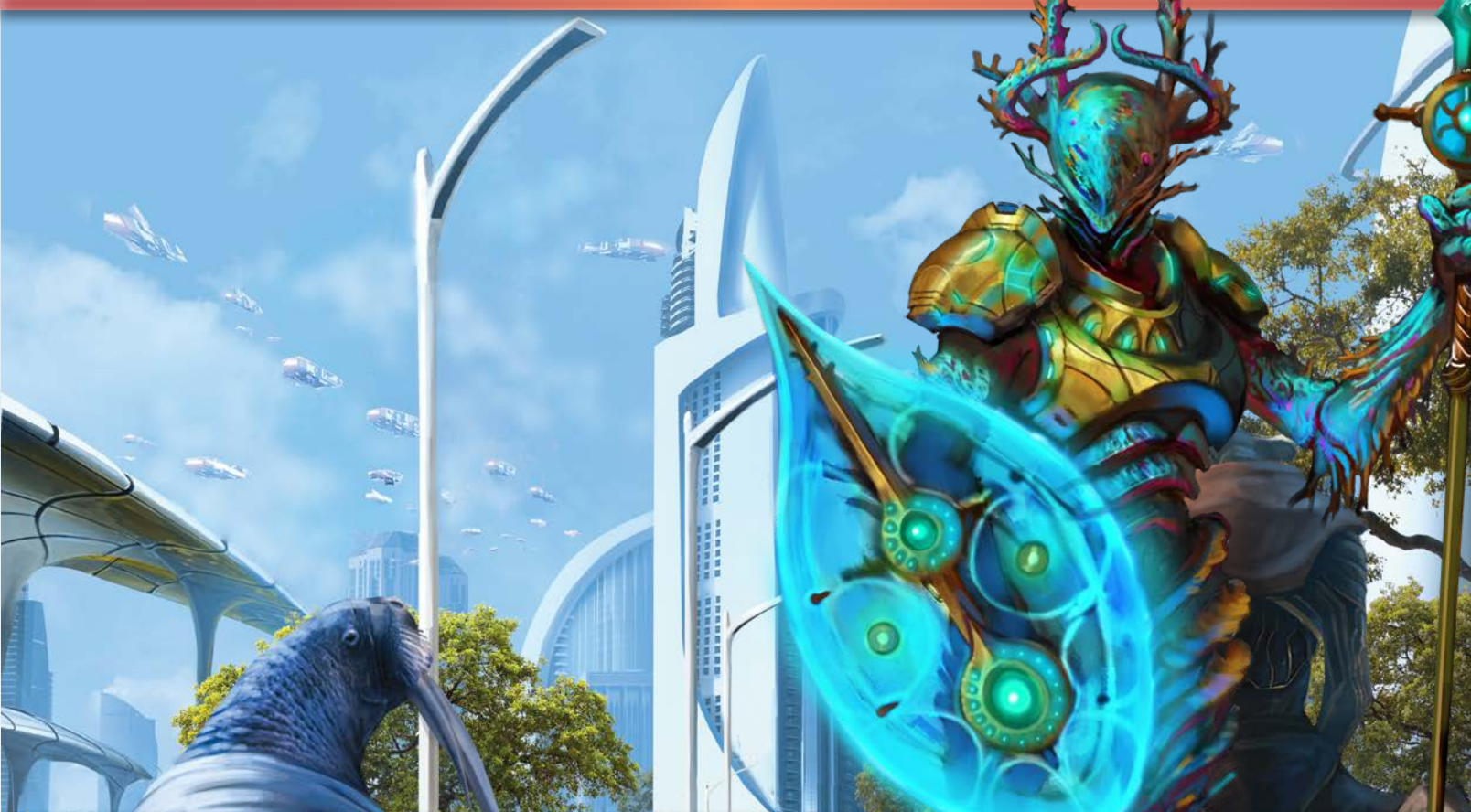


STARFINDER

SOCIETY



STARFINDER SOCIETY
INTRO #2, LEVELS 1-2

FOR THE FACTIONS

BY KATE BAKER



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FOR THE FACTIONS

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GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive 2 (AA2)*, *Starfinder Armory (AR)*, *Starfinder Character Operations Manual (COM)*, *Starfinder Pact Worlds (PW)*, and *Starfinder Starship Operations Manual (SOM)*

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

Online Resource: Starfinder Reference Document at 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*.



REPEATABLE



STARSHIP

SUMMARY

The PCs meet with four faction leaders and perform a task for each of them. Radaszam of the Acquisitives asks them to do a vidstream interview in Jatembe Park, where thieves try to take off with the interviewers' equipment. Celita of the Dataphiles asks them to travel to an asteroid in the Diaspora to collect data from an abandoned research facility. Ixthia of the Exo-Guardians asks them to assist the Stewards with investigating some seized smuggler ships, in which they find dangerous creatures. Fitch of the Wayfinders asks them to collect data on some recently discovered planetoids, but they're ambushed by pirates as they return to Absalom Station.

HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 1-2



PLAYERS: 3-6



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FOR THE FACTIONS

BY KATE BAKER



As part of a new age of exploration and prosperity ushered in by the Starfinder Society's new First Seeker, Ehu Hadif, membership continues to swell. With so many individuals from diverse backgrounds involved in the organization, multiple factions have risen to prominence, each with a different but ultimately cohesive goal. The Acquisitives is a faction dedicated to amassing clout and wealth, currently managed by vesk operative Radaszam "The Dealmaker", leader of the successful mercenary company the Obsidian Spiders. The Dataphiles are primarily concerned with gathering intel and often serve as troubleshooters on Society missions; they're overseen by Celita, an android mechanic. The Exo-Guardians, helmed by a copaxi known as Ixthia the Unbreakable, are sworn to protect the Pact Worlds from external threats. The Wayfinders are the fourth major faction, and with ysoki technomancer Fitch in charge, they seek adventure and exploration first and foremost.

Recently, a new generation of recruits has graduated from Guidance's rigorous agent training program. Looking to impress and forge new connections within the Society, these new agents are tasked with completing a series of four short missions for the organization's major faction leaders.

GETTING STARTED

This adventure begins in the Lorespire Complex, where Guidance meets with new Starfinders a few days after their graduation ceremony, seeing a few new agents at a time. Some of the PCs may have already completed missions, as is common during Starfinder training, but some may be brand new to the Society.

Read or paraphrase the following to start the adventure.

As the small group of Starfinders find seats in the meeting room of the Lorespire Complex, a projection of an androgynous android appears. "Welcome, Starfinders, and congratulations on your recent graduation. I am Guidance, and I work in an advisory role to the Society. We have onboarded many new members recently, and I am aware that this accelerated agent training program was no easy feat, but you have all succeeded with aplomb. The First Seeker is currently off station on an important mission but congratulates you on a job well done.

Where in the Universe?

This adventure begins on Absalom Station, and the missions for the Acquisitives and Exo-Guardians take place here.

ABSALOM STATION

The Nexus

Diameter: 5 miles; **Mass:** less than $\times 1/100$; **Gravity:** $\times 1$ (artificial)

Atmosphere: Normal; **Day:** 1 day (artificial); **Year:** 1 year

Absalom Station orbits the Sun where the missing planet of Golarion once was. It's a major trade center for the Pact Worlds, and hosts most of the system's governing bodies and major corporate headquarters. It's also the location of the Starfinder Society's headquarters, the Lorespire Complex. For more information about Absalom Station, see page 440 of the *Starfinder Core Rulebook* and page 38 of *Starfinder Pact Worlds*.

"We have a small tradition for new agents as you decide which of the Society's factions to join. I know some of you may have been on a few missions already, but I would ask your indulgence anyway. Each faction has their own specific goals, all of which further the aims of the Starfinder Society as a whole. Please visit each of the four major faction leaders and ask them for an assignment. This should give you a feel for how each faction operates as well as provide some real mission experience. Each mission might take only a few hours or up to several weeks, so you have plenty of time to complete these. It is advisable to begin with Radaszam, as I understand his assignment for you is somewhat time-sensitive."

Guidance adds more details about each of the factions and their leaders. Provide the players with **Handout #1** (page 25), which summarizes this information. The PCs may visit the faction leaders in whatever order they wish, but the GM should encourage them to begin with the Acquisitives mission, as it gives PCs a chance to introduce themselves in greater detail. Each

mission takes place on a different day. If players are filling out sign-in information prior to gameplay, please allow new players to select a faction at the end of the game, after having a chance to interact with the four faction leaders. PCs can purchase additional equipment before they begin or between missions.

Possible questions the PCs might have for Guidance and their answers are provided below.

What about the Second Seekers faction? "As the First Seeker expects to be away from the Complex for an extended period of time, you will only need to visit with these other four factions."

What about the Manifold Host (or other minor faction)? "So as not to tie you up for months on end, you only need to visit these four leaders."

Why would a mission take several weeks? "I understand that some of the faction leaders have assignments that will take you away from Absalom Station."

Who is the First Seeker? "The First Seeker is the elected leader of the Starfinder Society. They work closely with the forum to determine the Society's direction—with occasional guidance from me, of course."

