shipyard. The vessel's smooth, reflective hull glimmers under the bright lights of the construction hangar.

Within the hour, the PCs dock at the shipyard and pass through clearance checks from anacite guardians and android interrogators. Eventually, the PCs reach the project command center.

## MEETING DR. TSORSK

The project's command center resembles a starship bridge. Its white, angular walls are packed with computer terminals and display monitors. A central workstation is piled high with schematics, diagnostic readouts, and handwritten notes.

The bleary-eyed **Dr. Tsi Tsorsk** (CN female wrikreechee<sup>AA</sup>) greets the PCs inside the command center. She's eager to talk, despite her exhaustion. Behind her stands a male android wearing an impeccably tailored silver-and-black suit. The android introduces himself as **Aphon** (LN male android operative), a public relations representative and project liaison for Resurgent Technologies.

The PCs can ask Dr. Tsorsk about the incident at Indigo Deep. Mournfully, Tsorsk expresses regret about the loss of the station and the deaths of so many colleagues, but admits she had little time to grieve.

"After I recovered, I expected to take some time off—decompress, mourn lost friends, put aside my research for once. But these claws are not meant to be idle, it turns out. I couldn't sleep, and I spent all my waking hours tied up in some astrometric equation or other. Resurgent Technologies was very eager to bring me into the project. So, here I am."

If the PCs attempt to engage Aphon, the humorless android offers well-rehearsed statements on the company's commitment to the project and to providing the Starfinder Society with the highest-quality products possible. A PC who succeeds at a DC 23 Sense Motive check determines that Aphon is processing various algorithms at the same time while conversing. The PC also notes that the android seems to be recording (and possibly streaming) conversation data between Dr. Tsorsk and the PCs in real time.

## THE PROTOTYPE REVEALED

With initial greetings out of the way, Dr. Tsorsk turns and makes a few keystrokes on the main computer terminal. Heavy steel

window shades roll back from the wall, revealing the prototype starship docked in the adjacent bay, just beyond the viewing glass. Up close, the PCs take in the aesthetics of the vessel, with its smooth, reflective surface and aerodynamic teardrop shape. Tiny weld sparks erupt in key sections that appear unfinished: weapon mounts, shield generators, armor plating. Proudly, the wrikreechee physicist gestures to the ship.

"This, my new friends, is your prototype starship. It's a Wraith-class destroyer—the first of its kind—and dare I say, one of the most sophisticated vessels in the Pact Worlds today. That might be hyperbole, but you should know that no expense has been spared on this project. We have pushed the technology to its bleeding edge... and this is the result. Let's take a closer look."

Dr. Tsorsk calls up detailed schematics of the starship on the huge display monitors flanking the window view. The display shows a rotating power core unit with text that reads "250-PCU Pulse Orange Core,

proprietary interphase thrusters, a fully integrated tetranode CPU, long-range sensors, and more". A PC who succeeds at a DC 20 Engineering check (DC 23 in Levels 7-8) recognizes the thrusters as being constructed from inubrix, or "ghost iron," a soft metal alloy capable of phasing through dense physical matter (*Starship Operations Manual* 23).

Aphon chimes in.

"We have prepared several options for your consideration and approval. From here, you have complete autonomy in tailoring the starship as you see fit. We want to ensure the prototype exceeds the Society's expectations for the forthcoming trials and those beyond."

On the monitor displays, Dr. Tsorsk isolates five areas of the ship that the PCs must address, then asks where they would like to begin.

## OUTFIT THE PROTOTYPE STARSHIP

Resurgent Technologies has already equipped the starship's base frame with various systems and weapons. In order to complete the prototype, the PCs must select a system for each of the five component areas Dr. Tsorsk identifies. These areas include: **(1) Armor**, **(2) Shields**, **(3) Forward Arc Heavy Weapon Mount**, **(4) Turret Light Weapon Mount**, and **(5) Additional Systems / Expansion Bays**.



## PROTOTYPE STARSHIP: BASE STAT BLOCK

For a group of 4–6 PCs of 5th or 6th level, the prototype is a **Tier 6** starship with a budget of 43 Build Points and 120 Power Core Units. Use the base stat block in Appendix 1 (page 17).

For a group of 4–6 PCs of 7th or 8th level, the prototype is a **Tier 8** starship with a budget of 54 Build Points and 104 Power Core Units. Use the base stat block in Appendix 2 (page 22).

The PCs choose their desired components in any order. No budget calculations are required: any combination of weapons and systems the PCs select will automatically fall within the maximum build points (BP) and power core units (PCU) allotted.

### 1. ARMOR

Once the PCs are ready to select an armor option, Dr. Tsorsk keys in a command on the main computer terminal. Onscreen, several sections of the prototype's hull illuminate on the schematic display, showing the PCs where armor plating will be installed. Dr. Tsorsk toggles between two armor overlays, explaining the advantages and drawbacks.

“Let’s take a look at armor options. Of course, standard armor will repel direct-fire attacks, and the thicker the better. If you need a little more maneuverability, however, consider installing ablative armor. The composite steel is lighter and more layered, allowing the ship to absorb damage evenly across the hull. That said, ablative armor will make the prototype more vulnerable to enemy target locks.”

Refer to **Table 1-1** in Appendix 1 (page 17) to review special properties for each armor option. In Levels 7–8, instead refer to **Table 2-1** in Appendix 2 (page 22).

The PCs select one armor type. Dr. Tsorsk nods, locking in the chosen option. If the PCs choose ablative armor, apply the temporary hull points the armor grants evenly across all four arcs.

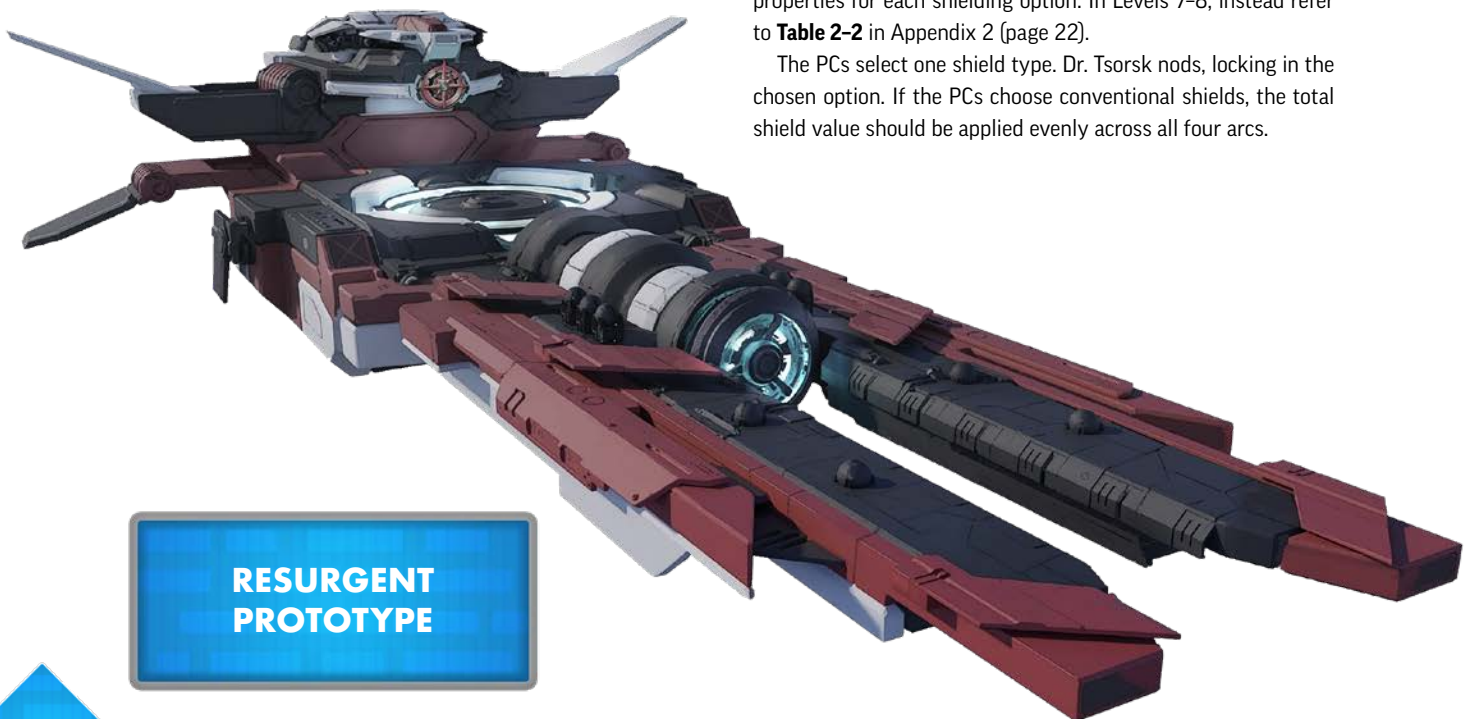
### 2. SHIELDS

Once the PCs are ready to select a shielding option, Dr. Tsorsk keys in a command on the main computer terminal. Onscreen, several points on the prototype starship's hull illuminate, showing the PCs locations for shield generators. Two possible shielding overlays appear.

“This ship will certainly need protective shields out in the Vast. Let me show you the two best options. Conventional shields excel at absorbing weapon damage, and they regenerate over time once you’re out of combat. But the more damage they absorb, the faster they deplete. Modern deflector shields can deflect incoming fire entirely. Just remember: any amount of damage to the hull reduces the deflector shields’ effectiveness.”

Refer to **Table 1-2** in Appendix 1 (page 17) to review special properties for each shielding option. In Levels 7–8, instead refer to **Table 2-2** in Appendix 2 (page 22).

The PCs select one shield type. Dr. Tsorsk nods, locking in the chosen option. If the PCs choose conventional shields, the total shield value should be applied evenly across all four arcs.



**RESURGENT  
PROTOTYPE**

## 3. FORWARD ARC: HEAVY WEAPON MOUNT

Once the PCs are ready to outfit the prototype with a heavy weapon on the forward arc, Dr. Tsorsk keys in a command on the main computer terminal. Onscreen, the schematic display rotates until the vessel's forward arc is visible. The weapon mounts illuminate, with one slot—the secondary heavy—ready to be filled. Dr. Tsorsk toggles through the PCs' weapon options.

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"This ship offers a strong punch on the forward arc already: a heavy laser cannon. That'll serve well in firefights, but why stop there? A ramming prow would make for an intimidating close-quarters option, should you need it. Alternatively, the counter-missile bank offers a solid defense against incoming ordnance. Be advised, though: it's limited to six rounds."

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Refer to **Table 1-3** in Appendix 1 (page 17) to review special properties for each heavy weapon option. In Levels 7-8, instead refer to **Table 2-3** in Appendix 2 (page 22).

The PCs select one weapon option. Dr. Tsorsk nods, locking in their selection.

## 4. TURRET: LIGHT WEAPON MOUNT

Once the PCs are ready to outfit the prototype with a light weapon on the ship's turret, Dr. Tsorsk keys in a command on the main computer terminal. Onscreen, the schematic display rotates to a dorsal view so the vessel's turret mount is visible. The weapon slot illuminates, showing the full 360-degree range of motion. Dr. Tsorsk toggles through the turret options.

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"A starship's turret mount is its most versatile weapon placement. A flak thrower would enhance the prototype's ability to shoot down tracking projectiles. The light buster cannon, on the other hand, can devastate enemy shields. My personal favorite is the mining laser. Aside from splitting space rocks, the laser's focused beam can slice through shields and even pierce an attacking ship's hull: an effective deterrent that might win battles before they even begin."

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Refer to **Table 1-4** in Appendix 1 (page 17) to review special properties for each turret weapon option. In Levels 7-8, instead refer to **Table 2-4** in Appendix 2 (page 22).

The PCs select one weapon, and Dr. Tsorsk nods, locking in the chosen option.

## 5. ADDITIONAL SYSTEMS/ EXPANSION BAYS

Once the PCs are ready to fill the prototype's secondary systems and expansion bays, Dr. Tsorsk keys in a command on the main computer terminal. The schematic display transforms into an exploded view of the ship's integrated expansion slots. Each one illuminates, giving the PCs a complete picture of the possible

configurations. Dr. Tsorsk outlines two loadout options, each one designed for a specific use in the field.

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"I've prepared some useful system loadouts for your team to consider, depending on your needs. The Exploration loadout includes science labs, enhanced sensors that double the scanning range, and a consciousness uplink drive. That means anyone with a datajack can interface directly with the ship, making possible all sorts of tricky maneuvers. If you prefer a more high-tech option, the Technology loadout offers enhanced sensors, a workshop for tech builds, and a data net for sharing vital information with other networked Starfinder vessels. Which one should we install?"

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Refer to **Table 1-5** in Appendix 1 (page 18) to review special properties for each system loadout. In Levels 7-8, instead refer to **Table 2-5** in Appendix 2 (page 23).

The PCs select one loadout. Dr. Tsorsk nods, locking in the chosen option.

## NAMING THE PROTOTYPE STARSHIP

Once the PCs have made their final selections, only one task remains: naming the prototype starship. Dr. Tsorsk invites them to take a few minutes and decide on a name for the vessel: one that honors the legacy of the Starfinder Society, its dedication to discovery and exploration, or the deeds of the PCs themselves.

**Development:** With the name decided and the PCs' selections in hand, Dr. Tsorsk pledges to begin final installation immediately. She instructs the PCs to return to the launch hangar in 72 hours, prepped and ready to set off.

## LAUNCH

After a few days, the PCs return to the launch hangar and board the completed prototype starship, its hull now emblazoned with their selected name. They spend several minutes inspecting the vessel inside and out, exploring its glassy white rooms and corridors, and settling into their cabins. Finally, the PCs begin pre-launch diagnostics and system checks as they prepare to set off into the Vast for testing.

Just before the PCs take flight, however, Aphon makes his way aboard, alongside **Bivi-4** (LN agender anacite), a spindly, mollusk-shaped engineer with a disorienting array of appendages. The limbs appear to serve as both arms and legs, oscillating at random. The android explains his presence with little emotion:

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"I will be accompanying your team as a Resurgent Technologies representative. My primary responsibility is to help evaluate the ship's performance. However, my superiors would also like for me to observe a Starfinder team in action so we can better understand our Society partners and meet their needs with optimum efficiency. Bivi-4 will join us, as well."

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## SCALING APHON AND BIVI-4

To accommodate a group of 5-6 PCs of 7th or 8th level, increase both Aphon and Bivi-4's skill modifiers by 3 and their skill ranks by 2.

A PC who succeeds at a DC 20 Sense Motive check notes that Aphon is speaking truthfully. If the PCs inquire about Bivi-4, Aphon explains the anacite is a multipurpose engineer who can assist with any crew responsibilities or technical complications, as the need arises.

The PCs complete their preparations and finally push off, navigating the prototype out of the orbital shipyard and into open space. Aphon activates the proximity guidance overlay, which appears on the viewscreen. A PC with the Piloting skill must succeed a DC 15 Piloting skill check (DC 18 in Levels 7-8) in order to fly smoothly through the hangar doors without an embarrassing scrape of the hull. If the PC struggles to keep the ship on track, Bivi-4 takes control via an adjacent computer station and complains, loudly.

**Development:** With the PCs, their android chaperone, and one cantankerous anacite aboard, the prototype starship is ready to embark on its maiden voyage. The pilot can activate the starship's engine and enter the Drift, bound for the Vast.

## HELPING HAND

If there are 6 PCs, then Aphon and Bivi-4 spend their time documenting the PCs' activities. For smaller groups, the pair can help fill starship roles. For a group of 4-5 PCs of 5th or 6th level, use the following stat values (respectively) when either Aphon or Bivi-4 attempts a skill check as a starship officer. For higher-level PCs, refer to the sidebar on this page. If there are 5 PCs, then Bivi-4 offers their assistance. If there are 4 PCs, then both Aphon and Bivi-4 take up positions on the ship.

### APHON

Male android operative  
LN Medium humanoid (android)

#### STATISTICS

**Skills** Computers +13 (6 ranks), Diplomacy +18 (6 ranks),  
Gunnery +13 (6th level), Perception +13 (6 ranks), Piloting +15 (6 ranks), Stealth +18 (6 ranks)

### BIVI-4

Agender anacite mechanic  
LN Medium construct (technological)

#### STATISTICS

**Skills** Computers +11 (5 ranks), Disguise +11 (5 ranks),

Gunnery +11 (5th level), Engineering +16 (5 ranks),  
Perception +11 (5 ranks), Piloting +16 (5 ranks)

## INTO THE VAST

As the PCs get underway and depart the station, Aphon reveals the mission destination: Chaulara, a remote world located deep in the Vast. A PC who succeeds at a DC 15 Physical Science (Recall Knowledge) check discerns that Chaulara is an ice giant orbiting a white dwarf star. A PC who succeeds the check by 5 or more also realizes that the planet's three rocky moons—Nipreke, Sindurn, and Orahat—remain largely unexplored, save for a Resurgent Technologies research satellite that monitors the system's status. Their destination is intended to replicate the length of a journey for a standard Starfinder Society exploration mission.

Aphon indicates that the travel time (5d6 days) is long and that the PCs should use the time to relax in preparation for the testing.

Roughly halfway through the journey, the PCs come across another vessel in the Drift. The vessel self-identifies as the *Shield Shard*, and a science officer who successfully scans the vessel recognizes it as an Inheritorworks Shieldcraft (*Starfinder Pact Worlds* 159). The vessel's captain, a smiling lashunta named **Harlaena** (LG female korasha lashunta), greets the PCs. She explains that her vessel is investigating the disappearance of several Knights of Golarion starships in an area of the Vast where Drift beacons have started to suddenly deactivate. The captain has little time for pleasantries, but wishes the PCs well on their journey and prays for Iomedae to watch over them before ending communications and continuing on. The *Shield Shard*'s presence is not required in this adventure, though it foreshadows larger events surrounding the continuing deactivation of Drift beacons throughout the Vast.

## BUTAAN ASTEROID FIELD

Following their brief encounter with the *Shield Shard*, the PCs finish their trip without further incident. After the PCs arrive in the system, Aphon directs the ship to the nearby Butaan Asteroid Field: an excellent testing ground for evaluating the prototype's maneuverability, weapons, and sensor-scanning capabilities.

As the PCs approach the Butaan Asteroid Field, which is a dense ocean of rocky planetoids, they detect rocky debris of varying sizes. Countless floating rocks of every size and shape drift in and out of view—some as small as a shuttlecraft, others as massive as planetary moons. Upon arrival, Aphon recommends several options for testing the prototype starship.