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

The PCs might know something about the current state of the Starfinder Society and current events around Absalom Station. A PC learns all the information listed under a DC that is less than or equal to the result of their check.

10+: The Starfinder Society was formerly well-liked on Absalom Station, but deliberate efforts to destroy the Society's public image have taken a toll. The Society is trying to improve its image with the residents of Absalom Station.

15+: The most popular morning show on the local infosphere is *Station Buzz*.

20+: People around Absalom Station have renewed interest in the discovery of uncharted planets.

25+: The Stewards, who serve as law enforcement for the Pact Worlds, just took down a giant smuggling operation. It remains to be seen whether they can make charges stick in court.

30+: There's been a bit of a stir in the scientific community recently: a powerful mining conglomerate called Astral Extractions has been acquiring quite a few smaller research companies.

MISSION 1: ACQUISITIVES

To meet with Radaszam, the PCs must travel to the Nyori Palisades, an upscale neighborhood in Absalom Station's central dome. A well-dressed pair of vesks with intimidating presence but no visible weapons check the PCs' credentials and wave them into the building. **Radaszam "The Dealmaker"** (N male vesk operative) runs the Acquisitives' faction and his private mercenary company, the Obsidian Spiders, from this luxurious location. Read or paraphrase the following.

Radaszam sits behind a sleek black desk in a black office, giving the unnerving impression that he's sitting in the middle of a void. The only visual breaks in the sea of darkness are a pair of aquariums built into the walls. One holds a green amphibian, currently bathing itself in artificial light, and the other holds a white salamander, who promptly hides beneath a large rock when the door opens.

"Starfinders, I am pleased to see you. Our ranks have grown substantially of late, and I am quite satisfied with the quality of our new agents, yourselves included. My assignment for you shouldn't take up too much of your time. The Society is still suffering some public relations...well, let's say 'challenges,'



Guidance

after a vicious smear campaign. A popular vidstream, *Station Buzz*, contacted me to set up an interview with some of our agents. I think that you'll represent us well—you are all highly skilled and have impressive backgrounds, after all. During your interview, I'd like you to introduce yourselves and talk about why you recently joined the Society. Improving our relationship with the media is the best way to get our public image under control. I'll send you their contact information to arrange the time and place for the interview. Do let me know once you've got it arranged; I'll be sure to tune in. It's going to be broadcast live."

The PCs might have questions about their mission.

What is this show? "*Station Buzz* is a popular morning vidstream. It has hundreds of thousands of viewers on Absalom Station, though it's a bit obscure elsewhere. The hosts talk about current events on the Station, review restaurants, explore neighborhoods, that kind of thing. They are currently doing a series of interviews with representatives of different organizations around the Station, and they want to include us."

What was the smear campaign you mentioned? "Gah, I hate to even talk about it. A while back, a ysoki named Datch went on a mission to destroy our reputation and make us out to be a corrupt group of warmongers. Don't worry, we got the better of her."

What do they want to interview us about? "It sounds like this will be a fairly light interview. I expect that they'll ask about why you joined the Society and what kinds of missions you've been on. They might ask you to demonstrate interesting skills."

Is there anything you want us to emphasize about the Society? "Please just be yourselves but, well, make us look good. Talk about how we help people and uncover ancient knowledge, that kind of thing."

Is there anything you don't want us to say? "I'm assigning you to this interview because I trust your judgment. Don't say anything that won't play well with the viewers. If you talk about your fighting skills, make it clear that we avoid being aggressors and only fight with those who aim to harm."

A. THE INTERVIEW (CR 1)

The vidstream interviewers ask to meet early the next morning in Jatembe Park, a lush public greenspace just beneath Absalom Station's massive central dome known as the Eye. The hosts explain that they will first broadcast the interview live, then edit and release it for download later. The livestreaming audience can ask questions through a chat function on the stream. Two technicians set up the cameras, check lighting, and fit each PC with a microphone as the hosts make friendly small talk. A producer is also present to watch the show, prompt specific questions, keep an eye on viewer comments, and stop the broadcast if something happens, like an unauthorized person entering the set and becoming disruptive.

The two hosts of the show are **Veefa** (NG female ysoki) and **Valtara** (LG female human). Veefa, who is a large ysoki with brown fur, is excitable and asks interviewees questions constantly. Valtara has a perpetual grin and adds interesting facts to the conversation. After some pre-show chatting with the PCs, they start up the vidstream.

"Hey, Station Buzzers! It's me, Veefa, here with Valtara, to join you for coffee, breakfast, and the latest *Station Buzz*! We are here in Jatembe Park to meet with members of the Starfinder Society! Valtara, did you ever think about joining?"

"Well, Veefa, after many members of the Starfinder Society got trapped in the Scoured Stars system several years ago, I think we all heard about their recruiting drive! The Society went on a rescue mission to get those agents back, and they've been responsible for lots of exciting projects around the Station, the Pact Worlds, and the galaxy," the human declares, beaming at the camera.

"That's right, Valtara!" Veefa exclaims. "And we have several new agents with the Starfinder Society here to tell us about why they joined up."

The hosts ask the PCs about why they joined the Society, and what missions they've completed so far. They also ask the PCs if they can demonstrate any cool skills for their viewers. Each PC can attempt two skill checks. They can use whatever skill they like, as long as they use that skill to answer the questions or demonstrate their prowess. Some examples are answering questions while making the Society look good with Diplomacy, inflating their own



Radaszam

A. THE INTERVIEW



INTERVIEW

1 SQUARE = 5 FEET

STARFINDER FLIP-MAT: URBAN SPRAWL

exploits with Bluff, exhibiting physical skills with Acrobatics or Athletics, or showing off a Profession. The DC of these checks is 13, though if an individual PC attempts the same skill twice, the DC increases to 15, as the audience might get bored with seeing the same approach. Different PCs can attempt the same skill as another PC without penalty. A PC who wants to use a particularly relevant class ability or spell can achieve one success automatically, but must attempt a skill check to get a second success.

If the total number of successes is greater than the number of PCs, then the livestream is an overwhelming success. There are many enthusiastic comments from viewers. If the total number of successes is less than or equal to the number of PCs, then the reception from the live audience is lackluster, with several negative comments. After the interview, the hosts ask the PCs to wait around while they review the footage with the producer, as they might need the PCs to re-record small portions if the sound failed.

Creatures: A group of thieves hangs out near the interview, watching and waiting for the right moment to try to make off with some expensive equipment. As the PCs wait after the interview, any PC who succeeds at a DC 15 Perception check notices the thieves getting ready to make their move. If the PCs spot the thieves, they can attempt to resolve the issue nonviolently with a DC 14 Intimidate check to scare them off, a DC 16 Diplomacy check to reason with them, or a DC 18 Bluff check to lie about backup coming or the theft being on camera. Each PC can attempt one of these checks. If that approach fails, the thieves take off running, each with an armful of equipment, drawing weapons as they flee. If the PCs fail the initial Perception check, then the thieves take off with the equipment immediately, and the PCs should roll for initiative to stop them.

The thieves focus primarily on getting away with stolen goods rather than dealing damage. They fire with their semi-auto pistols or use cestus battleglove attacks if forced into melee, but they always try to keep moving away from the PCs. They drop the stolen goods and run if reduced below 5 HP.

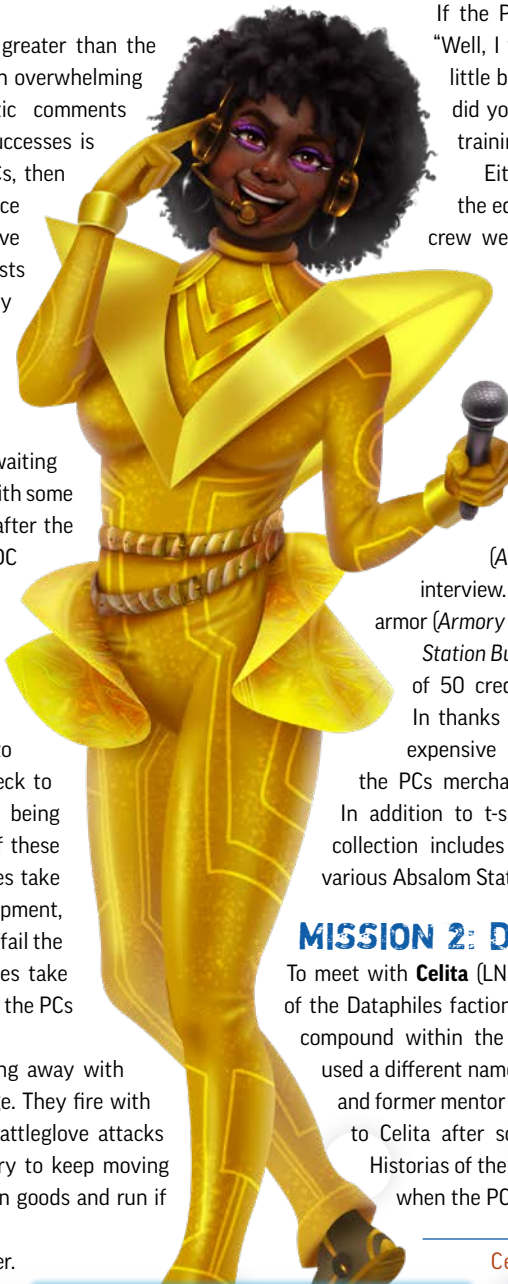
Use the map on page 6 for this encounter.