"We should use the asteroids to test maneuvering capability and weapon targeting. Let's test the ship's advanced inubrix thrusters by attempting to phase through some of the smaller debris. While we're here, we should also conduct scanning operations through the dense asteroid field to determine the strength and accuracy of the ship's long-range sensors."



Aphon proposes the PCs partake in the tests listed below, though he stops the diagnostics once the PCs succeed at three tasks, citing that he has all the data he needs. If the PCs fail a test, Aphon records the data and moves onto the next test. These tests may be completed in any order.

**Evasive Maneuvers (Piloting):** Despite its large size, the prototype starship is built to be nimble and easy to maneuver in tight navigation and combat situations. The varying sizes and trajectories of the asteroids offer a significant challenge for the ship and its pilot. A Pilot can navigate the ship slowly through a section of the asteroid field, weaving between the drifting rocks. On a successful DC 15 Piloting check (DC 17 in Levels 7-8), the PC deftly avoids the asteroids without a single collision. On a success, Aphon suddenly increases the thruster output, boosting the ship's speed and necessitating a successful DC 18 Piloting check (DC 20 in Levels 7-8) for the PC to maintain control and thread the prototype between two large asteroids just before they collide. Failing either check causes the starship to take 6d6 damage (10d6 in Levels 7-8) to a random shield facing. If the Pilot succeeds at these checks, Aphon congratulates them on their exceptional display of skill while taking copious notes on the maneuvers.

**Weapon Targeting (Gunnery or Piloting):** The prototype is outfitted with several types of weapons, each with its own targeting quirks and challenges. Any gunner can put the ship through a series of combat maneuvers, testing each firing arc in sequence. For each mounted ranged weapon, the same or another PC attempts a DC 17 gunnery check (DC 20 in Levels 7-8) to successfully zero in, lock on target, and fire at the floating space rocks as they tumble and drift through the arc. On a success, the targeting succeeds, and any asteroids a weapon strikes shatter into smaller fragments. If a ramming prow is installed, a PC with the Piloting skill can attempt a DC 16 Piloting check (DC 19 in Levels 7-8) to ram a medium-sized asteroid (equal to a medium-sized starship). On a success, the asteroid splits in half.

**Phasing Through Objects (Piloting or Engineering):** Because the prototype's thrusters are constructed from the unique alloy inubrix, commonly called "ghost iron," the ship can phase through solid matter (*Starship Operations Manual* 23). The phase duration is brief, but potentially long enough to avoid a crucial hit from an enemy torpedo or missile. To thoroughly test this ability, the PCs can attempt to phase the prototype through smaller asteroid debris. A PC that succeeds at a DC 20 Piloting or Engineering check (DC 22 in Levels 7-8) activates the phase property and moves toward a target. If the maneuver is successful, the ship passes through the rock unscathed. On a failed check, the ship's proximity alarms activate and Bivi-4 navigates the ship quickly away, just as it returns to its tangible state.

**Long-range Scanning (Computers or Physical Science):** A powerful array of long-range sensors is key to the Society's exploration of the Vast, especially those that can detect spatial anomalies and potential threats long-before encountering them. Although the dense asteroid field may present a challenge, any PCs with the appropriate skills can test the limits and effectiveness

of the prototype's long-range sensors. (If Surveying Sensors are installed, a PC using the Computers skill doubles their modifier, to a maximum of +8). On a successful DC 20 Computers check (DC 23 in Levels 7-8), the PCs identify a distant test buoy that responds back with a pre-programmed "You found me!" signal. A PC who succeeds at a DC 20 Physical Science check (DC 23 in Levels 7-8) identifies a rapid increase of radiation on Elao, a distant moon orbiting the gas giant Irtanza.

**Bio-scanning (Computers or Life Science):** The prototype's robust sensors allow for detailed scanning of biological anomalies at long range. Although the asteroid field interferes with the sensors, a PC who succeeds at a DC 20 Computers or Life Science check (DC 23 in Levels 7-8) can scan the surrounding space for living creatures in proximity to the ship. On a success, the PCs detect a large pod of oma traveling beyond the far end of the asteroid field.

**Development:** With several trials completed and the data recorded, Aphon recommends continuing to Chaulara for the prototype starship's final performance test. As long as the PCs successfully completed at least three of these tests, they complete part of their secondary mission objective.

## A. OVER CHAULARA

After their tests in and around the Butaan Asteroid Field, the PCs can make their way towards their ultimate destination: into orbit above Chaulara. The icy planet's extreme axial tilt makes for a volatile atmosphere, driving vast ice storms across its desolate, rocky surface.

The PCs have little time to study the view. Suddenly, the prototype's combat sensors begin to wail. A PC operating as science officer notes two inbound fighters in attack formation, bearing down fast. As the PCs spring into action, readying the ship for battle, Aphon speaks:

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"Starfinders, this is the prototype starship's final performance test. I have just activated two fighters in orbit around Chaulara. Both are automated and programmed to attack this vessel, simulating a real combat scenario. Although their armaments will look and feel real, the damage they inflict will also be simulated. Destroy the fighters in order to complete this test."

---

**Starship Combat:** The PCs' starship begins in the center of the map on page 10, with a facing randomly determined by rolling 1d6. Both of the automated starships begin 3d6+5 hexes away from the PCs, facing toward their ship.

The Resurgent Technologies vessels' advanced programming allows them to act as Pilot, Engineer, Science Officer, and up to two gunners without penalty. The fighters have simple programming and focus their actions on lining up to the port or starboard of the PCs' vessel and firing their heavy weapons in an attempt to overwhelm the ship with sheer damage. They redistribute shields when struck, recognizing that they have far too few Hull Points to contend with the PCs' larger frame.

**A. OVER CHAULARA**

**B. AMBUSHING THE AMBUSER**

STARFINDER FLIP-MAT:  
BASIC STARFIELD

1 SQUARE = 5 FEET

Though it's not apparent during this combat, the PCs' vessel takes no actual damage from the attacking vessels. All combat damage is simulated by onboard computers.

## LEVELS 5-6

### RESURGENT APHYRA (2) TIER 3

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## LEVELS 7-8

### RESURGENT APHYRA (2) TIER 5

Page 24

**Development:** Once the PCs reduce one of the opposing ships to 0 or fewer Hull Points, that ship deactivates and no longer participates in the combat. Once the PCs defeat both opposing vessels, the battle ends. Aphon congratulates the PCs on their victory and a successful performance trial. He explains that all the necessary combat and flight data has been recorded and recommends a swift return to Aballon.

Before leaving the system, any of the PCs can attempt a DC 13 Engineering check (DC 16 in Levels 7-8) to verify the prototype starship incurred no actual damage from the engagement, and systems return to normal shortly after the test concludes. After confirming all systems are operating normally, the PCs can enter the Drift for their return journey to the Pact Worlds.

## B. AMBUSHING THE AMBUSER

As the PCs make their way back to the Pact Worlds, their starship's sensors pick up a distress call. The signal includes an uncorrupted set of coordinates within the nearby Drift, but the transmission is otherwise garbled. However, a PC who succeeds at a DC 16 Computers check (DC 19

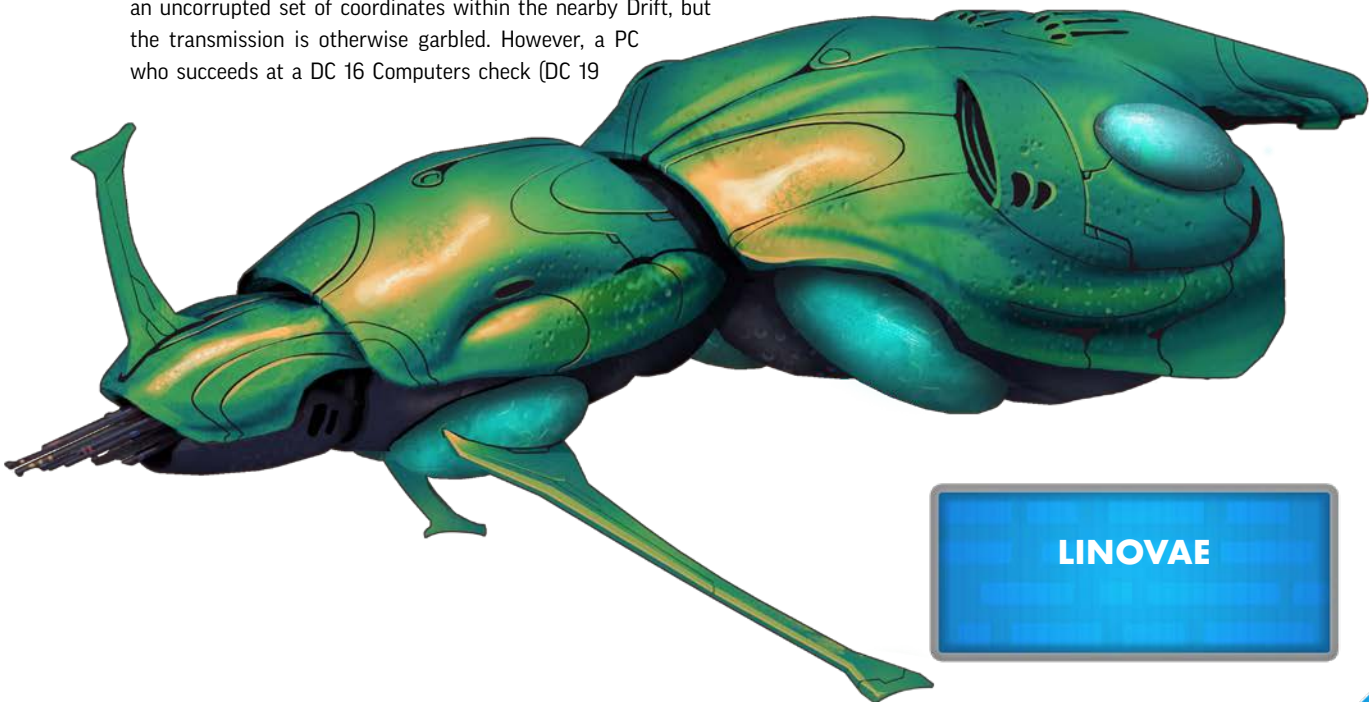
in Levels 7-8) can clear up the message. Read or paraphrase the following.