LEVELS 1-2 (CR 1)

PARK THIEVES (3)

CR 1/2

Page 19



Valtara

Development: The vidstreamers are grateful to get their equipment back and give a special thank you shout out to the PCs in their edited version of the interview. Radaszam, who watched the livestream, sets up a video call with the PCs afterward.

If the PCs did well on the livestream, he leads off with, "Excellent work, Starfinders. You've made the Society look good to hundreds of thousands of viewers across the Station. We've had a large uptick in inquiries about joining the Society."

If the PCs underperformed, he instead says, "Well, I was hoping that you would connect a little better with the viewers, but I know you did your best. Perhaps we should add media training to our curriculum."

Either way, if the PCs were able to recover the equipment, he ends with, "The hosts and crew were quite grateful that you were able to save their equipment, and they've issued an invitation to have you back on the show in a few months to talk about your latest adventures."

Treasure: Radaszam is grateful to the PCs for doing the interview, and he sends them a video camera scanner (*Starfinder Armory 107*) and a shotgun microphone scanner (*Armory 107*) to practice for their next interview. He also includes a set of clearweave 1 armor (*Armory 69*) to look more fashionable on-screen.

Station Buzz pays the Starfinders an honorarium of 50 credits each for appearing on the show. In thanks for the PCs stopping the theft of the expensive AV equipment, the show staff gift the PCs merchandise branded with the show's logo. In addition to t-shirts, notepads, and sunglasses, this collection includes a limited-edition set of figurines of various Absalom Station celebrities worth 300 credits.

MISSION 2: DATAPHILES

To meet with **Celita** (LN female android mechanic), the leader of the Dataphiles faction, the PCs must travel to the Archives compound within the Lorespire complex. Celita previously used a different name, honoring her Dataphiles predecessor and former mentor Historia-6, but changed her name back to Celita after some disturbing experiences involving Historias of the past. Read or paraphrase the following when the PCs are ready.

Celita is in her office in the Archives' Cortex, intently studying a holographic display of a tactical board game. She moves a piece, and a moment later, another piece moves on its own in response. She looks up when she

realizes she's no longer alone in the office. "Naiaj, the new Starfinders are here. We can continue our game later." She waves her hand, and the holographic board disappears. "Hello, new Starfinders. I am pleased to welcome you to the Society. I have a mission for you that requires technical aptitude and travel to the Diaspora. Are you prepared for such a mission?"

After a brief pause for the PCs to respond, she continues.

"I have reserved a Pegasus-class starship for you. Please go to the asteroid at the coordinates in the Diaspora I have programmed in for your flight plan. The asteroid was previously a site for the research firm Sanson-56 Surveys, a small, android-owned company that performed geological and environmental surveys on asteroids in the Diaspora. They published their results regularly until the company was purchased by Astral Extractions about six months ago. First, they stopped publishing, and now they've been shut down entirely. I would like to know why, and I believe the answer is on that asteroid. Please make a copy of the data on their servers. I'm sending you with a hard drive that should have sufficient memory for this purpose."

If the PCs indicate that they lack technical skills, Celita gives a half-smile and adds, "Perhaps you will find another solution to our problem, then." The PCs might have questions for Celita about their mission.

Are we allowed to be there? "Not strictly, no. The facility is abandoned but still technically the property of Astral Extractions. I would advise discretion on your mission."

Are you asking us to trespass/break the law? Celita blinks as though confused by the question. "Sometimes to obtain the data we need, we must employ creative and, yes, quasilegal methods. If you object to this, I'm sure Guidance can find you some other mission to complete. In that case, working closely with my faction may not be the best fit for you."

What is Astral Extractions? "Astral Extractions is a large mining company based out of Absalom Station. Their administration is known to have connections to organized crime."

Have you asked any Sanson-56 employees what happened? "I have made inquiries, but all the former staff I've attempted to speak with have refused to answer questions. This has only piqued my interest in this data further."

B. THE ASTEROID RESEARCH STATION

The PCs board a Pegasus-class starship preprogrammed to fly to the Diaspora. No Piloting checks are necessary to reach the destination. The journey takes 1d6 days. If the PCs scan the asteroid with the Pegasus's sensors once they arrive, they notice that the asteroid facility is abandoned, with no living creatures present.

The asteroid contains a carved-out niche where Sanson-56 built a research station. The company also used starships as mobile research stations, but it was convenient to have a small base here in the Diaspora. Shortly after Astral Extraction acquired Sanson-56, they shut down this facility abruptly, requiring all employees to quickly pack their belongings, leave all their research behind, and sign a non-disclosure agreement.

The facility is not designed to support atmosphere outside of one small area designed for visitors, as only androids worked at this facility and didn't need to breathe. PCs who need to breathe must wear their armor or, if necessary, a spacesuit available in their ship. The facility has heating systems to keep the temperature at a habitable level. The gravity is low, and the PCs can easily launch themselves toward the ceiling by jumping or pushing off an object or surface. Open areas such as the research points (areas **B5** and **B6**) and the mess area (**B3**) have a ceiling that is 30 feet high, while areas with walls like the living quarters (**B2**) and server room (**B9**) have a wall that is 10 feet high. The area is dark when the PCs enter, but switches in area **B1** activate the lights for the whole facility. While the facility is locked, the PCs can easily land their ship nearby on the surface of the asteroid.

Read or paraphrase the following.

The research station, located in a hollow carved deep within the asteroid, shows no signs of activity or life. A large metal gate blocks access to the facility, spanning the entire opening into the asteroid.

The gate is locked, but a PC can open it with a successful DC 12 Engineering check. Alternatively, a PC can nudge the



Park Thief

B. THE ASTEROID RESEARCH STATION

PCS START
HERE



T = CRYO-FLUID TRAP
1 SQUARE = 5 FEET

STARFINDER FLIP-MAT: URBAN SPRAWL

Where in the Universe?

The Dataphiles mission takes place in the Diaspora, on the asteroid designated as KD-6734.

KD-6734, THE DIASPORA

The Lost Ones

Diameter: 1.5 miles; **Mass:** less than $\times 1/100$; **Gravity:** less than $\times 1/100$

Atmosphere: none; **Day:** 12 hours; **Year:** 5 years

The Diaspora is a large asteroid belt formed long ago when the planets Damiar and Iovo were destroyed.

The asteroids are valuable mining terrain, and the vast number of asteroids makes it easy for pirates to find places to hide. Sarcesians, winged humanoids able to fly through the void, are native to the Diaspora.

gate open with the nose of their starship with a successful DC 12 Piloting check.

B1. ENTRANCE

The entrance to the research station includes several small hover vehicles that could be used to travel around the asteroid, though they don't have the ability to travel into space. Each has an inventory sticker labeled "Sanson-56" that has been sloppily covered by another sticker reading "Astral Extractions."

B2. LIVING QUARTERS

These living quarters are cleared of all personal belongings. The staff had time to properly move out and pack up all their things, though they were required to leave all company equipment behind. The living quarters have modifications for the low-gravity environment, such as straps and loops on the beds to secure sleepers.

B3. MESS AREA

The mess area is mostly cleaned out, though there are still several posters on the walls marked with the Astral Extractions logo. These posters detail the procedure for moving out of the facility, reiterating several times, on pain of criminal prosecution, that no company-owned equipment or data is to be removed from the facility. Tables and chairs are fastened

to the ground because of the low gravity. The mound in the center includes food-preparation appliances and a refrigerator. If a PC opens the refrigerator, they find a puddle of sticky blue fluid that is growing mold.

B4. VANDALIZED QUARTERS

These living quarters are largely in the same state as those in area **B2**. However, one of the living quarters in this area was vandalized by its inhabitant before leaving. There are angry comments about Astral Projections carved into the walls and floor, paint splashed everywhere, and some of the same blue fluid found in the refrigerator in **B3**.