"To all vessels in range: this is the diplomatic starship *Linovae* requesting immediate assistance! We are under attack from an unknown vessel in the Drift. Our present location is attached. Transmitting coordinates with this message... please hurry! Our shields are failing!"

If a PC checks the coordinates, they can identify the position of the ailing vessel as shockingly close—less than an hour of travel away. Aphon immediately suggests the PCs alter course and intervene, going so far as to demand that such a "side mission" could provide invaluable additional data. If the science officer succeeds at a DC 15 Computers or Physical Science check (DC 18 in Levels 7-8) using the ship's long-range sensors, they identify two ships presently located at the coordinates.

Upon closer approach, the PCs discover two ships in the area: a Hivonyx Ambassador starship, the *Linovae*, which appears to be low on power and venting hydrogen, as well as an Idaran Mirage transport vessel displaying light particle beam discharges. The Hivonyx Ambassador broadcasts a distress signal on all communications frequencies in an attempt to garner assistance from any nearby vessels.

**Communications:** As the PCs arrive, the Idaran Mirage identifies itself as the *Corsair* and broadcasts a video feed that shows a dangerous-looking crew of humanoid pirates on the bridge. The *Corsair*'s crew includes a massive one-armed vesk, a lashunta in piecemeal armor with jagged spikes, and a pair of shirren holding serrated daggers. The vesk addresses the PCs in an accent more akin to vidcast pirate speak than any standard



speech pattern. She goes on to explain that she and her crew are "in search of the treasure" and refers to the PCs as scallywags in their way.

A PC acting as science officer who succeeds at a DC 25 Computers check (DC 28 in Levels 7-8) determines that the broadcast isn't authentic and the figures are being artificially generated. Similarly, a PC acting as captain who engages in communication can attempt a DC 25 Sense Motive check (DC 28 in Levels 7-8); on a success, they notice the crew is absurdly stereotypical and their commentary makes little sense in context.

After a short conversation, the *Corsair* ends communications and continues its attack on the *Linovae*.

**Starship Combat:** Use the map on page 10 for this encounter. The PCs' starship begins at the northern edge, facing south towards the center. The *Linovae* is in the center of the map, while the attacking *Corsair* is 3d6+5 hexes away and facing towards its target, which faces away from its pursuer.

At first sight of the PCs' prototype starship, the attacking *Corsair* breaks off from the *Linovae*, arming its weapons and readying itself for battle once again. Light and swift, the *Corsair* attempts to circle the prototype, hammering the hull with its forward arc gyro cannon and an imposing turret-mounted weapon that fires bolts of magical energy. If the PCs come within range of the *Corsair's* tether weapon, the pirate vessel attempts to latch itself to the ship and siphon power (see powersap, *Starship Operations Manual* 29).

The *Linovae* is effectively crippled and spends the combat only moving. It currently has 0 shields and has been reduced to 30 Hull Points. A PC acting as captain can attempt a DC 22 Diplomacy check (DC 25 in Levels 7-8) to contact the *Linovae* and request their support, though doing so takes up their action for the round.

## LEVELS 5-6

**CORSAIR** TIER 5  
Page 20

**LINOVAE** TIER 4  
Page 20, art on page 27

## LEVELS 7-8

**CORSAIR** TIER 7  
Page 25

**LINOVAE** TIER 4  
Page 25, art on page 27

**Development:** The battle continues until the *Corsair* falls to or below 0 Hull Points. At that moment, the ship ceases its assault and appears to power down, seemingly disabled. The *Corsair* then sends a garbled communication that is a carbon copy of the introduction message, with the false pirate crew acting as

though nothing had happened. The ship continues to rebroadcast its introduction, with no other signs.

The PCs can assess the damage to their prototype starship, but shortly after they defeat the *Corsair*, the *Linovae* immediately contacts them. **K'zyk** (LG female shirren), the vessel's captain, appears on the viewscreen. A haze of smoke and emergency light fills the air around her.

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"My thanks to you for saving our lives! I am K'zyk, captain of this vessel. Truly, I shudder to think what might have befallen us had your crew not intervened. We have suffered some injuries, and the damage to our ship is extensive. If you are willing to wait until our repairs are complete, we would humbly request an escort back to Verces.

---

If the PCs inquire about a possible motive for the attack, K'zyk expresses genuine confusion over why any ship would attack a diplomatic vessel in this sector of the Vast. She intimates that the *Linovae* makes regular diplomatic trips to the Vast along this route, though the sudden deactivation of a Drift Beacon complicated the journey through the area.

Following the discussion, Aphon suggests an excursion to the disabled Idaran ship in order to investigate the attack. Captain K'zyk nods in agreement, suggesting that her crew can use the time for repairs, making the *Linovae* ready for travel once more.

## C. THE CORSAIR

The PCs can maneuver their starship to dock with the *Corsair*, with Aphon and Bivi-4 opting to remain on the ship to provide radio support and complete any necessary repairs. A short umbilical line connects the two ships and allows the PCs to enter through the *Corsair's* port airlock (area **C1**).

The ship lacks atmosphere and gravity, meaning the PCs must rely on their armor's protections while exploring. The ship has 15-foot-high ceilings and dim illumination from emergency lighting.

### C1. PORT AIRLOCK

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The transport ship's airlock is rectangular, with a narrow vestibule and emergency lights blinking rapidly in each corner. The door is shut tight and its control console appears blinks dully.

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A simple series of commands is sufficient to open the airlock, with no skill check required. The airlock doors open into an atmosphere-starved interior. As the PCs move into the hall, they quickly see a conical kasatha helm, sliced in half and floating in the corner of the hall. The helm provides no further clues.

### C2. ENTRY CORRIDOR

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The airlock gives way to a dark, dusty interior. Several tools and utility cases lie about, as if discarded. Emergency power is on; with hazard lights flickering ominously against the darkness.

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# C. THE CORSAIR



STARFINDER FLIP-MAT:  
GHOST SHIP

1 SQUARE = 5 FEET

Instead of a hostile band of space pirates, the boarding party finds an eerily empty vessel. A PC who succeeds at a DC 15 Perception check notices faint blood splatter on the entry floor and along the walls.

**Treasure:** PCs who search the utility cases discover 32 rounds of unspent heavy ammunition and the components to make a tactical reaction cannon (though assembling the weapon would take roughly an hour of work).

## C3. PORT CARGO HOLD

The port-side cargo hold is sealed, having been exposed to the vacuum of space during the battle. A gash in the hull has sucked out nearly every container once stored there.

Due to the hold's exposure to space, the door is sealed tight—one of the vessel's standard safety measures. The PCs can attempt a DC 18 Strength check to pry the door open. Inside, they find only a single storage container still floating inside. A quick search reveals clothing and personal care items: nothing of use. It's clear that this area hasn't seen use in some time, though the PCs can uncover an assortment of clothing from over a dozen species.

## C4. STARBOARD CARGO HOLD (CR 6 OR CR 8)

The starboard cargo hold is intact, though the containers here float in jumbled heaps. Several stacked and broken containers are stored within, clearly damaged as a result of the ship's erratic combat maneuvers.

The starboard-side cargo hold appears well-stocked, although a successful DC 14 Perception check (DC 17 in Levels 7–8) indicates the freight has been aboard for quite some time. Canned supplies and home goods lie scattered about; the labels reveal the foodstuffs are nearly two years expired.

**Trap:** One small sealed metal briefcase can be found tucked between two storage crates, originally intended for the mysterious ship's original destination. If a PC attempts to pull it free, the handle ignites with a bright, searing flash capable of burning through suits and armor. The trap resets after 1 minute from an internal battery that powers it.

**Treasure:** A PC who searches the area can discover a set of advanced lashunta tempweave armor hidden in one of the cargo crates. In levels 7–8, this is instead a set of pinion Skyfire armor.

If the PCs manage to open the trapped briefcase, they discover 3,500 credits stored inside.

## LEVELS 5–6 (CR 6)

**HEATED HANDLE TRAP** **CR 6**  
**Type** technological; **Perception** DC 29; **Disable** Engineering DC 24 (disable heating mechanism)

**Trigger** touch; **Reset** 1 minute  
**Effect** burn flesh (6d12 F); Reflex DC 16 half

## LEVELS 7–8 (CR 8)

**HEATED HANDLE TRAP** **CR 8**  
**Type** technological; **Perception** DC 32; **Disable** Engineering DC 27 (disable heating mechanism)

**Trigger** touch; **Reset** 1 minute  
**Effect** burn flesh (8d12 F); Reflex DC 18 half

## C5. ENGINE ROOM

The engine room is awash in the orange-yellow glow of the Drift core's low-power mode. Access terminals line the walls. A few splashes of blood are visible on the consoles, and a smeared trail of blood winds around the huge cylindrical engine toward an unseen corner of the room.

The computer terminals are operational, but access is locked. Onscreen, a message display reads: "REBOOT REQUIRED." The PCs can initiate a reboot without needing a check. This restores gravity and atmosphere within the ship, as well as the non-emergency lighting. This must be done before the PCs can access the bridge in area **C8**.

If the PCs investigate the trail of blood on the floor, they discover the body of a kasatha crew member slumped near the rear engine terminal. Upon inspection, the body is desiccated: clearly the kasatha has been dead a long time. A PC who succeeds at a DC 20 Medicine check (DC 23 in Levels 7–8) notes the kasatha was killed by a combination of plasma bolts and bladed weapons.

## C6. SLEEPING QUARTERS

This area, clearly designed for crew members to sleep in, lies in complete disarray. Each of the room's six beds are covered in dusty blankets. Storage units at the room's center lie open, with piles of rumpled clothing scattered everywhere, floating around the room. The central writing desk is bare, save for a drinking cup still magnetically fixed to the table's surface.

The ship's sleeping quarters offer little information on what may have transpired inside the derelict vessel. A PC who succeeds at a DC 15 Perception check uncovers a tattered uniform with markings from QuikJett Deliveries. A PC who succeeds at a DC 22 Culture check (DC 25 in Levels 7–8) remembers QuikJett as a minor delivery corporation that ran missions into the Vast. The PC also recalls that, roughly two years ago, QuikJett reported the disappearance of three of the ships in its fleet after several Drift beacons suddenly stopped transmitting. The cause of the Drift beacons' deactivation was never uncovered, though representatives from the Church of Triune have indicated they are investigating.

## C7. SEATING AREA

The ship's cramped commercial seating areas are visibly empty. Aside from the rows of stiff chairs, only a small refrigeration unit floats in the room. The sleeping bunks behind this area are similarly empty.

**Treasure:** If the PCs investigate the refrigerator unit, they discover 12 bottles of Nalpure, a rare hydration beverage popular among traders, smugglers, and mercenaries. If imbibed, the PCs take a -1 penalty to all Perception checks they make for the following hour.

## C8. BRIDGE (CR 8 OR CR 10)

The twin doors leading to the ship's bridge remain sealed. A spray of dried blood can be seen clearly on the starboard door.

The bridge doors only open once the PCs activate the reboot sequence in area **C5**. The ship's bridge is inactive, though standard lighting has been restored. As the PCs enter the bridge, they hear muffled sounds emanating from deeper within: the slow shuffling of feet, a labored moan. The door's entry controls are smashed, eliminating the possibility for a hacked override.

**Creatures:** The crew of the *Corsair* remains at their stations, though they've long since perished. Having died inside the Drift when robotic attackers overran their vessel, the crew has endured as driftdead (*Starfinder Alien Archive* 3 26). The captain and several other unfortunates have merged together to form a horrific driftdead amalgam, which stalks forward as soon as the PCs enter the area. The remaining individual driftdead crew move to attack in quick succession. Each undead prefers to attack a different target during the ensuing combat.

### LEVELS 5-6 (CR 8)

**DRIFTDEAD (4)** CR 2

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**DRIFTDEAD AMALGAM** CR 6

Page 21, art on page 28

### LEVELS 7-8 (CR 10)

**ENRAGED DRIFTDEAD (4)** CR 4

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**DRIFTDEAD AMALGAM** CR 8

Page 26, art on page 28

**Development:** After dispatching the Driftdead, the PCs are free to investigate the bridge. Rummaging about the damaged cabin, they quickly locate the primary computer access.

**Treasure:** Searching the bridge and vanquished driftdead, the PCs can discover a *pathing telescope* (*Armory* 115) by the pilot's seat. In Levels 7-8, the captain's chair has an interference shrieking knife (*Armory* 11) strapped under one of the armrests, and one of the driftdead wears a set of *mk 2 travel treads* (*Armory* 117).

### BRIDGE DATA (CR 6 OR CR 8)

The data terminal on the bridge is accessible but trapped. It's possible the PCs may try to access the terminal during



**DRIFTDEAD AMALGAM**

combat, but the panel is inaccessible while the undead remain active on the bridge. The ship's internal scanners still recognize the crew, even in their undead state, and won't make the panel accessible until the PCs successfully eradicate the remaining undead threat from the ship.

**Trap:** Any PC that touches the bridge's computer terminal activates a trap, releasing a powerful jolt of electricity that courses through the PC's body. Once the jolt is expended, the trap becomes inert.

## LEVELS 5–6 (CR 6)

### JOLTING CONSOLE TRAP CR 6

**Type** technological; **Perception** DC 29; **Disable** Engineering DC 24 (disable shock plates)

**Trigger** touch; **Reset** none

**Effect** arc of electricity (6d12 E); Reflex DC 16 half

## LEVELS 7–8 (CR 8)

### JOLTING CONSOLE TRAP CR 8

**Type** technological; **Perception** DC 32; **Disable** Engineering DC 27 (disable shock plates)

**Trigger** touch; **Reset** none

**Effect** arc of electricity (8d12 E); Reflex DC 18 half

**Computer Access:** A PC who succeeds at a DC 20 Computers check (DC 23 in Levels 7–8) gains root access to the computer system, bypassing its basic encryption. Upon success, the PC retrieves several interesting pieces of data, including ship logs, legal cargo manifests, navigational data, and biographies of the original kasatha crew.

The ship's logs confirm the identity of the vessel—a commercial transport called the *Jiri Nunkor*—and its owner, QuikJett's CEO, Jett. The vessel previously ran passengers and goods back and forth between the Pact Worlds and several new colonies in the Vast. A PC who succeeds at a DC 20 Culture check knows that Jett reported the disappearance of the *Jiri Nunkor* almost two years ago. Additionally, the most recent logs and navigational data indicate the ship had traveled to a region of space currently affected by sudden Drift beacon failures. The ship's final waypoint transmission is dated from one year and 220 days ago.

Along with all of this, the PCs can attempt a subsequent DC 25 Computers or Engineering check (DC 28 in Levels 7–8) to identify the remains of the rogue artificial intelligence embedded in the

computer's operating code and hardware. The PCs learn that the AI had been installed on the ship and programmed to attack other vessels in the Vast. Once the PCs disabled the ship, the AI executed its self-destruct protocol. The AI code is irreparably corrupted, and no additional information on its actions can be discovered.

**Development:** After recovering the data from the ship, the PCs can gather their findings and leave the Idaran vessel. Aphon recommends leaving a buoy so QuikJett can retrieve the missing vessel once the PCs report back to the Loespire Complex. After such a buoy is launched, the PCs can hail Captain K'zyk to confirm the *Linovae* is sufficiently repaired and ready for travel. The two ships can then make their way back to the Pact Worlds without further incident.

## CONCLUSION

Following their return to the Pact Worlds, the PCs can escort the *Linovae* safely to Verces, then continue onward to Aballon. After docking at Resurgent Technologies' shipyard, Aphon and the PCs report the results of the tests to Dr. Tsi Tsorsk, who is incensed about the damage (no matter how minor) but nevertheless thrilled by the prototype's performance.

Before the PCs depart the station, Chiskisk arrives and greets them. The shirren requests a quick debriefing, during which they thank the PCs for their decision to rescue the *Linovae*, despite piloting an unproven prototype vessel. Due to the ship's impressive performance data, Chiskisk reveals that the prototype starship will—after a few modifications—move into full production. And not a moment too soon, it seems: the shirren expresses grave concern about recent Drift beacon failures in the Vast and the mysterious activity surrounding these increasingly frequent blackouts.

## PRIMARY OBJECTIVES

If the PCs successfully dispatch the automated fighters above Chaulara and then rescue the *Linovae*, they fulfill their primary objective. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

## SECONDARY OBJECTIVES

If the PCs complete three or more performance tests at the Butaan Asteroid Field and defeat the driftdead onboard the *Corsair*, they complete their secondary objective. Doing so earns each PC 1 additional Fame and 1 Reputation for their selected faction.



## APPENDIX 1: LEVEL 5–6 ENCOUNTERS

These encounters are written for a group of 5–6 PCs of 5th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

### OUTFIT THE PROTOTYPE STARSHIP (LEVELS 5–6)

The following statblock represents the vessel as it initially appears. Consider recording the PC's choices on a starship sheet; a blank starship sheet is provided on page 29 for convenience. Sections in red marked "TBD" are based upon the PCs' choices.