B5. RESEARCH POINT

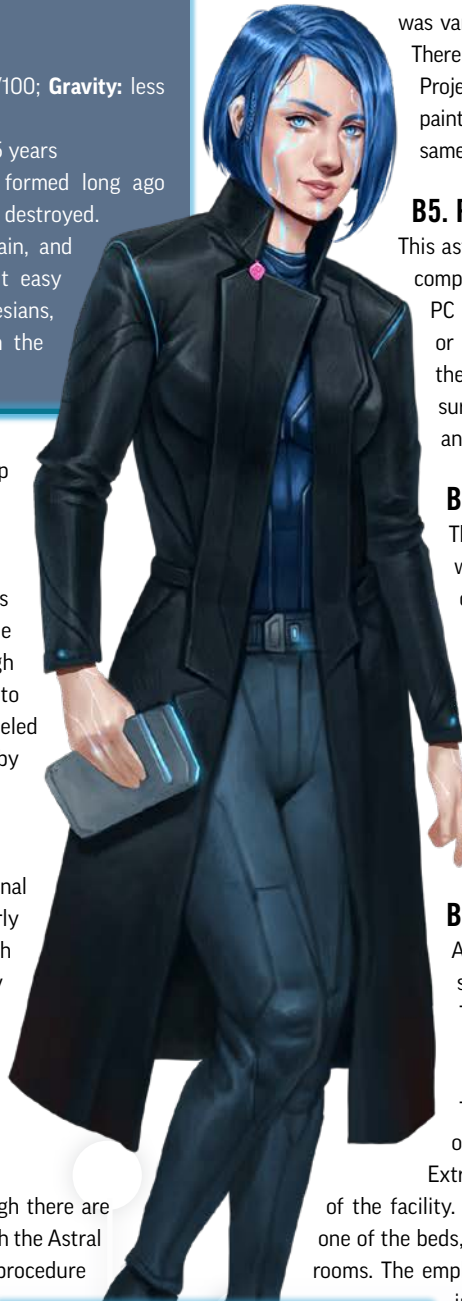
This asteroid was not only a home base for the company, but also a research station itself. A PC who succeeds at a DC 15 Engineering or Physical Science check can tell that the team was performing geological surveys on the asteroid, analyzing age and mineral composition.

B6. RESEARCH POINT

This is another research station. A PC who succeeds at a DC 15 Engineering or Life Science check can review the leftover equipment and workstations to determine that the team here performed biological experiments examining how different microbes survived on the asteroid's surface. A PC who surpasses this DC by 5 can also tell that the experiments were abandoned quite suddenly.

B7. PRESSURIZED LIVING QUARTERS

An airlocked antechamber leads into several living quarters and a medical bay. These rooms can be filled with breathable air and kept at normal atmosphere to accommodate visitors to the facility. These rooms were most recently occupied by executives from Astral Extractions who managed the shutdown of the facility. A copy of a move-out checklist sits on one of the beds, listing all employees and their assigned rooms. The employee who lived in the vandalized room in area **B4** was an android biologist named Vinderelle. This person could be a useful contact for Celita as she dives further into the circumstances of the Sanson-56 closure.



Celita

Treasure: The medical bay contains a cabinet with 4 *mk 1 serums of healing*, 2 brown nanite hypopans (*Starfinder Armory 106*), and an advanced medkit. If the PCs find the consumables but choose to leave them to avoid leaving evidence they were here, they should still receive full treasure for this encounter.

B8. TRAPPED ENTRANCE (CR 2)

There is a closed chamber in the southwest corner of the research facility with coolant pipes all around it, indicating electronics in the room. The scientists left some perfunctory protections when they abandoned the site. With pirates common in the Diaspora, the company had these measures in place to protect the scientists and their data while the facility was in use.

Trap: The entrance to the server room is trapped (marked "T" on the map). A surge of freezing fluid from a cooling pipe douses a 40-foot line in the hallway as soon as someone tries to open the door. PCs who actively search for hazards or who have the Trap Spotter operative exploit or another similar ability receive a chance to spot the check with Perception before it goes off.

LEVELS 1-2 (CR 2)

CRYO-FLUID TRAP

CR 2

Type technological; **Perception** DC 23; **Disable** Engineering DC 18
Trigger touch (door); **Reset** none

Effect A surge of freezing cold fluid douses everyone in the hallway outside as soon as someone tries to open the door to the server room (4d6 C); Reflex DC 13 half

B9. SERVER ROOM

The door to the server room is locked in addition to being trapped. The PCs can open it with a DC 14 Engineering check to disable the lock or a DC 16 Athletics check to break the door down. Read or paraphrase the following when the PCs enter the server room.

This austere room contains computers, supplies, and large banks of servers lined up along the walls. The hum of electronics seems loud compared to the silence of the rest of the facility.

To copy the data from the computers onto Celita's hard drive, the PCs must attempt DC 18 Computers or Engineering checks. They need three successes to get all the necessary information. If a PC fails by more than 10, the servers lock up. If this happens (or if no one is trained in Computers or Engineering), the PCs can haul out the servers with a successful DC 15 Athletics check. The PCs can retry this Athletics check, but a PC who fails the check by more than 10 damages a server. While this approach does get the information back to Celita, it leaves concrete evidence of the infiltration, while copying the data successfully doesn't leave a trace.

If the PCs successfully copy the data, they can examine it themselves on the journey back home. A PC who succeeds at a DC 15 Life Science, Physical Science, or Profession (scientist) check can make sense of the files' contents. Sanson-56 was

about to publish new findings on several asteroids when Astral Extractions bought the company. The data indicates that one of these asteroids was a prime candidate for mining and filled with valuable minerals, but was also home to microbial life. Pact World protocol, enforced by the Stewards, requires a full environmental study on any microbial life present before an asteroid can be mined to determine if the life is native to the asteroid or a result of contamination from an outside source. If native, the asteroid is protected and can't be mined so that the novel lifeforms can potentially develop. Astral Extractions suppressed the data about the asteroid, likely to set up a mining operation without consideration of the microbes present.

Development: The journey back to Absalom Station takes another 1d6 days. Celita is happy to have the data and is particularly impressed if the PCs copied it without removing the servers. She praises them by saying, "Well done, Starfinders. You have performed admirably, and I look forward to working with you on future assignments."

If the PCs had to resort to physically removing the servers from the room, she gently scolds them. "You have succeeded in your assignment by bring the data home. However, if the company returns to the firm, they will know that someone has stolen this data. When possible, it is better to leave no trace."

If the PCs were unable to analyze the data themselves, she gives them a brief description of its contents and significance. Additionally, if the PCs report to her about the identity of the disgruntled employee Vinderelle, she's pleased to have another lead for her investigation.

Treasure: To thank the PCs for their hard work, Celita offers them a jump jets armor upgrade.

MISSION 3: EXO-GUARDIANS

The Exo-Guardians maintain a presence on Absalom Station in a remodeled warehouse in the poor but trendy Downlow neighborhood. They have an additional headquarters on Sangoro's Bulwark. **Ixthia** (LG agender copaxi vanguard) is currently setting up their office after taking over as head of the Exo-Guardians faction. Members of the Exo-Guardians are hard at work in the converted warehouse space. Anyone the PCs ask points them to Ixthia's new office. Read or paraphrase the following.

The office is filled with armor and weaponry of all kinds. A tall copaxi speaks into an intercom unit. "Yes, the nameplate on the door looks lovely, but I'm afraid I need it changed. It's 'Ixthia' now. Yes, with an 'Ix' at the front. No, no, you did great work, I just need it to be updated. I know you were working off old information. Next week? That will be fine, thank you."

They quickly greet everyone. "I apologize for keeping you waiting; I had been on hold for almost an hour. Hello and welcome, new Starfinders. I am so pleased that you have all joined the Society. I myself am new to this role, so I suppose we'll figure out our new jobs together. I do have an assignment for you that just came up, so your timing is excellent."

We're trying to build up our relationship with the Stewards after the last couple of years. It would be helpful to be on their good side, and they've just asked for a favor. They need some help investigating ships seized from smugglers. They'd like to contract extra personnel to go through and inventory the stolen goods on board, as they need to build their case in a hurry."



Ixthia the Unbreakable

The PCs may have questions for Ixthia about this assignment.

Who are the Stewards? "Oh, I should have explained. The Stewards are peacekeepers for the Pact Worlds and the enforcers of the terms of the Absalom Pact, which outlines the alliance terms of the Pact Worlds. Since they often act as law enforcement, this seizure falls under their purview."

Do you have any more details? "I'm afraid not. That's all that the Stewards told me. For security reasons, I think they didn't want to reveal too many details until we confirmed we could send people."

What were they smuggling? "I don't have the details, but the Stewards deal with everything from drug trafficking, to counterfeit goods, to stolen weapons. Part of your job will be to take inventory of any illicit items on board the ships."

C. THE SMUGGLERS' SHIP

Ixthia hires a shuttle to take the PCs into orbit and reach the Armada. There, the PCs meet with Steward Officers **Famdok Athret** (LG male half-orc) and **Tramiola Lojten** (LN female human).

Famdok addresses the contractors with a professional nod. "Hello, Starfinders. Thank you for your assistance. As your commander probably informed you, the Stewards recently seized over two dozen ships from a major organized crime operation. Pact World policy dictates that we only have a limited time to search the ships before they have to be returned, so we need to inventory their contents quickly. For that, we need extra personnel. Board the ship assigned to you and search for anything that seems strange or illegal. If you find any evidence about their operation, that would also be helpful to our case."

The Steward officers loan the PCs an inventory datapad to record any goods on the ship. The PCs might have questions for Famdok and Tramiola about this assignment, who take turns providing the following answers.

What kind of goods might we find? "We've found all kinds of things on the other ships: forged artwork, animal hides from endangered creatures, and even precious metals. Just keep your eyes open and document whatever you find."

What should we do with whatever we find? "Leave it there, but take lots of pictures and record everything on this datapad."