#### RESURGENT WRAITH PROTOTYPE

TIER 6

Large destroyer

**Speed** 6 (inubrix thrusters<sup>SOM</sup>); **Maneuverability** average (turn 2); **Drift** 1

**AC** TBD; **TL** TBD

**HP** 170; **DT** –; **CT** 34

**Shields** TBD (forward 0, port 0, starboard 0, aft 0)

**Attack (Forward)** heavy laser cannon (4d8), TBD

**Attack (Port)** light laser cannon (2d4)

**Attack (Starboard)** light laser cannon (2d4)

**Attack (Aft)** flak thrower (3d4, point +8)

**Attack (Turret)** TBD

**Power Core** Pulse Orange (250 PCU); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (good), TBD armor, mk 1 tetranode computer, TBD; **Expansion Bays** TBD

**Modifiers** +1 to any four checks per round; **Complement** 20 (minimum 6)

#### TABLE 1-1: ARMOR

Type	Special Properties	BP
Light ablative armor <sup>SOM</sup>	-1 TL; 64 temporary HP	10
Light Shields 50	+2 bonus to AC	8

#### TABLE 1-2: SHIELDS

Type	Special Properties	BP	PCU
Light deflector shield 5 <sup>SOM</sup>	5/- DV; +1 AC/+2 TL	10	10
Light Shields 50	50 total SP; 2/min. regeneration	8	20

#### TABLE 1-3: HEAVY WEAPON MOUNT (FORWARD ARC)

Type	Special Properties	BP	PCU
Counter-missile bank <sup>SOM</sup>	8d6; limited fire 6, point (+12)	11	10
Imposing ramming prow <sup>SOM</sup>	4d4; intimidating, ramming	10	1

#### TABLE 1-4: LIGHT WEAPON MOUNT (TURRET)

Type	Special Properties	BP	PCU
Light buster cannon <sup>SOM</sup>	3d8; buster	5	10
Light EMP cannon	Special; EMP	8	10
Mining laser <sup>PW</sup>	2d6; burrowing	9	10

**TABLE 1-5: ADDITIONAL SYSTEMS/EXPANSION BAYS**

Type	Systems/Expansion Bays	BP	PCU
Exploration	Consciousness Uplink Drive <sup>SOM</sup> ,	9	7
	Science Lab, Sealed Environment Chamber,		
	Surveying Sensors <sup>SOM</sup>		
Technology	Data Net <sup>SOM</sup> , Surveying Sensors <sup>SOM</sup> ,	9	12
	Tech Workshop		

## A. OVER CHAULARA (LEVELS 5–6)

**RESURGENT APHYRA (2) TIER 3**

Tiny fighter

**Speed** 12; **Maneuverability** perfect (turn 1); **Drift** 1

**AC** 19; **TL** 20

**HP** 35; **DT** –; **CT** 7

**Shields** Light 60 (forward 15, port 15, starboard 15, aft 15)

**Attack (Forward)** high explosive missile launcher (4d8; 20 hexes), railgun (8d4; 20 hexes)

**Attack (Aft)** flak thrower (3d4; 5 hexes)

**Power Core** Pulse Black (120 PCU); **Drift Engine** Signal Basic;

**Systems** basic short-range sensors, mk 4 armor, mk 5 defenses, mk 2 mononode computer

**Modifiers** +2 to any one check per round; **Complement** 0 (automated)

**CREW**

**Automated** Computers +7 (3 ranks), Engineering +7 (3 ranks), gunnery +13 (3rd level), Piloting +13 (3 ranks)

## B. AMBUSHING THE AMBUSER (LEVELS 5–6)

### CORSAIR

### TIER 5

Idaran Mirage

Medium transport

**Speed** 8; **Maneuverability** average (turn 2); **Drift** 1

**AC** 18; **TL** 16

**HP** 65; **DT** –; **CT** 13

**Shields** Medium 90 (forward 25, port 20, starboard 20, aft 25)

**Attack (Forward)** gyrocannon<sup>SOM</sup> (3d10; 5 hexes), light ship tether<sup>SOM</sup> (2d6; 1 hex)

**Attack (Aft)** light particle beam (3d6; 10 hexes)

**Attack (Turret)** shadow bolt projector<sup>SOM</sup> (1d10; 20 hexes), light plasma torpedo launcher (3d8; 20 hexes)

**Power Core** Arcus Ultra (150 PCU); **Drift Engine** Signal

Basic; **Systems** basic short-range sensors, crew quarters (common), mk 3 armor, mk 1 defenses, mk 1 duonode computer, powersap<sup>SOM</sup>; **Expansion Bays** cargo hold (2), guest quarters (good) (2)

**Modifiers** +1 to any two checks per round, +1 Piloting;

**Complement** 0 (amalgamated intelligence)

#### CREW

**Captain** Computers +12 (5 ranks), Diplomacy +17 (5 ranks),

Engineering +12 (5 ranks), gunnery +12 (5th level),

Piloting +12 (5 ranks)

**Engineer** Engineering +17 (5 ranks)

**Gunners (2)** gunnery +12 (5th level)

**Pilot** Piloting +12 (5 ranks)

**Science Officer** Computers +12 (5 ranks)

**Special** The “crew” of the *Corsair* are all part of an amalgamated intelligence that is intended to operate akin to a standard crew in starship combat.

### LINOVAE

### TIER 4

Hivonyx Ambassador (*Starship Operations Manual* 90)

Medium explorer

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

**AC** 19; **TL** 19

**HP** 65; **DT** –; **CT** 13

**Shields** Medium 90 (forward 25, port 20, starboard 20, aft 25)

**Attack (Forward)** light laser cannon (2d4; 5 hexes)

**Attack (Port)** gyrolaser (1d8; 5 hexes)

**Attack (Starboard)** gyrolaser (1d8; 5 hexes)

**Attack (Turret)** laser net (2d6; 5 hexes)

**Power Core** Pulse Green (150 PCU); **Drift Engine** Signal Basic;

**Systems** advanced short-range sensors, crew quarters (good), mk 1 trinode computer, mk 5 armor, mk 6 defenses;

**Expansion Bays** cargo hold, escape pods, guest quarters (good), sealed environment chamber

**Modifiers** +1 to any 3 checks per round, +4 Computers (sensors only) +1 Piloting; **Complement** 6 (minimum 1, maximum 6)

#### CREW

**Captain** Computers +10 (4 ranks), Diplomacy +15 (4 ranks),

Engineering +10 (4 ranks), gunnery +9 (4th level),

Piloting +11 (4 ranks)

**Engineer** Engineering +15 (4 ranks)

**Gunners (2)** gunnery +9 (4th level)

**Pilot** Piloting +11 (4 ranks)

**Science Officer** Computers +10 (4 ranks)

## C8. BRIDGE (LEVELS 5–6)

### DRIFTDEAD (4)

CR 2

*Starfinder Alien Archive 3 26*

NE Medium undead (extraplanar)

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +7

**Aura** confusion (30 ft., Will DC 11)

**DEFENSE** HP 22 EACH

**EAC** 13; **KAC** 15

**Fort** +4; **Ref** +4; **Will** +3

**Defensive Abilities** spatial incorporeality; **Immunities** undead immunities

#### OFFENSE

**Speed** 30 ft., fly 60 ft. (Su, average)

**Melee** claw +10 (1d6+6 S)

**Ranged** Drift rip +7 (1d4+2)

#### STATISTICS

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

**Skills** Acrobatics +7, Stealth +12

**Languages** Common

**Other Abilities** unliving

#### SPECIAL ABILITIES

**Confusion (Su)** Any creature that comes within 30 feet of a driftdead must succeed at a DC 11 Will save or be confused for 2 rounds. Once a creature has attempted this save, whether successful or not, it can't be affected again by the same driftdead's aura for 24 hours.

**Drift Rip (Su)** Just as the Drift tears away chunks of planar material, a driftdead can pull apart the molecular bonds of matter, ripping apart nearby creatures. This is a ranged attack against EAC that has a range of 30 feet.

**Spatial Incorporeality (Ex)** Within the Drift, a driftdead has a physical body, but if removed from that plane, its physical body phases out of normal reality. On the Material Plane or otherwise outside the Drift, a driftdead gains the incorporeal special ability (*Starfinder Core Rulebook 264*). If returned to the Drift, a driftdead immediately loses the incorporeal special ability as its physical body is restored.

## SCALING ENCOUNTER C8

To accommodate a group of four PCs, remove two driftdead from the encounter and make the following changes to the driftdead amalgam's statistics: reduce its HP to 95, its EAC to 17 and KAC to 19, its claw attack bonus to +14, and the damage of its Drift rip attack to 1d8.

### DRIFTDEAD AMALGAM

CR 6

Variant driftdead amalgam (*Starfinder Alien Archive 3 26*)

NE Medium undead (extraplanar)

**Init** +5; **Senses** blindsight (life) 60 ft., darkvision 60 ft.;

**Perception** +13

**Aura** confusion (30 ft., Will DC 14)

**DEFENSE** HP 110

**EAC** 19; **KAC** 21

**Fort** +8; **Ref** +8; **Will** +7

**Defensive Abilities** spatial incorporeality; **Immunities** undead immunities

#### OFFENSE

**Speed** 30 ft., fly 60 ft. (Su, average)

**Melee** claw +16 (1d4+12 S plus 1d4 Wisdom drain)

**Multiattack** 3 claws +10 (1d4+12 S plus 1d4 Wisdom drain)

**Ranged** Drift rip +13 (1d10+6)

#### STATISTICS

**Str** +3; **Dex** +5; **Con** –; **Int** –4; **Wis** +2; **Cha** +0

**Skills** Acrobatics +13, Stealth +18

**Languages** Common, Kasatha

**Other Abilities** unliving

#### SPECIAL ABILITIES

**Confusion (Su)** As driftdead, but DC 14 and 4 rounds.

**Drift Rip (Su)** As driftdead.

**Spatial Incorporeality (Ex)** As driftdead.

## APPENDIX 2: LEVEL 7–8 ENCOUNTERS

These encounters are written for a group of 5–6 PCs of 7th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

### OUTFIT THE PROTOTYPE STARSHIP (LEVELS 7–8)

The following statblock represents the vessel as it initially appears. Consider recording the PC's choices on a starship sheet; a blank starship sheet is provided on page 29 for convenience. Sections in red marked "TBD" are based upon the PCs' choices.

#### RESURGENT WRAITH PROTOTYPE

**TIER 8**

Large destroyer

**Speed** 8 (inubrix thrusters<sup>SOM</sup>); **Maneuverability** average (turn 2); **Drift** 1

**AC** TBD; **TL** TBD

**HP** 190; **DT** –; **CT** 38

**Shields** TBD (forward 0, port 0, starboard 0, aft 0)

**Attack (Forward)** heavy laser cannon (4d8), TBD

**Attack (Port)** light plasma cannon (2d12)

**Attack (Starboard)** light plasma cannon (2d12)

**Attack (Aft)** rail launcher (2d8)

**Attack (Turret)** TBD

**Power Core** Pulse Orange (250 PCU); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (good), TBD armor, mk 2 defenses, mk 2 trinode computer, mk 1 anti-hacking systems, TBD; **Expansion Bays** TBD

**Modifiers** +2 to any three checks per round; **Complement** 20 (minimum 6)

#### TABLE 2-1: ARMOR

Type	Special Properties	BP
Light ablative armor <sup>SOM</sup>	–1 TL; 76 temporary HP	12
Mk 3 armor	+3 bonus to AC	12

#### TABLE 2-2: SHIELDS

Type	Special Properties	BP	PCU
Light deflector shield <sup>SOM</sup>	8/– DV; +1 AC/+2 TL	10	25
Light Shields 70	70 total SP; 2/min. regeneration	15	15

#### TABLE 2-3: HEAVY WEAPON MOUNT (FORWARD ARC)

Type	Special Properties	BP	PCU
Counter-missile bank <sup>SOM</sup>	8d6; limited fire 6, point (+12)	11	10
Imposing ramming prow <sup>SOM</sup>	4d4; intimidating, ramming	10	1

#### TABLE 2-4: LIGHT WEAPON MOUNT (TURRET)

Type	Special Properties	BP	PCU
Light buster cannon <sup>SOM</sup>	3d8; buster	5	10
Light EMP cannon	Special; EMP	8	10
Mining laser <sup>PW</sup>	2d6; burrowing	9	10

TABLE 2-5: ADDITIONAL SYSTEMS/EXPANSION BAYS

Type	Systems/Expansion Bays	BP	PCU
Exploration	Consciousness Uplink Drive <sup>SOM</sup> ,	9	7
	Science Lab, Sealed Environment Chamber,		
	Surveying Sensors <sup>SOM</sup>		
Technology	Data Net <sup>SOM</sup> , Surveying Sensors <sup>SOM</sup> ,	9	12
	Tech Workshop		

## A. OVER CHAULARA (LEVELS 7–8)

**RESURGENT APHYRA (2) TIER 5**

Tiny fighter

**Speed** 12; **Maneuverability** perfect (turn 1); **Drift** 1

**AC** 23; **TL** 23

**HP** 40; **DT** –; **CT** 8

**Shields** Light 100 (forward 25, port 25, starboard 25, aft 25)

**Attack (Forward)** heavy plasma missile launcher (4d10; 20 hexes), persistent particle beam (10d6; 20 hexes)

**Attack (Aft)** flak thrower (3d4; 5 hexes)

**Power Core** Pulse Green (150 PCU); **Drift Engine** Signal Basic;

**Systems** basic short-range sensors, mk 6 armor, mk 7 defenses, mk 2 mononode computer

**Modifiers** +2 to any one check per round; **Complement** 0 (automated)

**CREW**

**Automated** Computers +11 (5 ranks), Engineering +11 (5 ranks), gunnery +16 (5th level), Piloting +16 (5 ranks)



## B. AMBUSHING THE AMBUSER (LEVELS 7–8)

### CORSAIR

### TIER 7

Idaran Mirage

Medium transport

**Speed** 8; **Maneuverability** average (turn 2); **Drift** 1

**AC** 21; **TL** 18

**HP** 85; **DT** –; **CT** 17

**Shields** Medium 90 (forward 25, port 20, starboard 20, aft 25)

**Attack (Forward)** gyro cannon<sup>SOM</sup> (3d10; 5 hexes), light ship tether<sup>SOM</sup> (2d6; 1 hex), light emp cannon (special; 5 hexes)

**Attack (Port)** light buster cannon<sup>SOM</sup> (3d8; 5 hexes)

**Attack (Starboard)** light buster cannon<sup>SOM</sup> (3d8; 5 hexes)

**Attack (Aft)** light particle beam (3d6; 10 hexes)

**Attack (Turret)** shadow bolt projector<sup>SOM</sup> (1d10; 20 hexes), light plasma torpedo launcher (3d8; 20 hexes)

**Power Core** Arcus Maximum (200 PCU); **Drift Engine** Signal Basic; **Systems** basic short-range sensors, crew quarters (common), mk 4 armor, mk 1 defenses, mk 2 tetranode computer, powersap<sup>SOM</sup>; **Expansion Bays** cargo hold (2), guest quarters (good) (2)

**Modifiers** +2 to any four checks per round, +2 Computers, +1 Piloting; **Complement** 0 (amalgamated intelligence)

### CREW

**Captain** Computers +14 (7 ranks), Diplomacy +18 (7 ranks), Engineering +14 (7 ranks), gunnery +14 (7th level), Piloting +14 (7 ranks)

**Engineer** Engineering +18 (7 ranks)

**Gunners (2)** gunnery +14 (7th level)

**Pilot** Piloting +14 (7 ranks)

**Science Officer** Computers +14 (7 ranks)

**Special** The “crew” of *Corsair* are all part of an amalgamated intelligence that is intended to operate akin to a standard crew in starship combat.

### LINOVAE

### TIER 4

Hivonyx Ambassador (*Starship Operations Manual* 90)

Medium explorer

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

**AC** 19; **TL** 19

**HP** 65; **DT** –; **CT** 13

**Shields** Medium 90 (forward 25, port 20, starboard 20, aft 25)

**Attack (Forward)** light laser cannon (2d4; 5 hexes)

**Attack (Port)** gyrolaser (1d8; 5 hexes)

**Attack (Starboard)** gyrolaser (1d8; 5 hexes)

**Attack (Turret)** laser net (2d6; 5 hexes)

**Power Core** Pulse Green (150 PCU); **Drift Engine** Signal Basic;

**Systems** advanced short-range sensors, crew quarters (good), mk 1 trinode computer, mk 5 armor, mk 6 defenses;

**Expansion Bays** cargo hold, escape pods, guest quarters (good), sealed environment chamber

**Modifiers** +1 to any 3 checks per round, +4 Computers (sensors only) +1 Piloting; **Complement** 6 (minimum 1, maximum 6)

### CREW

**Captain** Computers +10 (4 ranks), Diplomacy +15 (4 ranks), Engineering +10 (4 ranks), gunnery +9 (4th level), Piloting +11 (4 ranks)

**Engineer** Engineering +15 (4 ranks)

**Gunners (2)** gunnery +9 (4th level)

**Pilot** Piloting +11 (4 ranks)

**Science Officer** Computers +10 (4 ranks)

## C8. BRIDGE (LEVELS 7–8)

### ENRAGED DRIFTDEAD (4)

CR 4

Variant driftdead (*Starfinder Alien Archive* 3 26)

NE Medium undead (extraplanar)

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +11

**Aura** confusion (30 ft., Will DC 13)

**DEFENSE** **HP 50 EACH**

**EAC** 16; **KAC** 18

**Fort** +6; **Ref** +6; **Will** +5

**Defensive Abilities** spatial incorporeality; **Immunities** undead immunities

#### OFFENSE

**Speed** 30 ft., fly 60 ft. (Su, average)

**Melee** claw +12 (1d6+8 S)

**Ranged** Drift rip +9 (1d6+4)

#### STATISTICS

**Str** +3; **Dex** +5; **Con** –; **Int** –4; **Wis** +1; **Cha** +0

**Skills** Acrobatics +11, Stealth +16

**Languages** Common

**Other Abilities** unliving

#### SPECIAL ABILITIES

**Confusion (Su)** Any creature that comes within 30 feet of a driftdead must succeed at a DC 13 Will save or be confused for 2 rounds. Once a creature has attempted this save, whether successful or not, it can't be affected again by the same driftdead's aura for 24 hours.

**Drift Rip (Su)** Just as the Drift tears away chunks of planar material, a driftdead can pull apart the molecular bonds of matter, ripping apart nearby creatures. This is a ranged attack against EAC that has a range of 30 feet.

**Spatial Incorporeality (Ex)** Within the Drift, a driftdead has a physical body, but if removed from that plane, its physical body phases out of normal reality. On the Material Plane or otherwise outside the Drift, a driftdead gains the incorporeal special ability (*Starfinder Core Rulebook* 264). If returned to the Drift, a driftdead immediately loses the incorporeal special ability as its physical body is restored.