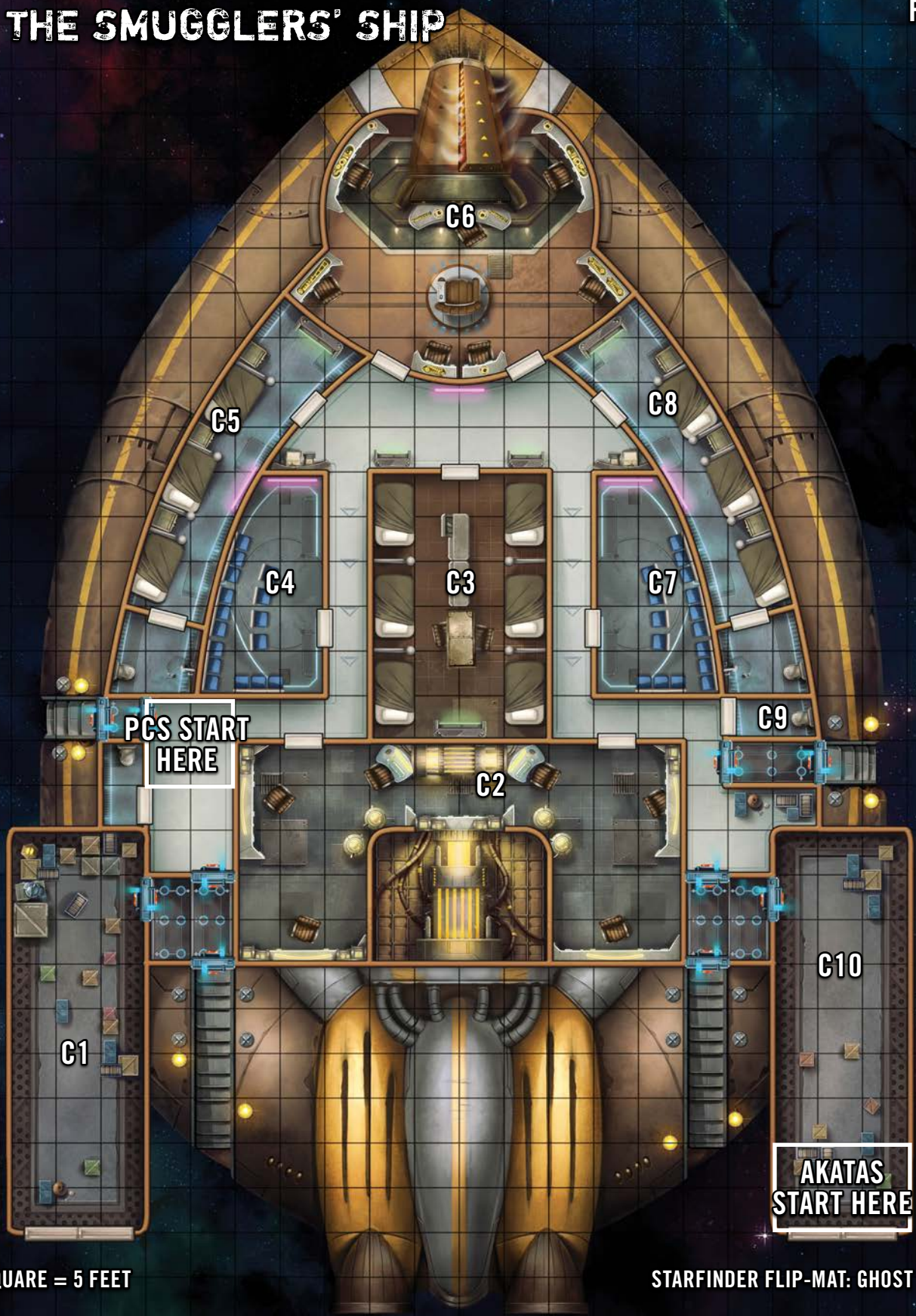
Where are the smugglers right now? "They're currently in our custody, but only for a few more days. By the time they're out, we need to have our evidence to prepare for court."

The Stewards assign the PCs a small vessel to search—the *Evening's Solace*—and drop them off at its berth. The PCs have a datapad and camera to record their findings and a comm unit to contact Famdok and Tramiola once they inventory all the illicit goods on board the vessel.

The *Evening's Solace* was seized and abruptly evacuated. The lights are on throughout the entire ship, and life support systems are fully functional, so the ship is filled with breathable air.

C. THE SMUGGLERS' SHIP

FRONT



1 SQUARE = 5 FEET

STARFINDER FLIP-MAT: GHOST SHIP

The cargo bays are also filled with air, so the airlocks from the main ship into the cargo bays function simply as doors.

C1. PRIMARY CARGO BAY

This loading dock is filled with an assortment of crates. Most contain mundane goods as a front for the smuggling operation. If the PCs spend at least 20 minutes going through these crates, they find one filled with credsticks. A PC who succeeds at a DC 12 Engineering or relevant Profession check can tell that the credsticks are fraudulent. They appear to work, but no actual credits can be transferred from them.

C2. CREW RECREATION AREA

This area contains comfortable seating and leisure activities as a place for crew to relax on long missions. As the crew left abruptly, there are board games set up on the tables mid-play, and four glasses of alcoholic drinks rimmed with salt sit on a long table by the eastern edge. The contents of these glasses can be used as salt water to damage the akatas in area C10.

A PC who succeeds at a DC 18 Perception check spots a secret smuggler's compartment in this room, which contains a manifest of customers buying the goods from this shipment. While the names are in code, the list helps the Stewards in making their case.

C3. CREW QUARTERS

The crew quarters contain personal effects like bedding, furniture, decorations, and clothing. The ships were seized quite suddenly, and the crew didn't have a chance to recover their belongings. Someone left a datapad out on the table, and it shows a paused scene from an Akitonian animated series about superpowered ysokis who solve crimes.

C4. MEETING ROOM

This room contains seating for over a dozen people. There are hand-drawn electronic diagrams on the walls. A PC who succeeds at a DC 15 Engineering check can determine that these are plans to improve the counterfeit credstick design.

C5. CREW QUARTERS

These living quarters were abandoned suddenly. Dirty laundry has been piled up on one of the beds, and there are no items of interest here.

C6. BRIDGE

The bridge of the ship doesn't contain any cargo. However, if the PCs access the navigation computer and succeed at a DC 14 Piloting or Computers check, they can recover the last several routes that the ship took. This information could help the Stewards find the smugglers' suppliers.

C7. MEETING ROOM

This room contains seating for over a dozen people, all arranged facing a large screen. The title screen of an action movie plays a scene repeatedly, showing a halfling man quickly climbing up the side of a building while firing a pistol.

C8. CREW QUARTERS

These living quarters were abandoned suddenly. There are a series of notes posted on the wall, documenting a heated argument about a cleaning rotation.

C9. BATHROOM

This small bathroom is much cleaner than the others on board the ship, as if it doesn't get used. A PC who succeeds at a DC 15 Perception check finds a stash of the drug twinkle in the tank of the toilet (*Armory 132*).

C10. SECONDARY CARGO BAY (CR 3)

This loading dock is filled with pieces of plastic from the remains of large shipping crates, as well as strange shards of metal. There's a glass panel on the wall just inside the door labeled "Break glass in case of emergency" with two pistols visible inside. One is a needler pistol already loaded with a dose of tier 1 sedative, and the other is a static arc pistol. Breaking the glass panel requires a



Akata

standard action, and either pistol can be grabbed as part of the same action.

Creatures: The smuggled goods on this vessel include a couple of akatas being smuggled for a customer who wants to use them to farm noqual, a highly illegal and dangerous practice. The akatas hibernated for most of the voyage, but the fuss of the seizure woke them up. They have since destroyed their cages and attack the first creature that enters the room.

Use the map on page 13 for this encounter.

LEVELS 1-2 (CR 3)

AKATAS (2)

CR 1

Page 20

Development: A PC who succeeds at DC 14 Life Science or DC 12 Profession (smuggler) check recalls that akatas are illegal in the Pact Worlds but are sometimes smuggled in to farm the starmetal noqual, which occurs naturally in the cocoons akatas build to hibernate. A PC who examines the metal shards in the room identifies them as noqual. Once the akatas are defeated, the PCs can inventory the rest of the illicit goods on board the ship.

After the PCs complete their inventory, they can contact the Stewards to be picked up. When they learn about the akatas, Famdok and Tramiola apologize profusely to the PCs for putting them in danger. They're grateful for the assistance in recording the contents of the starship. The akatas in particular are highly illegal to smuggle into the Pact Worlds and will form part of a strong case against the smugglers. The Stewards are also happy if the PCs found the customer manifest from the secret compartment in the recreation area (C2) or the route history from the bridge (C6).

If any PCs were bitten by the akatas, the Stewards immediately treat them with anti-parasitic medicines to ensure they don't succumb to void death. Such PCs might feel a little queasy from the treatment, but they don't need to attempt any further Fortitude saves. Ixthia is thrilled with the Stewards' report about the PCs' assistance. "Excellent work, Starfinders. I know that was more excitement than any of us expected, but you handled yourselves well and impressed the Stewards in the process. Starfinder agents need to be ready for anything, and you certainly proved that you are!"

Infamy: If any PC decides to keep any of the smuggled cargo, such as a fraudulent credstick, rather than reporting it all to the Stewards, that PC receives an additional 250 credits on their Chronicle Sheet, but also receives 1 Infamy. One or more PCs doing this doesn't affect the rewards or Infamy of the PCs who choose not to do it.

Treasure: The Stewards pay the PCs 150 credits each for their services. Ixthia also gives the PCs a couple of tokens of their gratitude, a hook sword (*Armory 52*), and a basic tactical shield (*Character Operations Manual 125*) from their arms collection.

MISSION 4: WAYFINDERS

Fitch (CN female ysoki technomancer) technically has an office in the Lorespire Complex, but all Starfinders know that she can usually be found aboard the *Master of Stars*, the Society's finest starship, which orbits Absalom Station in the Armada when not on missions. The PCs can take a Starfinder Society shuttle out to the *Master of Stars* to meet with Fitch. In a friendly comm, she instructs them to come packed for several weeks in the Vast. Read or paraphrase the following.

When the shuttle docks on the *Master of Stars*, staff stationed to the ship quickly crowd around to receive their packages and other mail from home. Fitch's office is just across the hallway, clearly labeled. Inside, Fitch carefully paints a small model of the *Master of Stars*. "Oh, hey, it's the newest recruits! Thanks for coming out here to the Armada! I love it here on the *Master of Stars*. I get itchy feet back on the station. I was just painting my model to be consistent with the latest updates on the ship's exterior, but that can wait for later." Fitch moves the model to a cabinet containing dozens of model starships: every model ever owned by the Starfinder Society as well as other styles from all over the galaxy. Her office walls are covered with blueprints of various starship models and many photos of young ysoki.

"Anyway, I have excellent news! We've identified four new planetoids in the Vast that are part of a solar system we've never been to! That is, no one in the Pact Worlds has been there. Or at least, no one in the Pact Worlds has written about it. The star is named Estokine, and I'd like you to head out there and take some scans of each planetoid. Don't land your ship on any of the planets, since we want to analyze all the data and images before we decide whether to send a ground team. I'm assigning a Pegasus to you for the mission; you'll need its upgraded sensors. I'm also sending along one of my other Wayfinder agents who does a lot of this kind of work, in case you need any help."

Fitch assigns **Sashkri** (N female kasatha mechanic) to accompany the PCs. Sashkri is trying to get a teaching post at the Starfinder Society, so she's happy to help train the PCs to do this work rather than do it herself. However, if no PCs are trained in Computers, she runs the scans; she has a +6 bonus to Computers.

The PCs might have questions for Fitch about this assignment. **What kind of scans are we running?** "We'll check the chemical composition of the planet and its atmosphere, image the surface, look for signs of life, that kind of thing."

How long will this take? "It could be anywhere from a couple of weeks to about a month. Don't worry; I've got your ship loaded up with food and movies!"

PLANETOID SCANS

The PCs are assigned a Tier 2 Pegasus to fly out to the Vast for this mission, which takes 3d6 days. For each planetoid, the PCs must first succeed at a DC 12 Computers check to take scans.

Where in the Universe?

The Wayfinders mission takes place in the Vast, around the yellow star Estokine.

ESTOKINE

Diameter: ×100; **Mass:** ×325,000; **Gravity:** ×35

Atmosphere: none; **Day:** —; **Year:** —

Estokine is a yellow star in the Vast, a collective name for the largely unexplored parts of the galaxy furthest from Absalom Station via Drift travel. As Estokine is similar to the Pact Worlds' Sun, the recent discovery of planets orbiting it offers exciting possibilities.

Once the data is collected, a PC who succeeds at the listed check for a planetoid can draw some interesting conclusions about it. Planetoid 1 is nearest to the star Estokine, and Planetoid 4 is the furthest away. The scans take about an hour to run, and it takes 3d6 hours to travel from one planet to another. If the PCs or Sashkri fail the check to scan, they can retry it, but the hourlong process starts over with each new attempt. The PCs can scan the planets in whatever order they wish.

Planetoid 1 (DC 14 Physical Science): This planetoid is small, hot, and covered by constant, violent, caustic storms. There are some valuable mineral deposits beneath the crust, but the planetoid has an extremely toxic atmosphere.

Planetoid 2 (DC 15 Life Science): This planetoid is temperate, with overall properties in the habitable zone, including gravity and atmosphere. The scans show that there are life forms on this planet, though there don't appear to be signs of sapient life.

Planetoid 3 (DC 16 Culture): This planetoid has properties in the habitable zone, including gravity and atmosphere. There are remnants of constructed structures on this planet, but no current signs of life, indicating that these are most likely ancient ruins of an extinct civilization.

Planetoid 4 (DC 14 Physical Science): This planetoid is furthest from the sun and very cold. There are interesting crater patterns on the surface indicating that it once collided with another planetary

body. It may have originally been an asteroid that got knocked into orbit around this sun.

D. OUTER SPACE AMBUSH

A band of pirates are hiding out in the ancient ruins of Planetoid 3; their scouts pick up the PCs' presence during their scans. Scared that the PCs are law enforcement, the three pirate scout ships start following the PCs after they scan Planetoid 3. They attack while the PCs scan the next planet. If Planetoid 3 is the last one that the

PCs scan, the pirates attack just before the PCs can reenter the Drift. They begin 5d6 hexes away from the PCs' ship, approaching the PC ship's rear arc. If the PCs don't have anyone to fill a particular starship role, Sashkri helps out by taking the empty station; she has a +4 bonus to gunnery and a +6 bonus to Computers, Engineering, and Piloting. All three ships have a crude symbol of Besmara, the pirate goddess, painted on the exterior: the iconic skull and crossbones. The ships are UIE Petaltails, United Interfaith Engineering's most popular single-passenger starships. Though the ships are far better known for their affordability than their combat prowess, the pirates confidently use them to search for easy targets.

The three scout ships try to maneuver to different arcs to hit the PCs' ship from multiple directions. Each ship has only a single crew member, so each round, they either take the Gunnery role and use a Glide minor action to move the ship or take the Pilot action and use a Snap Shot minor action to fire a weapon. Each ship attempts to retreat back to Planetoid 3 once reduced below 10 Hit Points.

Handout #2 (page 26) and **Handout #3** (page 27) describe two additional roles for starship combat beyond the ones from the *Core Rulebook*: the chief mate and the magic officer (*Character Operations Manual* 146-148). Add these roles if they better suit the PCs' skills.

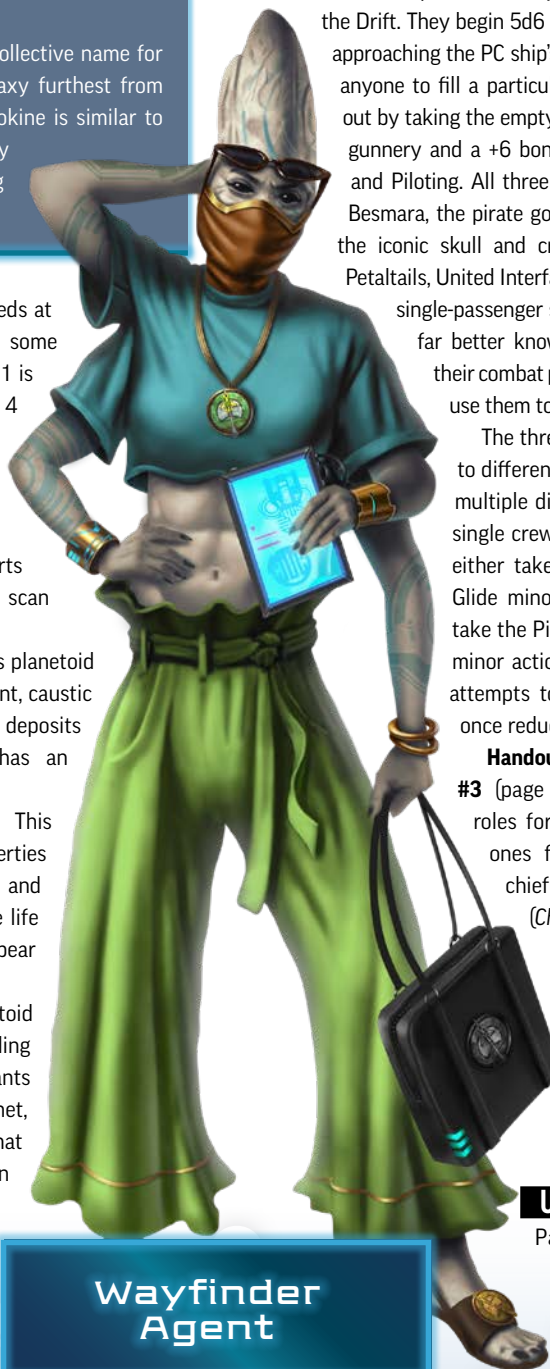
Use the map on page 17 for this encounter.

LEVELS 1-2

UIE PETALTAILS (3) TIER 1/3

Page 21

Development: Once the PCs are finished with this mission, it takes only 1d6



Wayfinder Agent

D. OUTER SPACE AMBUSH



STARFINDER FLIP-MAT: BASIC STARFIELD

Minor Actions

Minor crew actions are computer-aided actions that allow a starship limited functionality if it doesn't have the necessary crew to fill all the roles. You can take one minor crew action per round regardless of your current role, but only if no other action was performed this round for the role associated with that minor crew action. The two pirates ambushing the PCs are each the only crew member on their vessels, so they must use a minor action in order to both pilot the starship and fire a weapon.

GLIDE (HELM PHASE, MINOR)

You move the starship at half its normal speed. The starship can make turns during this movement, but the starship's distance between turns increases by 2. You can add your ranks in the Piloting skill to the starship's AC and TL for this round. You can only take this action if no other pilot actions have been taken during the helm phase (including glide).

SNAP SHOT (GUNNERY PHASE, MINOR)

You can fire one of your starship's weapons with a -2 penalty to the gunnery check. You can take this action only if no other gunner actions have been taken during the gunnery phase (including snap shot).

days to return to Absalom Station, thanks to the *Starstone*, an immensely powerful artifact that powers the station and acts as a beacon for starships. Fitch is thrilled with any data they gathered, particularly the report of ancient ruins on Planetoid 3, which would make an excellent site for a Starfinder Society archaeological expedition. She apologizes for inadvertently sending the PCs into danger, but she's proud of them for handling the situation well.

While it's up to the scientific community to choose the official names of these planets, Fitch invites the PCs to come up with informal names for the planets that can be referenced in the Starfinder

Society's publications on this research. She assures them that they will all receive co-author credit.

The pirates take off from the Estokine System as their hiding spot is blown, and even if the PCs alert anyone else in the Vast to investigate, they find only the mess the pirates left behind.

Treasure: To reward them for completing the unexpectedly dangerous mission, Fitch offers the PCs some grenades from her personal stash: two mk 1 flash grenades and two mk 1 frag grenades. She also provides each PC with a 100 credit stipend to compensate for their time spent away from home.

CONCLUSION

Guidance meets with the PCs again after they've completed all their tasks. This time, Guidance appears as a male ysoki.

"You have all performed admirably on a variety of tasks. All of these talents will serve you well as Starfinders. I am honored to officially welcome you into our Society as full agents. Congratulations. I'd also like to invite you to choose a faction to work closely with, if you haven't already. While it isn't a requirement of membership in the Society, many agents choose to build up their reputation by going on missions like those you completed today."

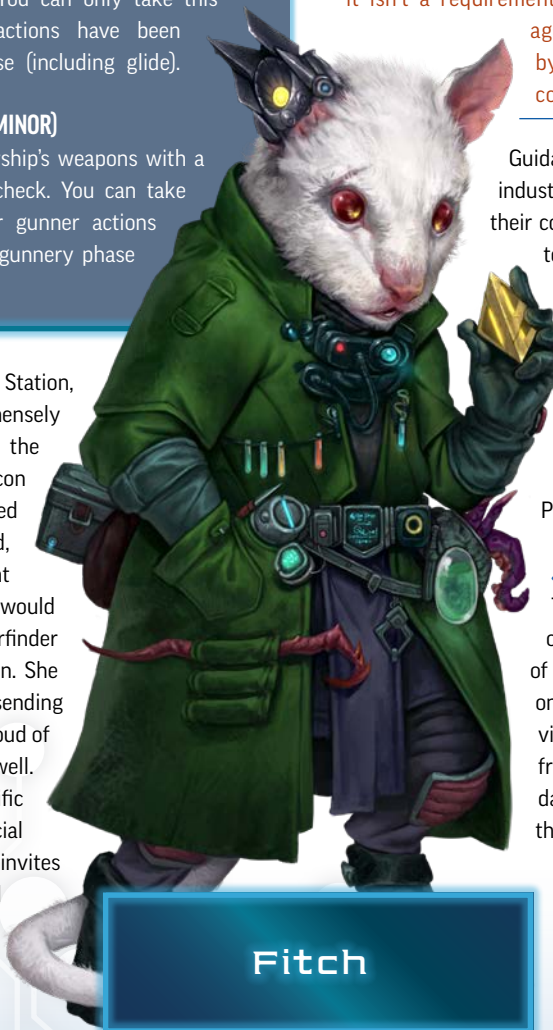
Guidance offers each PC a Starfinder-branded industrial backpack and congratulates them for their commencement. Each PC can upgrade this to a *Starfinder backpack (Armory 116)* for a special discounted price listed on this adventure's Chronicle Sheet.

PRIMARY OBJECTIVES

The PCs complete their main mission if they attempt the assignments for all four faction leaders. Doing so earns each PC 1 Reputation with their selected faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they complete at least three of the following: do an impressive job on the *Station Buzz* interview, save the vidstreamers' equipment, copy the data from the Sanson-56 servers, analyze that data from the servers themselves, find the flight plan or the customer list of the smugglers, and successfully analyze at least three of the Estokine planetoids. Doing so earns each PC 1 additional Reputation with their selected faction.



Fitch

APPENDIX 1: ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 1st level. Use the scaling sidebars for each encounter to adjust the encounters for a group of four PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

ENCOUNTER A1

PARK THIEVES (3) CR 1/2

Male and female human gang toughs (*Pact Worlds* 178)
CN Medium humanoid (human)

Init +2; **Perception** +4

DEFENSE **HP** 13 EACH

EAC 10; **KAC** 12

Fort +4; **Ref** +2; **Will** +0

OFFENSE

Speed 30 ft.

Melee survival knife +5 (1d4+3 P) or
cestus battleglove +5 (1d4+3 B)

Ranged tactical semi-automatic pistol +4 (1d6 P)

STATISTICS

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

Skills Athletics +9, Culture +4, Intimidate +4, Stealth +4

Feats Deadly Aim, Quick Draw

Languages Common

Gear flight suit stationwear, cestus battleglove, survival knife,
tactical semi-auto pistol with 27 small arm rounds

Scaling Encounter A1

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

Remove one park thief from the encounter.

ENCOUNTER C1

AKATAS (2) CR1

N Medium aberration

Init +6; **Senses** blindsense (life) 10 ft., blindsense (scent) 60 ft., darkvision 120 ft.; **Perception** +5**DEFENSE** HP 18 EACH**EAC** 12; **KAC** 13**Fort** +3; **Ref** +3; **Will** +3**Immunities** cold, disease, poison, starvation; **Resistances** fire 5**Weaknesses** susceptible to salt water**OFFENSE****Speed** 40 ft., climb 20 ft.**Melee** bite +8 (1d6+2 P plus void bite)**STATISTICS****Str** +1; **Dex** +2; **Con** +4; **Int** -4; **Wis** +1; **Cha** +0**Skills** Acrobatics +5, Athletics +5 (+13 to climb), Stealth +10**Other Abilities** deaf, hibernation, no breath**SPECIAL ABILITIES****Deaf (Ex)** Akatas can't attempt Perception checks to listen and are immune to effects that rely on hearing to function.**Hibernation (Ex)** Akatas can enter a state of hibernation for an indefinite period of time when food is scarce. After 3 or more days without eating, an akata can secrete a fibrous material that hardens into a dense cocoon of the starmetal called noqual. The cocoon has hardness 30 and 30 Hit Points and is immune to bludgeoning and fire damage. As long as the cocoon is intact, the akata within remains unharmed. The akata remains in a state of hibernation until it's exposed to extreme heat or senses a living creature with its blindsense, at which point it claws itself free of its cocoon in 1d4 minutes, leaving the fragments of its cocoon behind.**Susceptible to Salt Water (Ex)** A splash of salt water deals 1d6 damage to an akata, and full immersion in salt water deals 4d6 damage per round.**Void Bite (Ex)** Akatas hold hundreds of microscopic larval young within their mouths, and they spread their parasitic offspring to hosts through their bite. Only humanoids make suitable hosts for akata young—all other creature types are immune to this parasitic infection. This affliction is known as void death.**VOID DEATH****Type** disease (injury); **Save** Fortitude DC 10**Track** physical; **Frequency** 1/day**Effect** No latent/carrier state; an infected creature that dies rises as a void zombie 2d4 hours later.**Cure** 2 consecutive saves

Scaling Encounter C1

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

The akatas ate some bad food on the starship and are sickened during this encounter.

ENCOUNTER D1

UIE PETALTails (3)

TIER 1/3

Tiny racer

Speed 6; **Maneuverability** perfect (turn 0); **Drift** 1**AC** 14; **TL** 14**HP** 20; **DT** —; **CT** 4**Shields** basic 10 (forward 3, port 2, starboard 2, aft 3)**Attack (Forward)** light laser cannon (2d4; 5 hexes)**Attack (Aft)** light laser cannon (2d4; 5 hexes)**Power Core** Micron Light (50 PCU); **Drift Engine** Signal Basic;**Systems** basic mid-range sensors, crew quarters (good),
mk 1 armor, mk 1 defenses, mk 1 mononode computer;**Expansion Bays** none**Modifiers** +1 to any 1 check per round, +2 Computers (sensors
only), +3 Piloting; **Complement** 1 (minimum 1, maximum 1)**CREW****Pilot** Computers +4 (1 rank), gunnery +3 (1st level), Piloting +12
(1 rank)

Scaling Encounter D1

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

Remove one UIE Petaltail from the encounter.

APPENDIX 2: GAME AIDS



VALTARA



PARK THIEF



WAYFINDER AGENT



IXTHIA THE UNBREAKABLE

APPENDIX 2: GAME AIDS



AKATA



GUIDANCE



RADASZAM



CELITA



FITCH

Handout #1: Starfinder Faction Summary

THE ACQUISITIVES

Leader Radaszam "The Dealmaker"; **Location** Nyori Palisades

Motto: Fame, glory, and money. We want it all.

The Acquisitives originally aided the Society by hiring mercenaries to fill the role of missing Starfinders after the events of the Scoured Stars. Many of those mercenaries have remained with the Society, finding the work both exciting and financially lucrative. The faction's current leader, Radaszam, is concerned with maintaining the organization's public-facing reputation, especially in the wake of the Society's recent public relations disasters.

THE DATAPHILES

Leader Celita; **Location** Lorespire Complex

Motto: Knowledge is power.

The Dataphiles cherish information above all else, seeing themselves as the guardians of any knowledge obtained by the Starfinder Society. Their current leader, Celita, promotes a belief in superiority through the acquisition and controlled dispersal of information. While cataloguing and data searching are necessities in this faction, the Dataphiles are also known to employ less technologically savvy combat experts to procure information.

THE EXO-GUARDIANS

Leader Ixthia the Unbreakable; **Location** Downlow Warehouse

Motto: The sword that seeks the darkness.

The Exo-Guardians are made up of Pact Worlds citizens who are concerned for the safety of their home, and who act to ensure that safety. They believe that the best defense is a strong offense, and they work to build up a stockpile of magic and technology to deter external threats. The faction's current leader, Ixthia, wants to establish a more active role in seeking out threats to the solar system and the Society.

THE WAYFINDERS

Leader Fitch; **Location** The Armada (*Master of Stars*)

Motto: First into the unknown.

The Wayfinders are Starfinders who adhere to the Society's primary mission of exploration. The most transitory of the Society's membership, the Wayfinders are dedicated to exploring the Vast and maintain few direct ties to the Pact Worlds. Wayfinders specialize in both exploration and first-contact scenarios, thriving on the thrill of the unknown and the monumental task of meeting new species. Their current leader, Fitch, looks for well-rounded agents capable of maintaining technology, making a good first impression when meeting new species, and fighting when necessary.

Handout #2: Starship Role: Chief Mate

As a chief mate, you can take any of the following actions during the appropriate phase. You must decide at the start of each round which phase you will act in, usually by deciding which other role you're supporting that round. Unless otherwise noted, each action can be performed only once per round, no matter how many chief mates are on a starship.

HARD TURN (HELM PHASE, PUSH)

You manually adjust additional thrusters and bypass safety systems, shouting for your fellow crew members to brace themselves for a stomach-turning tactical maneuver. This bit of risky co-piloting might overtax the starship's turn radius, but it can also help the pilot get significantly more maneuverability out of the vessel when the crew finds itself in a lurch. Attempt an Acrobatics or Athletics check (DC = 10 + 1-1/2 × your starship's tier). If you succeed, the pilot can make one turn during the round as though the maneuverability of the starship were improved by one step. This has no effect on a ship with perfect maneuverability. If you fail your check by 10 or more, you overheat and temporarily degrade the effectiveness of the starship's maneuvering thrusters, causing the ship's maneuverability to worsen by one step for the rest of this round.

MAINTENANCE PANEL ACCESS (ENGINEERING PHASE)

You start ripping open access panels, turning secured valves, and manually bypassing safety systems to help the engineer get more out of their systems when they take the divert or overpower action. Attempt an Acrobatics or Athletics check (DC = 10 + 1-1/2 × your starship's tier). If you succeed and the engineer also succeeds at their check to divert, they can provide the normal benefit from divert to two different systems instead of only one. If the engineer instead succeeds at their check for the overpower action, they can choose four different systems to divert power to instead of three. In either case, no system can benefit twice from the same action. If you fail your check by 10 or more, you overtax the ship's systems without adding any useful capacity, and all engineer actions performed this turn take a -2 penalty.

MANUAL REALIGNMENT (HELM PHASE)

Manually realigning the ship's sensors to better focus on an opposing starship can help the science officer get better results when using the ship's sensors to glean information about the other vessel. Attempt an Acrobatics or Athletics check (DC = 10 + 1-1/2 × your starship's tier). If you succeed and the science officer also succeeds at their check to perform the scan action, they receive one additional piece of information, as though their result were 5 higher. If you fail the check by 10 or more, you knock the sensors out of alignment altogether, and no check to scan can be attempted this round as the system recalibrates.

Handout #3: Starship Role: Magic Officer

As a magic officer, you can take any of the following actions during the engineering phase. Unless otherwise noted, each action can be performed only once per round, no matter how many magic officers are on a starship.

ELDRITCH SHOT (ENGINEERING PHASE, PUSH)

You augment a starship weapon with a burst of your personal magic in much the same way that weapon fusions augment personal-scale weapons. Such an effort is considerable, and the magic lasts for only a single attack before it fizzles and the starship weapon returns to its normal functionality. Choose one weapon on your starship to augment and attempt a Mysticism check (DC = 10 + 1-1/2 × your starship's tier). If you succeed, the gunner treats the range of that weapon as 5 hexes longer than normal. This doesn't work for weapons with the point special property.

PRECOGNITION (ENGINEERING PHASE)

You use your supernatural senses and a spark of divination magic to see opponents' motion before it happens, giving you just a split second to shout a warning to your ship's pilot. Attempt a Mysticism check (DC = 10 + 1-1/2 × your starship's tier). On a success, you grant the pilot a +2 circumstance bonus to their Piloting check at the beginning of the helm phase to determine piloting order.

SCRYING (ENGINEERING PHASE)

You employ a substantial form of divination, such as dealing from a digital harrow deck, reading the future by interpreting the splatter of leaking engine coolant, or visually scanning the readouts of your starship's myriad screens to pull deeper and predictive meaning from the lights and sounds around you. This functions as the scan science officer action, but you attempt a Mysticism check instead of a Computers check. For information about the effects of a successful scan action, see page 325 of the *Starfinder Core Rulebook*.

ORGANIZED PLAY

REWARDS TABLE

ENCOUNTER	LEVEL 1-2 REWARD
A	158 credits
B	167 credits
C	218 credits
D	177 credits

REWARD CONDITIONS

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

A: The PCs keep these rewards if they recover the stolen equipment or prevent the thieves from stealing it in the first place.

B: The PCs keep these rewards if they if they recover the data from the facility's servers.

C: The PCs keep these rewards if they defeat the akatas and fully search the ship.

D: The PCs keep these rewards if they defeat the pirates.



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	Reputation 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 ()
Org Play #: -7	Level
<input type="checkbox"/> Dead <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 ()
Org Play #: -7	Level
<input type="checkbox"/> Dead <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 ()
Org Play #: -7	Level
<input type="checkbox"/> Dead <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 ()
Org Play #: -7	Level
<input type="checkbox"/> Dead <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 ()
Org Play #: -7	Level
<input type="checkbox"/> Dead <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 ()
Org Play #: -7	Level
<input type="checkbox"/> Dead <input type="checkbox"/> Infamy	

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Intro #2: For the Factions

Character Chronicle #

Character Name _____	Organized Play # _____	Character # _____	Faction _____
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Adventure Summary

As part of your introduction to the Starfinder Society, the AI Guidance directed you to complete four missions, one for each of the major faction leaders. Radaszam, the leader of the Acquisitives, had you interview with a popular Absalom Station vidstream. Celita of the Dataphiles sent you to an asteroid in the Diaspora to gather intelligence from an abandoned research facility. Ixthia of the Exo-Guardians asked you to cooperate with the Stewards to inventory a smugglers' ship, where you discovered an illegal shipment of dangerous akatas. Finally, Fitch of the Wayfinders loaned you a starship to scan four new planetoids in a previously unexplored system in the Vast.

Boons

Congratulations on completing the adventure! You've earned Starfinder Society Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons. To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

Levels 1-2

- advanced medkit (2,700; item level 5)
- brown nanite hypopen (160; item level 2; *Starfinder Armory* 106)
- clearweave I (150; item level 3; *Armory* 69)
- mk 1 flash grenade (120; item level 2)
- hook sword (1,420; item level 3; *Armory* 52)
- jump jets (1,000; item level 2)
- shotgun microphone scanner (625; item level 2; *Armory* 107)
- Starfinder backpack* (500 [discounted price]; item level 2; *Armory* 116)
- static arc pistol (750; item level 2)

Reputation

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

LEVELS	<input type="checkbox"/> Normal Max Credits
1-2	720

LEVELS	<input type="checkbox"/> Normal
Out of Level	-

LEVELS	<input type="checkbox"/> Normal
-	-

LEVELS	<input type="checkbox"/> Normal
-	-

+	Starting XP
=	XP Gained (GM ONLY)
=	Final XP Total

+	Starting Credits
=	Credits Garnered (GM ONLY)
+	Day Job (GM ONLY)

-	Credits Spent
=	Total

For GM Only			
EVENT _____	EVENT CODE _____	DATE _____	GM Organized Play # _____