## SCALING ENCOUNTER C8

To accommodate a group of four PCs, remove two enraged driftdead from the encounter and make the following changes to the driftdead amalgam's statistics: reduce its HP to 120, its EAC to 20 and KAC to 22, its claw attack bonus to +17, and the damage of its Drift rip attack to 2d6.

### DRIFTDEAD AMALGAM

CR 8

Variant driftdead amalgam (*Starfinder Alien Archive* 3 26)

NE Medium undead (extraplanar)

**Init** +6; **Senses** blindsight (life) 60 ft., darkvision 60 ft.;

**Perception** +16

**Aura** confusion (30 ft., Will DC 16)

**DEFENSE** **HP 135**

**EAC** 21; **KAC** 23

**Fort** +10; **Ref** +10; **Will** +9

**Defensive Abilities** spatial incorporeality; **Immunities** undead immunities

#### OFFENSE

**Speed** 30 ft., fly 60 ft. (Su, average)

**Melee** claw +19 (1d10+14 S plus 2d4 Wisdom drain)

**Multiattack** 3 claws +10 (1d10+14 S plus 2d4 Wisdom drain)

**Ranged** Drift rip +16 (2d8+6)

#### STATISTICS

**Str** +4; **Dex** +6; **Con** –; **Int** –4; **Wis** +2; **Cha** +0

**Skills** Acrobatics +16, Stealth +21

**Languages** Common, Kasatha

**Other Abilities** unliving

#### SPECIAL ABILITIES

**Confusion (Su)** As enraged driftdead, but DC 16 and 4 rounds.

**Drift Rip (Su)** As enraged driftdead.

**Spatial Incorporeality (Ex)** As enraged driftdead.

APPENDIX 3: GAME AIDS



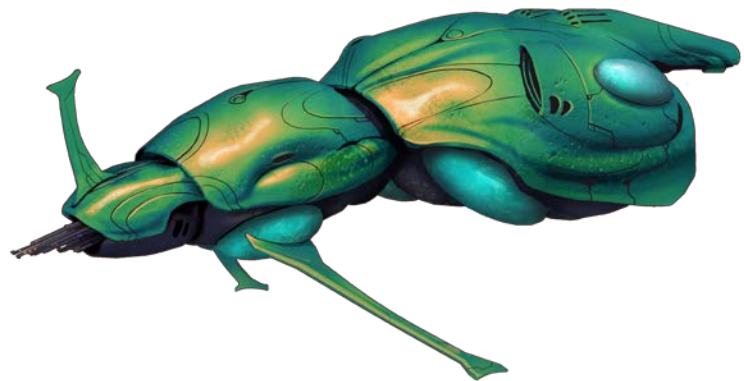
**DR. TSI TSORSK**



**APHON**

**RESURGENT  
PROTOTYPE**

**LINOVAE**



APPENDIX 3: GAME AIDS



**CHISKISK**



**DRIFTDEAD  
AMALGAM**

# THE VAST EXPERIMENT: FIRST FLIGHT

**STARSHIP NAME**

**TIER**

**STARSHIP SHEET** **STARFINDER**

TOTAL	PILOT RANKS	ARMOR BONUS	SIZE MOD	MISC MOD
AC	<input type="text"/> = 10+	<input type="text"/> +	<input type="text"/> +	<input type="text"/> +
TOTAL	PILOT RANKS	COUNTER-MEASURES	SIZE MOD	MISC MOD
TL	<input type="text"/> = 10+	<input type="text"/> +	<input type="text"/> +	<input type="text"/> +

<b>HULL POINTS</b>		<b>TOTAL</b>	<b>CURRENT</b>
<input style="width: 100%; height: 20px;" type="text"/>		<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>
<b>DAMAGE THRESHOLD</b>		<b>CRITICAL THRESHOLD</b>	
<input style="width: 100%; height: 20px;" type="text"/>		<input style="width: 100%; height: 20px;" type="text"/>	
<b>SHIELD TOTAL</b>			
<input style="width: 100%; height: 20px;" type="text"/>			
<b>MODIFIERS</b>			
<input style="width: 100%; height: 20px;" type="text"/>			

**WEAPONS (FORWARD)**

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**WEAPONS (PORT)**

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**WEAPONS (AFT)**

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**WEAPONS (STARBOARD)**

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**WEAPONS (TURRET)**

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**CREW**

CAPTAIN \_\_\_\_\_

ENGINEERS \_\_\_\_\_

GUNNERS \_\_\_\_\_

PILOT \_\_\_\_\_

SCIENCE OFFICERS \_\_\_\_\_

**NOTES**

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<b>POWER CORE</b>	<b>SYSTEMS</b>	<b>EXPANSION BAYS</b>	<b>CARGO/PASSENGERS</b>
<input style="width: 100%; height: 20px;" type="text"/>	<hr/> <hr/> <hr/>	<hr/> <hr/> <hr/>	<hr/> <hr/> <hr/>
<b>DRIFT ENGINE</b>	<hr/> <hr/> <hr/>	<hr/> <hr/> <hr/>	<hr/> <hr/> <hr/>
<input style="width: 100%; height: 20px;" type="text"/>	<hr/> <hr/> <hr/>	<hr/> <hr/> <hr/>	<hr/> <hr/> <hr/>

**CRITICAL DAMAGE**

LIFE SUPPORT (1-10)  
 GLITCHING  MALFUNCTIONING  WRECKED

SENSORS (11-30)  
 GLITCHING  MALFUNCTIONING  WRECKED

WEAPONS ARRAY (31-60)

ENGINES (61-80)  
 GLITCHING  MALFUNCTIONING  WRECKED

POWER CORE (81-00)  
 GLITCHING  MALFUNCTIONING  WRECKED

GLITCHING

MALFUNCTIONING

WRECKED

## ORGANIZED PLAY

## REWARDS TABLE

Encounter	Level 5-6 Reward	Out of Level Reward	Level 7-8 Reward
Outfit the Prototype Starship	483 credits	514 credits	545 credits
Butaan Asteroid Field	483 credits	514 credits	545 credits
<b>A.</b> Over Chaulara	876 credits	1,099 credits	1,322 credits
<b>B.</b> Ambushing the Ambusher	876 credits	1,099 credits	1,322 credits
<b>C4.</b> Starboard Cargo Hold	382 credits	463 credits	544 credits
<b>C8.</b> Bridge	990 credits	1,273 credits	1,556 credits

## REWARD CONDITIONS

The PCs earn the rewards for each area if they meet the conditions listed below.

**Outfit the Prototype Starship:** The PCs keep these rewards if they successfully complete and outfit the prototype starship.

**Butaan Asteroid Field:** The PCs keep these rewards if they successfully complete at least two performance tests of the prototype starship in the asteroid field.

**A. Over Chaulara:** The PCs keep these rewards if they successfully defeat the enemy drone fighters.

**B. Ambushing the Ambusher:** The PCs keep these rewards if they answer the distress call and successfully defend the *Linovae* from destruction.

**C4:** The PCs keep these rewards if they overcome or trigger the trap in area **C4**.

**C8:** The PCs keep these rewards if they defeat the driftdead in area **C8**.



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

GM Org Play #: -7	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Fame Earned:

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

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# Scenario #3-12: The Vast Experiment: First Flight

Character Chronicle #

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

### Adventure Summary

Under orders from Chiskisk, you and a team of Starfinders reported to an orbital shipyard above Aballon. There, you oversaw the completion of a state-of-the-art prototype under Dr. Tsi Tsorsk, outfitting it with cutting-edge systems and weapons. You set out into the Vast to test the prototype, completing rigorous trials inside the Butaan Asteroid Field and a mock combat scenario above the remote planet of Chaulara.

During the return journey, you answered a distress call and rescued a Hyvonix ambassador ship from a hostile Idaran transport vessel. After disabling and boarding the enemy ship, you encountered several driftdead—undead remnants of the original crew—and discovered evidence of a rogue AI in the ship's computer. After escorting the shirren diplomats back to the Pact Worlds, you presented the prototype's performance data to Chiskisk, who thanked you for your efforts and promised the vessel would move into full production.

<b>MAX CREDITS</b>	LEVELS	<input type="checkbox"/> Normal Max Credits
	5-6	4,090
	LEVELS	<input type="checkbox"/> Normal
	Out of Level	4,962
<b>EXPERIENCE</b>	LEVELS	<input type="checkbox"/> Normal
	7-8	5,834
	LEVELS	<input type="checkbox"/> Normal
	-	-
<b>FAME</b>	Starting XP	
	+	<small>GM's Initials</small>
	XP Gained (GM ONLY)	
	=	
	Final XP Total	
	Initial Fame	
<b>CREDITS</b>	+	<small>GM's Initials</small>
	Fame Gained (GM ONLY)	
	-	
	Fame Spent	
	Final Fame	
	Starting Credits	
<b>CREDITS</b>	+	<small>GM's Initials</small>
	Credits Garnered (GM ONLY)	
	+	<small>GM's Initials</small>
	Day Job (GM ONLY)	
	-	
	Credits Spent	
=		
Total		

#### All Levels

advanced lashunta tempweave (8,500; item level 8)  
*pathing telescope* (7,000; item level 7; *Armory 115*)  
 tactical reaction cannon (6,100; item level 7)

#### Levels 7-8

interference shrieking knife (13,700; item level 9;  
*Armory 11*)  
*mk 2 travel treads* (12,000; item level 9; *Armory 117*)  
 pinion Skyfire armor (14,200; item level 9)

#### Reputation

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

#### For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #