

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-01 TIER 1-2

STARFINDER SOCIETY

The Commencement

BY ELEANOR FERRON





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HOW TO PLAY

Starfinder Society Scenario #1-01: The Commencement is a Starfinder Society Scenario designed for 1st- and 2nd-level characters (Tier 1–2). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but it can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/starfindersociety.



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GM RESOURCES

The Commencement makes use of the *Starfinder Core Rulebook*. This adventure assumes the GM has access to this sourcebook. All rules referenced in this adventure are available in the free online 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 *Starfinder Society Roleplaying Guild Guide*.



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THE COMMENCEMENT

BY ELEANOR FERRON



The Gap was a sudden loss of history that shook the entire galaxy. It was an event where history disappeared from the minds of everyone throughout the multiverse, and only the gods have an inkling of what happened, but they refuse to speak of it. In that nebulous time of missing history, the world of Golarion disappeared, though the gods indicate the world—wherever it is—is safe. In the aftermath of the Gap came the revelation of faster-than-light travel by means of the Drift. It was during this time that the Starfinder Society formed and became one of the eminent organizations of the Pact Worlds. The machine god Triune's gift of rapid interstellar travel facilitated a sudden land rush by colonists and corporations alike, and as exploration became an extremely lucrative business, the information that Starfinder agents retrieved secured the Society's prestige and wealth.

This prosperous age recently came to an abrupt end within the star systems known as the Scoured Stars. An armada containing almost 80% of the Society's agents and assets joined the Society's First Seeker on a mission to the Scoured Stars, only for all its transmissions to cease. When the remaining Starfinders in the Lorespire Complex attempted to make contact, they discovered a terrifying truth: the Scoured Stars were now cut off from the rest of the multiverse by a barrier of incomprehensible power.

The events of the Scoured Stars left the Starfinder Society crippled, as most of the Society's agents and assets resided within the now inaccessible systems. The Society's prestige crumbled, and many of the Starfinders' distant holdings fell to alien forces within months of the incident. Only the actions of one outspoken Starfinder, Luwazi Elsebo, held the Society together. Even with the dedication of Luwazi and her allies, the Society suffered further losses as disillusioned agents opted to part ways with the organization. Maintaining the Society's interests was too much for the few remaining agents to handle, so Luwazi turned to outside assistance from reputable mercenary organizations.

With the Starfinders on the brink of ruin, Luwazi's hopes now rest in the hands of a new generation of recruits and ambitious factions. Today is a momentous day for the Society, as it marks the graduation of the first wave of fresh agents from accelerated Starfinder training. These agents represent the first step the Starfinder Society is taking to reposition itself at the forefront of galactic exploration.

Where in the Universe?

The Commencement takes place aboard Absalom Station, the current home of humanity and other races native to lost Golarion. For more information about Absalom Station, see *Starfinder Adventure Path #1: Incident at Absalom Station*, available at bookstores and hobby shops everywhere and online at paizo.com.

SUMMARY

Guidance, a network of uploaded Starfinder personalities, summons the PCs for their briefing. Following the PCs' official admittance into the Society, Guidance dispatches them to report to the leaders of different factions within the Society for a set of missions to confirm their membership among the Starfinders. The Acquisitives, hoping to salvage the Starfinder Society's reputation after an embarrassing public showdown with a group of junkers, ask the PCs to help an agent build a vehicle from junk and win a popular race. The Dataphiles request that the PCs retrieve a set of stolen corporate files from a hacker, who will give them the sensitive information in exchange for their help in faking her death to avoid the fallout from her theft. The Exo-Guardians need the PCs to execute a hostile alien within a warehouse where the faction hopes to establish a new headquarters. The Wayfinders tell the PCs to discover the source of their starship's electrical short, requiring the PCs to find and befriend a pair of lost children and an alien the Wayfinders unwittingly brought aboard. With all the missions complete, the PCs return to Guidance to finalize their commencement.

GETTING STARTED

After the PCs' graduation ceremony, Guidance, the Starfinder Society's compiled intelligence of Starfinder personalities, summons the PCs to the Lorespire Complex. Read or paraphrase the following to get the adventure underway.

Society Subdermal Graft

As part of the PCs' induction into the Starfinder Society, they can accept a permanent augmentation into one of their hands or appendages. This graft is free and the PCs retain it beyond this scenario, as detailed on the Chronicle sheet.

SOCIETY SUBDERMAL GRAFT

SYSTEM
Hand

MODEL	LEVEL	PRICE
Single	1	150

This implant rests underneath the skin of the palm of one hand, or at the end of a tentacle or similar appendage in species that lack hands. The augmentation can be activated or deactivated mentally as a swift action. Activating the implant causes a rendition of the Starfinder Society's symbol to glow underneath the skin. This augmentation acts as a mark, letting others know you are a member of the Starfinder Society. It also increases the light level within 5 feet by one step while active.

As the doors to the Lorespire Complex slide open, a green holographic image of a middle-aged human woman shimmers into view at the center of the room. "Greetings," it says. "I am Guidance. Please use the cheek swabs in the open receptacle to provide a genetic sample for Starfinder Society identification purposes. If desired, you may place your hand on the glowing panel to receive a subdermal implant further marking you as a member of the Society."

PCs accepting the subdermal implant should note this augmentation on their character sheets. At the end of the scenario, each character who accepted an implant keeps it, as noted on the Chronicle sheet. Once each character has provided a sample and chosen whether to receive an implant, Guidance continues:

"It is our pleasure to officially welcome you into the Starfinder Society. Today is the commencement of your new role as a Starfinder field agent. It is our tradition, at the end of the graduation ceremony, for new graduates to present themselves to the heads of our most prominent factions and complete a task at those leaders' behest. This allows the leaders of these groups to become familiar with all new Starfinder agents, and it provides a constant supply of agents for handling situations in our holdings on Absalom Station. While these tasks were formerly symbolic, the heavy loss of Starfinder agents in the Scoured Stars necessitates that these missions become something more. Please treat any tasks given with the gravity you would grant any other Starfinder assignment."

Guidance provides an overview of the factions (see **Handout #1: Starfinder Faction Summary** on page 20) and explains that once the PCs complete the faction leader's desired mission, that leader will signal Guidance to indicate the mission is finished. Once all missions are complete, the PCs can return to the Lorespire Complex to finish their commencement and prepare for future missions.

At this point, the PCs can finalize their boon slots for the session and purchase any additional equipment prior to starting the missions. They may complete the missions in any order they see fit.

CULTURE

Based on the result of a Culture check, the PCs might know about Absalom Station. They know all of the information with a DC less than or equal to the result of their check.

5+: Absalom Station is the cultural hub of the Pact Worlds. Races from every planet in the system, including those once prominent on lost Golarion, can be found on the station.



Guidance

10+: People around the station are increasingly amenable to Starfinders. They respect both the dogged veteran field agents who were not lost in the Scoured Stars disaster and the new recruits, whose presence brings renewed hope. Stating one's association with the Starfinder Society is likely to garner support from the locals of Absalom Station.

15+: A host of starships, known locally as the Armada, orbits Absalom Station. Ships from the Armada are often starships that have taken advantage of the station's *Starstone* core—a mystical device that allows for quick travel through the Drift back to Absalom Station. The ships of this fleet are increasingly at risk of bringing back undetected alien life, simply because the policing Stewards lack the numbers to search every orbiting ship.

GATHER INFORMATION (DIPLOMACY)

Based on the result of a Diplomacy check to perform the gather information task, the PCs might learn even more about Absalom Station. They learn all of the information with a DC less than or equal to the result of their check.

5+: Everyone is excited about the upcoming junkrace. Apparently some nobody mouthed off to Ratrod, the reigning junkrace champion. People know that trash talking really gets under Ratrod's fur and wonder whether there will be more harsh words exchanged before the race.

10+: The latest prerelease song from sugar-pop sensation Strawberry Machine Cake is about to be released. Unlike previous releases, the band is putting out a limited-edition physical copy prior to the concert when the released single and additional tracks are scheduled to debut and become available in digital form.

15+: Word on the street is that a dangerous alien predator got loose somewhere in the Downlow district of the station. The creature is now contained in a warehouse, but not after it impaled a security officer with a harpoon-like natural projectile.

MISSION 1: ACQUISITIVES

The Acquisitives' leader, **Radaszam "The Dealmaker"** (N male vesk operative), manages the deployment of the Acquisitives and his personal mercenary outfit, the Obsidian Spiders. He keeps a public-facing office for this purpose in the Nyori Palisades, a luxurious neighborhood located in Absalom Station's transparent central dome.

Read or paraphrase the following to introduce the PCs to Radaszam's mission.

The plain white doors of the office slide open to reveal a stark, dimly lit room. The chamber is bleak and expressionless in its emptiness—no vanities line its smooth black walls, and no signs of use mar its smooth black furniture. The only occupants of the suite are a bug-eyed tadpole wriggling in a glowing blue aquarium and a reptilian vesk seated behind an onyx desk. The vesk gestures to a number of chairs in front of him, his features sharply illuminated by the light of his desk's green holoscreen. "The new graduates," he greets, in a low and pleasant voice. "Good day. I am Radaszam, though since you are here, I should hope you already knew.

"I trust you are aware of our Society's traditions, so I will cut to the point. I have a minor situation that needs resolution. One of our members, a human named Laboni, had a rather public altercation with a junk scavenger from the Spike. You might be more familiar with the scavenger than I, actually; he is a ysoki who fancifully calls himself Ratrod. I am told he runs a popular racing competition that has, hmm, several hundreds of thousands of viewers on the station's infosphere. For some reason, Laboni felt the need to tell him that any 'real' mechanic could easily beat the garbage

that Ratrod and his associates slap together. Now that Ratrod has issued an infosphere-wide demand that she race him and prove it, Laboni doubts she can back that claim up.

"Embarrassing, isn't it? Not really the sort of troublemaker that suits our Society. Perhaps she would be better suited to the bottom of a trash compactor... Well, we cannot afford to throw her out, not after so many Starfinders were lost in the Scoured Stars. Besides, we can't let people think we are so weak that we can't control our own members, or that we cannot stand up to a scrapyards junker. No, I would like you to assist Laboni in winning this race. Show our detractors that even the least of our Society is not someone to be trifled with."

Radaszam gives the PCs directions to the race's location in Botscrap and hands them badges marking the PCs as Laboni's official pit crew. He suggests the PCs do not delay, as they need as much time as they can to help with the race. If the PCs protest their orders, Radaszam quietly reminds them the Starfinders' reputation is currently precarious, noting that any disciplinary issues can be settled after saving face and adding that the PCs should be more worried about Radaszam's good opinion than any glory they might find from a mere racing victory.



Radaszam

Scaling the Scrap Battle

To accommodate a group of four PCs, lower the DCs on all skill checks by 2. In addition, groups of four PCs receive 6 prerace actions per PC instead of 4.

RATROD'S SCRAP BATTLE

Ratrod's racing circuit is a hollowed-out section of a mountain of spare parts in Botscrap, the track specifically sanctioned by the ysoki-dominated Salvage Union that controls most of the yards. When the PCs arrive at the competitors' entrance, a small robot informs them of the basic rules of the race: racers and their pit crews are to build and improve their vehicles from the available scrap around the racetrack. Vehicles built at previous junkraces can return. Racers can fire upon other competitors during the race, but firing into the audience is grounds for immediate disqualification; racer weapons must be nonlethal and may affect only opponents' vehicles. PCs may ask for further clarification—refer to the rules on page 8 for additional details on how the race functions.

Laboni (CN female human mechanic) is easy to find in the crowd due to her paisley clothes and bright white lab coat. She is in her late teens and sheepish about the whole debacle—in truth, she was merely aping the opinions of her seniors in the field and got carried away. Laboni is incredibly grateful to the PCs for showing up to support her, as she knows she cannot win the race on her own. She does not want to apologize to Ratrod until she has won and saved face, however. The PCs can force her to apologize immediately with a DC 13 Intimidate check; this does not stop Ratrod's determination to defeat her, but it does remove a fair amount of bad blood from the proceedings.

JUNK RACE PREPARATION

Each PC can take four actions before the race, which they may use to improve Laboni's vehicle or engage with the other racers (detailed below). After this time, the race begins, although the PCs can still assist Laboni from the sidelines. Further information on how the PCs can spend their actions is detailed below.

Improve Laboni's Junkracer: PCs can spend an action to attempt a DC 16 Computers, Engineering, Perception, or Physical Science check to find parts in the scrapyards and install them in Laboni's racer; at the GM's discretion, other rolls or abilities may be used to the same effect, so long as the player provides an adequate reason. The GM should remind players struggling with the checks that PCs can use the aid another action to assist each other's rolls. Weapons installed on the vehicle do not cause damage, but instead impose penalties to the target's Piloting rolls for 1 round on a successful hit. Every successful check allows the PCs to pick one improvement from the list below to apply to the vehicle's statistics; these bonuses are cumulative.

- The vehicle's base speed increases by 5 feet.
- The vehicle gains a +1 Piloting modifier.
- The vehicle gains a +1 attack modifier.
- The vehicle gains a +2 bonus to its EAC.
- The vehicle gains a +2 bonus to its KAC.
- The PCs install a basic energy weapon on the vehicle (imposes a -4 base Piloting penalty on a hit).
- The PCs install a basic kinetic weapon on the vehicle (imposes a -4 base Piloting penalty on a hit).
- The PCs upgrade a weapon to impose an additional -2 penalty to enemy Piloting checks on a successful hit.

Once the PCs finish upgrading the vehicle, Laboni asks them to give her junkracer a name, though she vetoes anything humiliating or inappropriate. Should the PCs linger too long on this task, the GM should pick a name and move on.

Investigating the Enemy: PCs can scout out their opponents with a DC 15 Sense Motive check, or examine their opponents' vehicles with a DC 15 Engineering check. A PC can do this as part of making a prerace improvement skill check—the PC can take breaks during the improvement attempt and casually investigate one of the other racers. Otherwise, it costs a PC one of his prerace actions to converse with or examine all members of the competition. This check does not grant exact knowledge of an opponent's statistics, but the GM can provide the PCs an idea of a driver's skill or the associated vehicle's strengths and weaknesses. On a successful check, the PC can ask one pertinent question about the pilot's skill or about the vehicle the pilot is driving (or receives similar relevant information, if a player is unsure what he or she should be asking about).

Sabotage: PCs can attempt to sabotage the other vehicles, but they must dodge the eyes of everyone in the ramshackle stadium by spending a prerace action and attempting at a DC 20 Stealth check. Failing this check raises the DC of future Stealth checks to sabotage vehicles by 2. A PC who succeeds at this check can then attempt a DC 15 Engineering check on one of the opposing vehicles to either reduce the vehicle's speed by 10 feet or to impose a -4 penalty on one of the vehicle's modifiers. If the PC is caught cheating in this manner, the offending PC is tossed out of the engine pit. If the PCs are caught cheating again, it is grounds for the immediate disqualification of the entire team.

Socializing: PCs may also take this time to speak to the other pilots. During their prerace actions, they can forgo making an Engineering or Sense Motive check to examine and socialize with their opponents. The junkers are busy with their own preparations and do not have much time to talk. The GM should try to limit conversation to keep the game moving at a reasonable pace. Below is a listing of all the racers and their statistics, descriptions, and pertinent information for PCs attempting social skill checks with this action type.

LABONI'S JUNKRACER

Laboni, to her credit, is a skilled mechanic and has worked hard to pull together a decent racer from the piles of junk in Botscrap. Unfortunately, despite her heroic efforts, Laboni's machine is not a match for vehicles that have been tested and improved over

the course of multiple junkraces. She is not a pilot and has no experience with weaponry. If Laboni is going to have a chance, the PCs must help improve her vehicle. Use the simplified vehicle statistics below for Laboni's base vehicle. Full rules for vehicles start on page 228 of the *Starfinder Core Rulebook*.

BASIC JUNKRACER

Speed 40 ft., full 400 ft.

EAC 10; **KAC** 12

Attack energy weapon (-4 to Piloting)

Modifiers +2 Piloting, -3 attack

Passengers 1

SPECIAL ABILITIES

Remote Control Laboni's junkracer and weaponry can be remotely controlled by the PCs, allowing them to make attack rolls and attempt Piloting checks in her place.

THE OTHER RACERS

There are five other pilots in the competition: Lemgem, Nyizin, Orsis, Ratrod, and Velocity.

LEMGEM (FEMALE FEYCHILD GNOME TECHNOMANCER)

Skills Piloting +4; **Ranged Attack Bonus** +4; **Special** Due to her erratic driving, roll a d4 at the start of Lemgem's turn; on a result of 3 or 4, the vehicle gains a 10-foot bonus to speed (vehicle speed resets at the end of the round).

Description Lemgem is a blue-haired gnome covered in piercings, tattoos, and augmentations. A short conversation reveals she is obsessed with continual alterations to herself and her racer, to the point where her vehicle modifications skirt the bounds of common sense.

Social Convincing Lemgem to dangerously overclock her own machine requires a DC 11 Bluff check, which causes the vehicle's engine to explode at the race's start and removes Lemgem from the race entirely. PCs may instead talk her into an alliance with a DC 13 Diplomacy check, whereupon she agrees to help the PCs in the race and warns them about Ratrod's energy absorption ability. If persuaded into an alliance, Lemgem agrees to take second place and does her best to weaken the position of racers ahead of Laboni's vehicle.

NYIZIN (FEMALE RYPHORIAN SOLDIER)

Skills Piloting +4; **Ranged Attack Bonus** +8; **Special** Nyizin can kick her vehicle into high gear to increase her vehicle's speed by 20 feet on her next turn, at the cost of setting her racer's EAC and KAC to 5.

Description Still bearing the scars of the fight that killed her dragonkin partner, Nyizin is a racer with an obvious death wish. Unstable black-market mods made of dragon bone and elemental energies fill Nyizin's vehicle. So long as she is alive, she intends to win in honor of her fallen companion.

Social Nyizin refuses to ally with the PCs during the race, but if the PCs empathize with her desires with a successful DC

17 Culture check, she becomes friendly and explains how to overload a junkracer's engine. This modification allows the PCs to press their engine during the race and double their speed for one round, but there is a 50% chance the engine could have an internal malfunction on the next round that permanently reduces the vehicle's base speed by half.

ORSIS (MALE DAMAYA LASHUNTA MECHANIC)

Skills Piloting +6; **Ranged Attack Bonus** +6; **Special** Orsis gains a +4 bonus to his vehicle's EAC and KAC.

Description Orsis is a stoic, dark-haired lashunta who looks unfairly good in black and gold.

Social Orsis uses his *detect thoughts* (DC 15) ability on any PCs that come near his junkracer. Though this is mostly out of quiet vanity and wanting to know what they think of his rig, he warns off any PCs that are entertaining thoughts of cheating, which increases the Stealth DC of future sabotage efforts by 5. He refuses to ally with the PCs during the race, but he offers them tips if they succeed at a DC 16 Diplomacy check to befriend him. These tips can be used while remotely controlling Laboni's vehicle, granting a +2 insight bonus to Piloting checks; if none of the PCs have ranks in the Piloting skill, raise this bonus to +5.

RATROD (MALE YSOKI TECHNOMANCER)

Skills Piloting +8; **Ranged Attack Bonus** +8; **Special** Once per round, Ratrod may absorb a successful energy attack against him and convert the Piloting penalty imposed by the weapon into an equivalent Piloting bonus.

Description Ratrod is a ysoki with mottled gray-and-white fur. He has a showman's personality to match his icon status. People in the Spike consider him something of a hero to the ysoki-dominated Scrap Union.

Social The ratfolk has no interest in helping Laboni, but he's willing to banter with the PCs. Though most of his talk plays to the crowd, PCs who succeed at a DC 11 Sense Motive check recognize he takes offense at the challenge to his legitimacy. PCs can use this knowledge to raise the stakes on the race by further trash-talking with a successful DC 17 Intimidate check. On a success the taunting affects Ratrod's actions during the race; he takes a -2 penalty to all rolls if Laboni is ahead of him, but gains a +1 morale bonus if he is ahead of Laboni.

VELOCITY (NONBINARY ANDROID ENVOY)

Skills Piloting +10; **Ranged Attack Bonus** +7; **Special** Velocity's vehicle has a 10-foot penalty to speed, but has an additional basic kinetic weapon installed.

Description Velocity is a beautiful android with silver hair and skin. They have self-modified to have both masculine and feminine attributes, and have decorated their clothing, eyelids, and lips with bright, colorful patterns. While the android is a very good pilot, they struggle with engineering and have

never won a race—they have mostly sought entertainment by shooting at other racers during previous competitions.

Social Velocity is itching to drive something faster but does not have the expertise to make it happen; the PCs can persuade the android into an alliance if the PCs improve the android's junkracer speed with a Mechanics check (using the same rules as for improving Laboni's junkracer on page 6). If persuaded in this manner, Velocity positions themselves to take second place in the race and directs their weapons against anyone in front of Laboni's junkracer.

OPPOSING VEHICLES

Randomly assign or arrange the following vehicle statistics among all pilots except Ratrod (use **Handout #2: Scrap Battle Racer and Vehicle Statistics** on page 21 to easily mix and match).

BULKY JUNKRACER

Speed 50 ft., full 500 ft.

EAC 10; **KAC** 14

Attack kinetic weapon (-4 to Piloting)

Modifiers +2 Piloting, -3 attack

Passengers 1

SLEEK JUNKRACER

Speed 55 ft., full 550 ft.

EAC 10; **KAC** 12

Modifiers +4 Piloting, -3 attack

Passengers 1

SPHERICAL JUNKRACER

Speed 50 ft., full 500 ft.

EAC 12; **KAC** 14

Attack kinetic weapon (-4 to Piloting)

Modifiers +2 Piloting, -3 attack

Passengers 1

WELL-ARMED JUNKRACER

Speed 50 ft., full 500 ft.

EAC 10; **KAC** 12

Attack energy weapon (-4 to Piloting), kinetic weapon (-6 to Piloting)

Modifiers +2 Piloting, -3 attack

Passengers 1

Ratrod's vehicle always uses the following stats.

RATROD'S JUNKRACER

Speed 55 ft., full 550 ft.

EAC 12; **KAC** 14

Attack energy weapon (-4 to Piloting)

Modifiers +2 Piloting, -3 attack

Passengers 1

THE RACE

Prior to the start of the race, the vehicles set up at the starting line, and they take off when given the signal. Laboni is technically piloting her vehicle, but since she lacks the necessary racing skills, she needs the PCs' help to compete. The race uses a modified version of the vehicle chase rules, beginning on page 282 of the *Starfinder Core Rulebook*.

Each turn of the race includes two phases: First, all the competitors fire their weapons at their chosen targets. Second, all the pilots attempt Piloting checks to determine their positions in the race. Any number of players can each control a single weapon during the firing phase, whereas only one player can act during the piloting phase. If any PCs have nothing to do, the GM can allow them to take control of any racer with whom they have made an alliance, using that racer's statistics. Actions during each of the race phases occur simultaneously, so there is no need to determine an order or initiative.

Phase One: All racers may fire their weapons by rolling a ranged attack roll against their target competitor's vehicle EAC (for energy weapons) or KAC (for kinetic weapons), with a bonus or penalty equal to the vehicle's attack modifier. Each weapon can be fired only once per round. Successful weapon attacks impose Piloting penalties (usually -4, unless the weapon was upgraded using one of the PCs' prerace actions) that last for the rest of the turn. The other racers attack whomever is most threatening to their lead, but Ratrod always aims at Laboni unless she is three or more spots behind.

Phase Two: Once all the weapons have been fired and the relevant Piloting penalties have been applied to each driver, each racer must attempt a DC 16 Piloting check, modified by the vehicle's Piloting bonus. Success means the vehicle moves at its full speed along the track (for the purposes of this race, assume a junkracer's full speed is equal to the vehicle's speed × 10). Failure causes the vehicle to crash into piles of junk on the sidelines, forcing it to move at half speed (the vehicle's speed × 5) on the circuit; failure by more than 10 points causes the vehicle to get stuck and not move at all for that round.

The Track: The racing circuit is 3,000 feet long, and whoever crosses the finish line first is the winner. If multiple vehicles cross the finish line on the same round, whoever is farther across is the winner; if multiple vehicles tie for this distance, the race is a tie.



Historia-7

OUTCOME

Winning or tying the race is enough to satisfy Radaszam, but if Laboni wins, the praise goes to her head and she becomes a regular competitor on Ratrod's show. This twist in events provides the Starfinder Society with valuable contacts in the Salvage Union, leaving Radaszam both exasperated and vaguely amused at the result.

Treasure: If Laboni wins the race, she apologizes to Ratrod for her previous statements. The ysoki's pride still hurts, but the gesture compels the Salvage Union to offer Laboni some extra payment in the form of collected gear, on top of the race's prize money. In turn, Laboni presents the PCs with a set of graphite carbon skin armor and 400 credits from the race's prize pool.

Rewards: If the PCs fail to secure a tie or victory for Laboni in the race, reduce each PC's credits earned by 185 credits. If the PCs managed to secure second place, instead reduce each PC's credits earned by 90 credits.

MISSION 2: DATAPHILES

Historia-7 (LN female android mechanic) manages the activities of the Dataphiles within the Archives compound of the Lorespire Complex. She took on her name when she became an apprentice to the former head of the Dataphiles, the reclusive Historia-6. Ever since her mentor disappeared in the Scoured Stars incident, she has assumed leadership of the faction. Historia-7 follows her predecessor's meticulous methods of data analysis, but she has become somewhat obsessed with the idea that other organizations are somehow responsible for withholding data relating to the Scoured Stars. As a result, much of the Dataphiles' current operations involve the active investigation and infiltration of other institutions, both within and beyond the Pact Worlds.

Read or paraphrase the following to begin Historia-7's mission.

The Lorespire Complex, home and heart of the Starfinder Society, is a striking campus dedicated to knowledge. Communal labs and historical departments study the Archives' massive collection of artifacts and texts, gathered by generations of agents from across the galaxy. A quick search of the directory indicates Historia-7 frequents the Archives' Cortex, a computerized matrix containing digital records of the Starfinder Society's most prominent discoveries.

The android reclines on a raised chair and is plugged into the local infosphere when the doors open. The neural cables detach themselves from her neck as she swivels in her seat to address the new arrivals. "Greetings, Starfinders," she says calmly. "I am Historia-7. If you are seeking a mission from me, please be aware that my request requires both discretion and speed. Do not accept it if you feel incapable of working within these parameters.

"I discovered someone recently hacked into Bluerise Tower's computer systems and stole a large amount of sensitive data from the resident corporations. I wish to be privy to this information. I managed to trace the hacker's location through many proxies and erased the trail so that station and corporate

security should be delayed in their pursuit. This deception will not fool them for long, so you must move quickly to retrieve the data before they can recover it. I will leave you to decide what to do with the hacker afterward, but should it be feasible, I believe that person would be an asset to the Society."

PCs who press for details can get more information on Bluerise Tower, a private office structure maintained by multiple corporations and legally protected to the point that even the station's Stewards have difficulty entering. Why these corporations need such absolute sovereignty over their own affairs is a question of great interest to many people, including Historia-7—the android explains she believes the companies know more than they let on, and that the Society needs to stay informed in its vulnerable state. Should the PCs agree to the mission, Historia-7 gives them the address to a flat in Drifter's End, a district in the station's Ring known for providing cheap housing to vagabonds of all sorts.

DRIFTER'S END

The coordinates that Historia-7 gives the PCs point to an apartment that resembles a cement cube, with several tomato plants in plastic barrels sitting on an otherwise barren porch. Boxes of nutrient broth, gardening tools, and various cultural knickknacks clutter the floor of the flat, leaving barely any room for visitors to sit down.

Residents: The plants are being hand-pollinated by a young man named **Jubair** (N male human). When questioned about any mission-relevant details, he honestly insists he has no idea what the PCs are talking about, and quickly becomes alarmed by the PCs' line of questioning. Should the PCs persist in interrogating him, the ruckus attracts the attention of his grandmother, **Ceren** (CN female human operative), a wizened old woman in a blue-and-white abaya. Ceren likewise claims she has no idea what the PCs are talking about, but she seems oddly uncertain and invites the PCs inside the house for tea to sort things out.

Assuming the PCs take up the old woman's offer, Ceren asks them to explain why they are at her house. If the PCs reveal their mission, the old woman examines her neural implants and realizes she has the stolen files, though she has no idea how she got them. Jubair is shocked, but Ceren calmly explains her circumstances to the PCs: she had indeed been a hacker in her earlier years—one of the best of the best in her field. However, old age brought on a degenerative brain disease, which forced her into retirement. Augmentations in Ceren's brain halted the damage and keep her functional, but she still has large lapses in memory and is no longer as capable as she once was. Ceren concludes that she must have slipped into a younger mindset, performed the hack, and forgotten about it. Since she cannot recall the circumstances, she is happy to give the files to the PCs in exchange for their aid. Since she is guilty of stealing from Bluerise Tower, it is only a matter of time before corporate security hunts her down. Ceren has no realistic hope of evading agents in her current state. She proposes that the PCs help fake her death to get her out of the hot water she has landed herself in, and that they place Jubair under Society protection.

Scaling In Memoriam

To accommodate a group of four PCs, lower the DCs on all skill checks by 2, and count a task as successful if the PCs have an equal number of successful and failed rolls.

Despite the circumstances, she seems quite enthusiastic, even noting that these events remind her of her “younger days.”

Infamy: Both Jubair and Ceren are noncombatants and have no weapons. While nothing stops the PCs from killing both of them and taking the files, Historia-7 makes no effort to protect murderous PCs from the consequences of their actions. PCs partaking in or condoning this course of action gain 1 Infamy.

IN MEMORIAM

To successfully fake Ceren's death, the PCs need to manipulate data to convince the station systems that Ceren is dead. They also need to provide a new identity for Ceren to take over. Keep track of how many rolls the PCs attempt for each of the following tasks, and how many failed skill checks they have compared to successful ones—while the PCs want to create a realistic cover-up, every failure increases the chances that their story will fall apart under examination.

During the PCs' actions, Ceren has Jubair collect their most precious belongings while she goes into temporary hiding. She provides the PCs with a location where they will meet in 6 hours: a bridge she enjoys in Jatembe Park.

Death Certificate: In order to fool any pursuers, Ceren needs to be declared dead. The PCs can fake her body by obtaining a cadaver and using a DC 18 Disguise or Medicine check to alter the corpse to match Ceren's records. Shady coroners can provide fresh corpses for this purpose with a bribe of 60 credits, though PCs may come up with their own creative solutions. Alternatively, a DC 16 Computers check can hack the medical system and change Ceren's records to match the corpse. PCs can also use a DC 15 Bluff check to convince the morticians they are grieving relatives and falsely identify an unclaimed body as Ceren's.

Alternatively, PCs can simply bribe a mortician to file a fake death report for 100 credits, though the mortician is willing to sell out the PCs to corporate pursuers (which counts as a failed roll) unless the PCs succeed at a DC 15 Intimidate check to demand the mortician's silence. A PC who happens to have Profession ranks in a funerary, medical, or security field can file a false report on her own with a successful DC 12 Profession check.

New Identity: Ceren needs a new identity if she wants to survive her false death. PCs can help set up a solid new alias for Ceren with a successful DC 15 Bluff, Culture, or Disguise check. They can use a successful DC 17 Diplomacy check to provide Ceren with allies and contacts in her new life. A successful DC 14

Profession check in any field can pull strings to get Ceren a new job, though she refuses degrading or dangerous employment. PCs with the Computers skill can attempt a DC 18 check to forge Ceren different identification papers. PCs need at least three successful checks to create a solid legal persona for Ceren.

Development: To determine the PCs' success at faking Ceren's death, compare how many successful checks the PCs made against how many checks they failed for both forging a death certificate and creating a new identity. If the PCs have more successful checks than failed checks for that particular element, their deception holds up to scrutiny. Otherwise, the company agents eventually pierce the ruse. The results of this are not immediate, but factor them into the overall success of the mission as described in the Outcome section detailed on page 12.

A. BRIDGESIDE AMBUSH (CR 2)

The PCs have only a set amount of time to prepare Ceren's new identity. Once they complete the necessary steps to secure a death certificate and establish her new identity, or at the end of 6 hours, they must meet with Ceren at the designated meeting place in Jatembe Park.

Open to all citizens, Jatembe Park occupies a wide portion of the Eye of Absalom Station. Filled with lush trees and open grass fields, the park offers some natural terrain to the otherwise metal-clad station. Ceren's meeting point is one such forested portion of the park, specifically a spot often ignored by citizens due to the winding path required to reach it.

Creatures: While Ceren awaits the PCs' arrival at the bridge, a group of corporate-hired thugs lurks in the nearby trees. One of the hacked corporations managed to plant a worm that traced Ceren's location just prior to Historia-7's data scrubbing. While the PCs prepared Ceren's fake death, the organization hired a team of local gangers to ambush the hacker. By the time the PCs arrive, the thugs have finished confirming Ceren's identity and are moving to confront her.

The PCs can interrupt the gangers with a successful DC 21 Intimidate check, but otherwise they warn the PCs not to get involved and move to apprehend Ceren. They see Ceren, correctly, as a noncombatant and attack the PCs only if they refuse to vacate the area. The gangers use their pistols, leaving the cover of the nearby forest.

Ceren stays out of combat, cowering on the bridge until the shooting stops.

CORPORATE-HIRED GANGERS (3) CR 1/2

LN Medium humanoid (human)

Init +4; **Perception** +4

DEFENSE **HP 13 EACH**

EAC 10; **KAC** 12

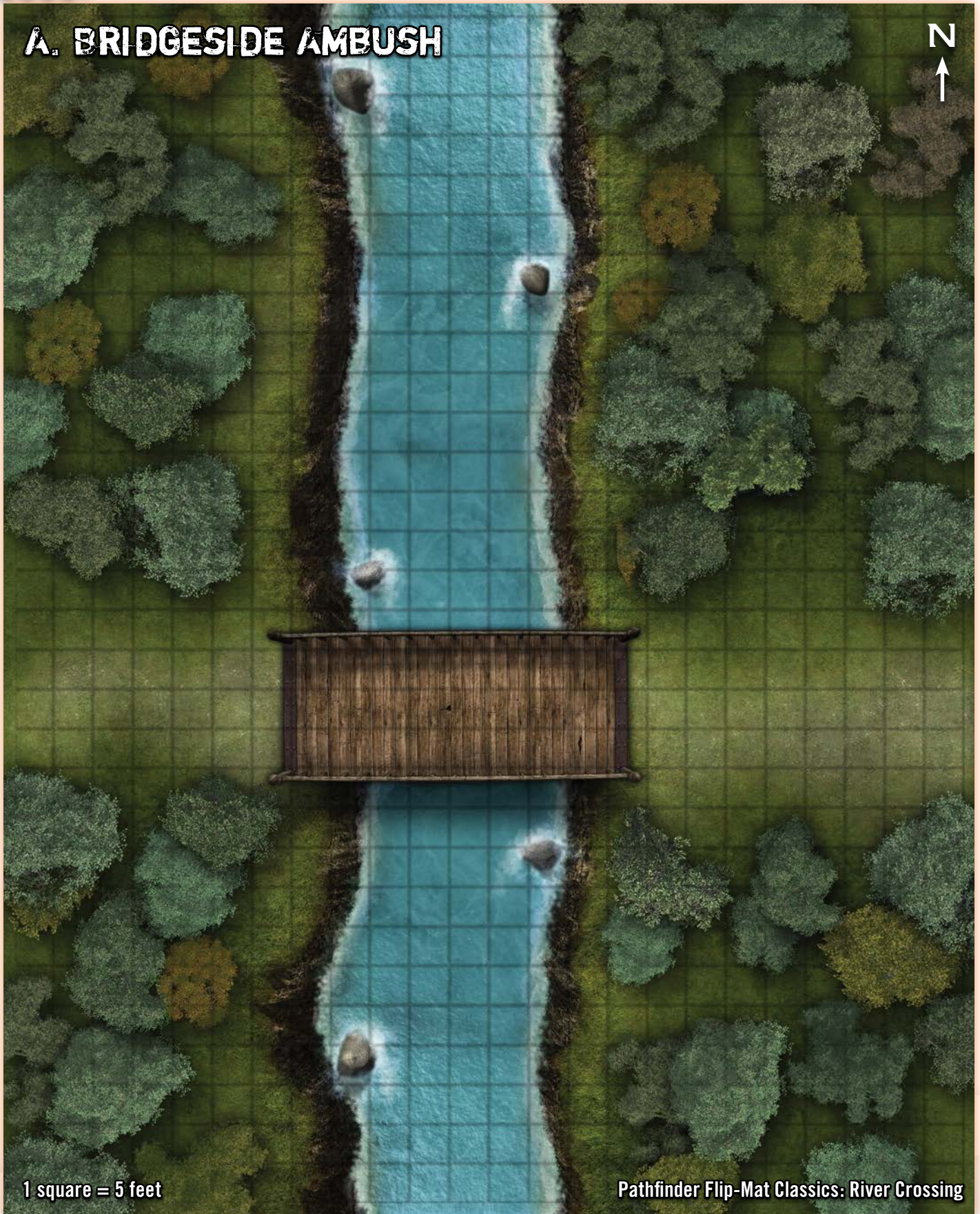
Fort +2; **Ref** +4; **Will** +0

OFFENSE

Speed 30 ft.

Melee tactical baton +3 (1d6 B)

A. BRIDGESIDE AMBUSH



1 square = 5 feet

Pathfinder Flip-Mat Classics: River Crossing

Scaling Bridgeside Ambush

To accommodate a group of four PCs, reduce the total number of gangers by one.

Ranged pulsecaster pistol +6
(1d4 E nonlethal)

TACTICS

During Combat The gangers advance into combat, firing their corporation-provided pistols to deal nonlethal damage to the PCs. If the gangers are cornered, they switch to their tactical batons.

Morale A ganger retreats from combat, abandoning her allies, if reduced to fewer than 4 Hit Points.

STATISTICS

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

Wis +0; **Cha** -1

Skills Acrobatics +5, Bluff +5, Intimidate +9, Stealth +5

Languages Common

Gear flight suit stationwear, pulsecaster pistol with battery (20 charges), tactical baton, credstick (100 credits)

Development: Once the PCs defeat or drive off the gangers, they are free to collect Ceren. The hacker seems unperturbed by the gangers' appearance, confident that the PCs' work at falsifying her death should throw off future investigations into her whereabouts. From here, the PCs can provide Ceren with the information pertaining to her new identity, at which point the wizened hacker departs to find Jubair and go into hiding.

OUTCOME

Historia-7 contacts the PCs remotely shortly after the PCs defeat the gangers and provide Ceren with the information about her new life. If the PCs succeeded at one of the two parts of faking Ceren's death, then Historia-7 thanks them for their help and makes a brief quip about having to fix only "some of their work"—a true compliment from the Dataphiles leader. If the party succeeded at both aspects of the deception, Historia-7 relays that Ceren feels comfortable enough in her new identity to risk a return to public life. So long as the PCs have not threatened or harmed Ceren, her grandson, or her tomato plants, the aged hacker claims this is the most alive she has felt in ages and offers to assist the Dataphiles if they ever require her skills. If the PCs failed both aspects of

the deception, then Historia-7 nonchalantly thanks the PCs for handling the gangers and states that she personally handled forging Ceren's death. No matter the outcome of the deception, the PCs get the files to satisfy Historia-7's request.

Treasure: A rudimentary courier robot greets the PCs sometime between the completion of this mission and the start of the next. It presents the PCs with a gift box containing a standard datajack and 200 credits. A simple electronic message from Historia-7 indicates that the datajack is a token of thanks from the Dataphiles. If the PCs succeeded at one or more aspects of Ceren's deception, the box also contains a frostbite-class zero rifle. The rifle is an old—albeit out-of-place—acquisition of Ceren's that Jubair found while cleaning out the family house. Historia-7 entrusts both items to the PCs for the remainder of the scenario.

Rewards: If the PCs fail to save Ceren from the hired gangers, reduce each PC's credits earned by 185 credits.



MISSION 3: EXO-GUARDIANS

The Exo-Guardians do not currently have a headquarters on Absalom Station, but their leader, **Zigvigix** (LG host shirren soldier), resides in the poor but trendy neighborhood of Downlow. A long-standing member of the Exo-Guardians, Zigvigix suffered severe injuries prior to the Society's expedition to the Scoured Stars, which prevented them from taking part. Zigvigix became overwhelmed with survivor's guilt for not being present for the ill-fated expedition. Eventually, they took up leadership of the remaining Exo-Guardians on the advice of First Seeker Luwazi Elsebo, turning their survivor's guilt into something constructive. Read or paraphrase the following to begin Zigvigix's mission.

Garbage litters the ground around the district's largest art park—a cement lot filled with undulating metal sculptures and covered in graffiti of grotesquely adorable creatures. The sounds of music and chatter drift over from the nearby clubs, chronically interrupted by the roar of the local gangsters' engines. A heavily augmented host shirren is sitting on one of the park benches, eating a simple meal of cold grub-noodles and rice candy. Their antennae perk up at the tremor of approaching footsteps. "Welcome, new Starfinders! And congratulations!" the shirren's voice telepathically projects. "My speech-name is Zigvigix, but feel free to call me Ziggy, if that would be easier for you. Have some rice candy to celebrate your graduation! Today is your big day!"

“When you are ready, I have two assignments I could use assistance with. The first is to help me secure a new headquarters on Absalom Station. I’ve been in talks with our station’s protectors, the Stewards, and they were kind enough to give us ownership of a warehouse here in Downlow for that purpose! The current owners no longer want it because a vicious alien took it over and kills anyone who goes inside. Once the alien is gone and the warehouse cargo has been returned to its owners, we can start installing desks and computers, so please go in and incinerate the creature!”

“My second assignment...” Zigvigix twitches their tooth barbs for a moment and then holds out a credstick. “Please buy the brand-new Strawberry Machine Cake album, *Star Sugar Heartlove!!!*, which is out today, and give it to Historia-7 when you see her. She is the head of the Dataphiles, so you should meet her today! I wish to do it myself, but I... I have trouble standing for long periods of time. Thank you very much!”

Zigvigix’s primary concern is getting a new base set up for the Exo-Guardians. They convey that the old Exo-Guardian base was located on a world in the Vast, but the bastion fell to an alien threat shortly after the Scoured Stars incident. The new Exo-Guardians leader is not keen on discussing this point for too long, enthusiastically trying to change the subject to answering questions directly related to their missions.

Warehouse Follow-Up: If the PCs ask for further details on the hostile alien, Zigvigix explains that they believe the creature is a feather stalker, a predator far more unpleasant than its name implies. As far as the Stewards have been able to piece together, a two-bit crime lord illegally imported the creature, and the beast promptly ate him. Zigvigix can provide holorecordings of the incident taken off the station’s security cameras—PCs who watch them can attempt a Life Science check, using the skill’s identify creature task to discover the abilities of the feather stalker.

Strawberry Machine Cake Follow-Up: If asked about the new Strawberry Machine Cake album, Zigvigix says that Historia-7 has seemed down after losing her mentor in the Scoured Stars. They hope the sugar-pop music can cheer up the android; Zigvigix adds that the band’s music always makes them feel better. They go on to gush about favorite songs, expressing regret they cannot hear the newest releases, as the shirren finds it incredibly difficult to stand in the long lines. If a PC succeeds at a DC 17 Sense Motive check—or an astute player voices the observation without a roll—the PCs may note that Zigvigix is not buying a copy for themselves. The shirren’s response makes it clear that despite their obvious desire, they downplay their opinion when it might benefit themselves and seem uncomfortable spending money on their own personal wants—an oddity for the highly individual shirrens.

STRAWBERRY MACHINE CAKE

Getting the album that Zigvigix requested requires standing in a raucous line for 6 hours. So long as the PCs do so, they get the

album, but they must succeed at a DC 12 Fortitude save to avoid becoming fatigued, followed by a DC 11 Reflex save to avoid taking 1d4 bludgeoning damage from the exuberant crowd on the way out. The PCs can each buy an extra copy of *Star Sugar Heartlove!!!* for themselves, but they must pay 50 credits for each additional album. Similarly, the PCs can pool credits together to purchase an additional copy for Zigvigix. If the PCs later give Historia-7 (see page 9) the music album, she gives them a long, unreadable stare before calmly stating she will enter it into the archives.

Treasure: If a PC buys an album for Zigvigix as well as for Historia-7, the shirren squeals in delight and offers a single *charge cloak* as a reward.

B. NOT-QUITE-ABANDONED WAREHOUSE

Until the PCs enter the Downlow warehouse, they are free to purchase additional equipment that they might need for their assignment. Once the PCs declare they are ready, station security allows them through the force barrier set up around the perimeter of the warehouse.

The doors to the warehouse were forced open and no longer lock. The warehouse ceiling is 30 feet high, and a catwalk runs 15 feet above the floor. The crates and vehicle are approximately 5 feet tall, while the cylindrical containers and the crate-filled scaffolding are 10 feet tall. Climbing the crates and scaffolding requires a successful DC 10 Athletics check. A pit in the warehouse floor is 10 feet deep. The scattered junk on the floor creates an area of difficult terrain. The lights on the catwalk are not bright enough to illuminate the area, leaving the warehouse in dim light.

Each PC can spend a full-round action and a DC 12 Perception check to look through the crates in the warehouse for minor useful items. They can only make a number of successful checks equal to the number of PCs in the party. For each successful check, roll randomly on the table below to determine the discovery:

WAREHOUSE DISCOVERY

d4	Result
1	Battery
2	Flare
3	Flashlight
4	Medpatch

Creature: The feather stalker lives up to its name; it is a large black-and-white creature (specifically, a crinoid) made up of long feathery appendages and little else. It has an animal mindset and ignores any attempts to communicate. It does not attack unless a PC separates from the group, or until it is spotted or spots a PC within 20 feet. A PC who succeeds at a DC 16 Perception check locates the creature’s hiding place when he moves within 30 feet of it or if a flare illuminates it; a PC within 20 feet of the creature automatically sees it. The creature’s position on the map is random; the GM should roll on the table on page 14 to set the feather stalker’s starting position.

B. NOT-QUITE-ABANDONED WAREHOUSE



1 square = 5 feet

Scaling the Warehouse

To accommodate a group of four PCs, reduce the feather stalker's Hit Points to 30 as a result of its failed escape attempt. In addition, the feather stalker takes a -2 penalty to all attack rolls.

FEATHER STALKER STARTING POSITION

d4	Location
1	A (buried in its nest)
2	B (inside the pit)
3	C (on top of the crate-filled scaffolding)
4	D (on the catwalk near the vehicle)

FEATHER STALKER

CR 3

N Large aberration

Init +3; Senses darkvision 60 ft.; Perception +4

DEFENSE

HP 35

EAC 15; KAC 14

Fort +5; Ref +5; Will +3

OFFENSE

Speed 30 ft.; climb 30 ft.

Melee feather appendage +8 (1d6+3 B)

Ranged feather harpoon +10 (1d6+2 P)

Space 10 ft.; Reach 5 ft.

TACTICS

During Combat The creature makes full attacks each round, or fires at a distance if no one is within easy striking range.

Morale The feather stalker fights to the death so long as the PCs remain in the warehouse. If the PCs retreat outside of the warehouse, the feather stalker does not follow.

STATISTICS

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

Skills Acrobatics +13, Intimidate +8, Stealth +8

SPECIAL ABILITIES

Adapted Defense (Ex) The GM should roll 1d4, consult the table below, and give the feather stalker the associated energy resistance:

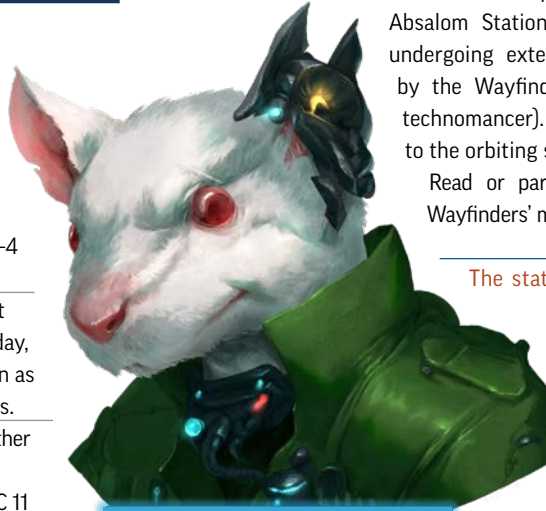
d4	Energy Resistance
1	Cold 2
2	Electricity 2

- 3 Fire 2
- 4 Sonic 2

Adapted Offense (Ex) The GM should roll 1d4, consult the table below, and give the feather stalker the associated offensive ability:

d4 Offensive Ability

- 1 The feather stalker has a reach of 10 ft.
- 2 The feather stalker can release two feather harpoons as a full attack action, and takes only a -3 penalty to the attack rolls instead of the normal -4 penalty for a full attack.
- 3 The feather stalker can cast reflecting armor twice per day, and casts it on itself as soon as it becomes aware of the PCs.
- 4 A creature struck by the feather stalker's feather appendage attacks must succeed at a DC 11 Fortitude save or become sickened for 1d4+1 rounds.



Fitch

Feather Harpoon (Ex) A feather stalker can release a piercing feather at a single foe as a ranged attack targeting KAC with a range increment of 40 feet. It can release only one feather per round, unless it has the extra attack advantage from its adapted offense ability.

Treasure: Although the PCs may offer to hand over any items they might have scavenged from the crates, station security tells them to keep anything they claimed in the warehouse.

Development: Once the PCs defeat the feather stalker, a contingent of station security moves into the warehouse to start removing cargo and freeing up the space for the Exo-Guardians. As this occurs, Zigvigix emerges from behind the cordon line to congratulate the PCs on a successful extermination.

OUTCOME

So long as the PCs remove the feather stalker from the warehouse, Zigvigix is satisfied, though they prefer minimal collateral damage to the structure. If the PCs made sure to give the music album to Historia-7, the shirren praises the PCs and commends them for their strong team spirit.

Treasure: Zigvigix presents the PCs with a set of basic iridishell armor, a pair of incendiary grenades I, and 400 credits. They apologize for the lack of credits they can offer but excitedly warn the PCs, "Have fun with the grenades, but don't blow yourselves up—I like you!"

Rewards: If the PCs fail to defeat the monster, reduce each PC's credits earned by 192 credits.

MISSION 4: WAYFINDERS

The Wayfinders' transitory nature precludes them from having a single stationary headquarters on Absalom Station. Instead, the Wayfinders operate out of the *Master of Stars*, an enormous starship that is part of the Armada orbiting Absalom Station. The *Master of Stars* is currently undergoing extensive repairs, obsessively overseen by the Wayfinders' leader **Fitch** (CN female ysoki technomancer). A Society shuttle takes the PCs out to the orbiting ship.

Read or paraphrase the following to begin the Wayfinders' mission.

The station's Armada can be seen from the shuttle's view screen as it takes off, gleaming figures standing out against the emptiness of space. The *Master of Stars* immediately stands out from the rest, as layers and layers of scaffolding obscure its hull. Tiny lights flicker among the metal beams as distant figures weld plates and heat shields to the ship's exterior. The shuttle smoothly glides closer until it reaches the starship's docking bay, slipping through the magic field that

keeps the hold pressurized with breathable atmosphere. As the shuttle doors open, a small drone flies in and pops up a holoscreen, displaying a harried-looking ratfolk.

"Finally, fresh meat!" the ysoki exclaims over the screen, sounding pleased. "Name's Fitch—pleasantries over, time to get to work. I had some trouble earlier with the lights flickering on the ship, and now both the lights and computers have suddenly gone out on E-Deck. No idea what's causing it, but you work this job long enough and—" Fitch's attention flicks to something offscreen, and she shouts "Kirkath! The welding torch is not a toy! You wanna go in the toddler's pen with the other kids?" She snorts dismissively before continuing, "Sorry, some of these little ones would cut off their own heads if I let them. Anyway, it could be some lunkhead screwed up the wiring, but that's a pretty big system failure for a simple electrical short. I'd prefer to send in some people with combat training to scout it out, just in case someone or something is sabotaging the ship. If it's nothing, great, get the power back on if you can. If there's something suspicious, use your comm units to report in to me. I'll give you the access codes, so—Selicha! If you touch that panel I will staple you to the hull!"

The screen on the drone cuts out, then flashes to display the ship's schematics and the passwords for the computers on E-Deck.

Any PC with a comm unit can use it to continue speaking with Fitch. Unless the PCs have something to report to Fitch, the Wayfinders' leader is too busy to give anything more than brief responses. The PCs can use the working lifts and maintenance tunnels to reach E-Deck. The doors on E-Deck are closed and do not automatically open without power, but since the magnetic seals on the doors are also disabled due to the power loss, the PCs can force their way through with no roll required.

C. E-DECK

The *Master of Stars* is the largest starship in the Society's arsenal. Even before the events of the Scoured Stars, it was the pride of the fleet. Years of neglect required an extensive retrofit during the events of the Scoured Stars incident, inadvertently saving the flagship. The repairs are still ongoing, hampered by the lack of any senior Starfinders familiar with the ship's myriad and esoteric systems.

E-Deck is a heavily underused section of the *Master of Stars*, consisting of various primary access corridors and adjoining chambers. Most side rooms are crew quarters or communal living spaces—far less important locations due to the recent shortage in personnel. The Wayfinders recently started using some of these chambers to store nonthreatening alien objects.

Rerouting the Power: The E-Deck is in total darkness when the PCs arrive, making the first order of business to restore power to the lights and the cameras prior to entering the area. A PC who succeeds at a DC 15 Computers or Engineering check can reroute power into the local systems; if none of the PCs have the proper skills to accomplish this, they can attempt a DC 14 Diplomacy check to convince Fitch to send down a mechanic. This quick jury-rigging only provides limited power to the PCs' section of E-Deck, but it is enough to restore moderate computer functionality.

Most of the starship's cameras remain off, but the PCs can check them to reveal that there are two human children hiding in an empty storage room (area **C1**). The PCs can reach the storage room from the area marked on the map. PCs failing to restore the power need to wander the deck for an hour, using personal light sources, to find the children in area **C1**.

C1. EMPTY STORAGE

Scattered barrels and boxes line the lowered floor of this storage chamber. A thick bulkhead to the port side leads farther onto the deck, while a similar bulkhead to the aft connects to an arterial hallway that runs the length of the deck.

This storage room is in a somewhat haphazard state—as if a small, terrified alien had rushed through it. All the boxes and barrels in the chamber are empty. The PCs should be aware of the presence of two human children if they successfully activated the deck's camera system. If the PCs failed to accomplish this, the children should eventually catch the PCs' attention with the sounds of their increasing panic.

Creatures: The two hiding children are Kieu Lan and Kieu Si, the daughter and son of one of the ship engineers, **Kieu Kein** (LN male human mechanic). With Kieu Kein's wife missing in the Scoured Stars incident, he brings his children onto the ship during work hours and leaves them in a specially designated children's area. Kieu Lan and Kieu Si were the first people to stumble across a newly awoken alien that had escaped from one of the storage chambers. Since both children are under eight years old and lack a firm understanding of interstellar politics, they handled the situation poorly; the alien was small and non-humanoid, and it did not respond to any standard language, leading the children to assume it was animalistic. They decided to keep the alien as a pet and hid it in the adjacent room. The alien began meddling with exposed ship cabling and other internal ship components, causing the power outage.

Kieu Lan and Kieu Si wound up trapped when the lights went out. They lacked the strength to force open the closed doors, so they were stuck in the lightless storage room. The children were unable to communicate with anyone on the ship as they had removed their communicators before sneaking onto E-Deck to bring the alien food. The two children are now near hysterics, alternating between relief at having been found and panic that they are going to be in trouble.

If the PCs previously restored limited functionality to E-Deck, the children attempt to protect their "friend" by using the newly powered computers to set up a crude trap in the adjacent chamber. A PC can identify that something is amiss with a DC 12 Sense Motive check. A successful DC 15 Diplomacy or Intimidate check makes the children reveal the presence of the trap.

Trap: Kieu Lan and Kieu Si reset the sensitivity on the ship's fire extinguishers to go off at the slightest sign of heat, including the body heat of the PCs. The extinguishers activate as soon as a PC attempts to use the western doorway. Should the PCs unwittingly walk through the fire suppression system, it hoses them down with gallons upon gallons of fire retardant foam. This does not cause any damage, but the foam is slow to dissipate and seeps into eyes, soft tissue, and mechanical joints.

FIRE EXTINGUISHER TRAP

CR 1/2

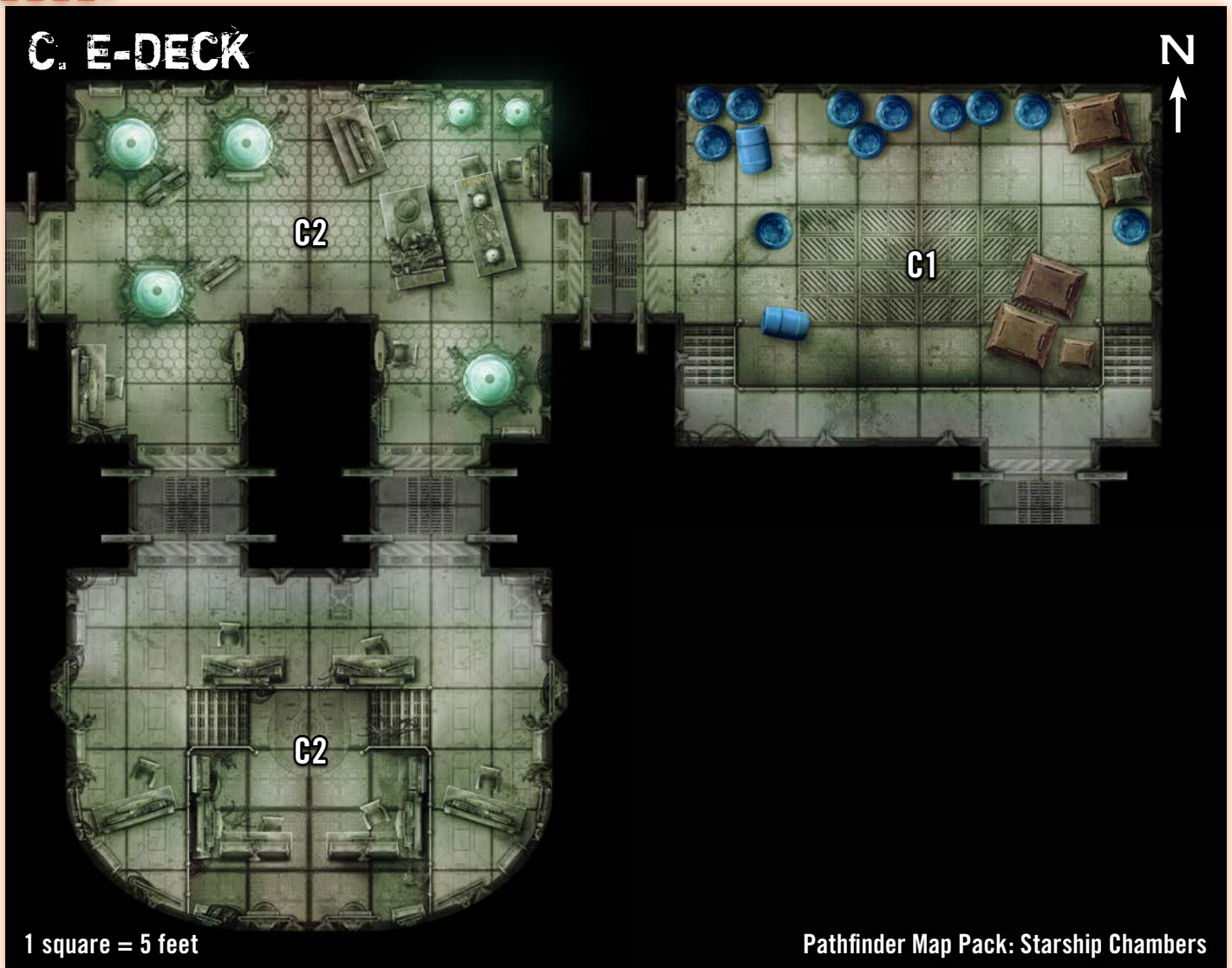
Type technological; **Perception** DC 17; **Disable** Engineering 15 (disable thermal sensors)

Trigger location; **Reset** 1 minute

Effect -2 penalty to ranged attacks and skill checks for 1 hour; Reflex DC 11 avoids; multiple targets (all targets in a 10-ft.-by-15-ft. area)

Development: Any attempt to be patient and comforting calms the children enough for them to talk, though they attempt to deny any knowledge of the alien they discovered. In their state, they are terrible liars, unable to keep their story straight between the two of them. The PCs can get them to admit what they know with a successful DC 13 Diplomacy check, with a +2 circumstance bonus if the PCs either display their subdermal Starfinder Society implants

C. E-DECK



or report to Fitch so she can call Kieu Kein and have the children's father coax the information out of them. The PCs can also threaten the children to gain the information without the need for a check.

If the PCs update Fitch on the situation, she asks them to make first contact with the escaped alien before circumstances get further out of hand.

C2. NEW LIFE

This area consists of two adjoining chambers. Four large containment capsules fill the fore room, three of which hold stasis-locked objects, including a tablet, a strange curved sword, and an odd spiral of bioluminescent coral. A crack leaks fluid from the fourth capsule, which displays a foot-wide breach near the bottom. The aft room contains several desks, each hosting a deactivated computer terminal.

The fore chamber is where the children found the alien, which had just escaped from the broken stasis capsule. There are three

Scaling Area C2

To accommodate a group of four PCs, lower the successes needed to track and win over the alien to 2.

elements to the encounter: appearance and locomotion of the alien, a set of motives for the creature, and an associated environmental hazard. Generate each of these aspects (detailed below) to determine exactly how this encounter should run.

Creature: The alien creature discovered by the children is a random creature that you should generate as part of this encounter. The creature itself is unnamed and harmless. There are no combat statistics provided, as the PCs can easily kill the creature with minimal effort, though killing the creature should not be the goal of this encounter.

Appearance and Locomotion: PCs can attempt to track the creature using a DC 18 Survival check, or using a specific pair of other skills as detailed further below. Examining the room gives the PCs an idea of how the creature moves around—the GM should roll on the table below to determine the alien's appearance and abilities.

CREATURE APPEARANCE AND LOCOMOTION

d4 Result

- 1 The creature is centipede-like and climbed in and out of the vents, leaving tracks on the walls and vent covers half open. The PCs can use a successful DC 15 Athletics check to crawl into a nearby vent to give chase, or make a successful DC 17 Computers check to close all available vent exits and funnel the creature back into the chamber.
- 2 The creature resembles a tailless horseshoe crab. It also flies, and it has unscrewed one of the ceiling light fixtures and slipped through the socket. The PCs can use a successful DC 17 Life Science or Piloting check to calculate likely routes it took. The PCs eventually find it hidden in the ceiling of the southern chamber, behind an exposed panel of ship internals.
- 3 Most of the creature is an oversized mouth. It chewed through the walls. The alien is rather easy to track, but PCs following the holes must make a successful DC 17 Acrobatics check to avoid hitting sharp edges and getting stuck. The PCs can also use a successful DC 15 Engineering check to guess which wall section the alien must have chewed through to cause the power outage to occur.
- 4 The creature is a shapeshifter that disguises itself as mundane objects. It is extremely bad at hiding, since it lacks cultural context to know what item goes where. PCs can spot the creature with a successful DC 16 Culture or Perception check to notice anomalies such as a garbage bin on top of a desk or an aluminum can in the knife drawer.

The PCs must succeed at two checks to chase or track down the alien. Success leads the PCs to the alien and to a system broken by the alien blindly meddling with controls it did not understand.

Motives: The alien's reaction to its situation and the PCs approaching is random, and it affects how the PCs might deal with it. It does not know any standard language, so the PCs need to pantomime or cast *share language*. The GM should roll on the table below to determine the alien's current mindset.

ALIEN MOTIVES

d4 Result

- 1 The alien is curious, which is why it has been randomly pressing buttons. The PCs can use a successful DC 16

Culture, Life Science, or Mysticism check to communicate bits of their culture to the alien.

- 2 The alien is cautious and wary of the PCs. The PCs can attempt a DC 16 Diplomacy or Sense Motive check, or use the handle animal task of the Survival skill to convey good intentions.
- 3 The alien woke up after a long period of stasis and is starving, feeding on the ship's power systems. The PCs can use a successful DC 16 Engineering, Life Science, or Medicine check to feed it. Alternatively, the PCs can sacrifice a battery's worth of electricity to lure it back to sleep.
- 4 The alien awoke in a foreign environment and is now panicking. The PCs can use a successful DC 16 Acrobatics, Athletics, or Diplomacy check to catch the creature and calm it down.

PCs must succeed at three skill checks (in any combination) before the alien is willing to follow them off the ship. The PCs can easily kill the defenseless alien instead, though informing Fitch of their actions causes the ysoki to launch into a blistering, epic tirade against the PCs for botching the entire mission.

Hazard: Because of the unintended damage caused by the alien, this section of the starship quickly develops an environmental hazard. The PCs must either fix it to proceed or endure the hardship it places on them. Spells such as *life bubble* or specialized equipment mitigate the hazards entirely. The GM should roll on the table below to determine how the alien has affected the area.

ENVIRONMENTAL HAZARD

d4 Result

- 1 The alien fiddled with the thermostat, making the environment extremely hot. Steam rapidly fills the area. Treat the entire area as though it were under the effects of a non-magical fog cloud.
- 2 The alien fiddled with the thermostat, making the environment extremely cold. While not damaging, the temperature has caused ice to form along the floors. Moving more than 10 feet per round in the area requires a successful DC 12 Acrobatics check, or the creature falls prone.
- 3 The alien accidentally increased the area's gravity to unpleasant levels. The PCs act as if they had an additional -4 armor check penalty, even if they are not wearing armor. The PCs can use a successful DC 16 Computers check to reset the gravity, or make a ranged attack roll against AC 17 to destroy the artificial gravity module and plunge E-Deck into zero gravity.
- 4 The alien dropped several pieces of shielding, which flooded the area with minor radiation. A PC who enters

the area must succeed at a DC 13 Fortitude save or become fatigued. The PCs' armor mitigates any further damaging effects. PCs can attempt a DC 14 Life Science or Physical Science check to raise shields against the negligible radiation.

Succeeding at one of the above checks overcomes the environmental hazard.

Development: The encounter concludes when the PCs manage to calm the creature or in the unfortunate event that the PCs terminate the alien. Regardless of the outcome, the PCs need to travel to the bridge of the *Master of Stars* for a formal debrief by Fitch.

OUTCOME

With the alien gone, engineers can move back into E-Deck and fix the damage done. Fitch turns the alien over to an assembled team of experts in hopes of learning more of the alien's language and culture—so long as the alien survives, the ratfolk is satisfied and pats the PCs on the back for a job well done.

Treasure: Kieu Kein rewards the PCs who rescued his children with a *mk 1 ring of resistance*. Similarly, if the PCs did not kill the alien life form, Fitch gives the PCs a credstick with 400 credits on it. The Wayfinders' leader thanks the PCs for their diligence, but is quick to get back to work on repairing the ship.

Rewards: If the PCs fail to defeat the monster, reduce each PC's credits earned by 191 credits.

CONCLUSION

Once all four faction leaders report to Guidance, the Society intelligence summons the PCs back to the Lorespire Complex. The intelligence once again presents itself in a holographic form—this time taking on the appearance of a wizened male korasha lashunta—to congratulate the PCs on their successful missions. It goes on to state that in the aftermath of the Scoured Stars incident, the Society needs skilled agents more than ever, and that it sees potential in the PCs as they start their new careers as Starfinder field agents.

So long as the PCs have completed the primary success condition, each PC receives the Faction's Friend boon on his Chronicle sheet. If a PC accepted Guidance's subdermal implant, he also receives the Marked Field Agent boon on his Chronicle sheet. Finally, if a PC purchased a copy of Strawberry Machine Cake's newest album, he also receives the Star Sugar Heartlove!!! boon on his Chronicle sheet.

PRIMARY SUCCESS CONDITIONS

The PCs complete their main mission if they satisfy the requests of at least three of the four faction heads. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon.

SECONDARY SUCCESS CONDITIONS

If the PCs satisfy the requests of all four of the faction heads or convince Ceren to aid the Starfinders, they earn 1 additional Fame and 1 Reputation for any factions associated with their current faction boon.

Handout #1: Starfinder Faction Summary

THE ACQUISITIVES

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

The Acquisitives represent the result of Luwazi Elsebo's efforts to hold the Society together by hiring mercenaries to fill the role of missing Starfinders. Many mercenaries realized that the Society was a far more lucrative venture—both monetarily and in terms of popularity—than their old line of work. The faction's current leader, Radaszam, is concerned with maintaining the organization's public-facing reputation, as well as the reputation and fame of those Starfinders directly serving the Acquisitives' interests.

THE DATAPHILES

Leader Historia-7; **Location** Lorespire Complex

The Dataphiles cherish information above all else, seeing themselves as the guardians of any knowledge obtained by the Starfinder Society. Their leader, Historia-7, 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 known to employ less technologically savvy combat experts to procure information.

THE EXO-GUARDIANS

Leader Zigvigix; **Location** None (Downlow)

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. Most of the faction's operatives were lost in the Scoured Stars. The Exo-Guardians utilize lower-grade installations within the Pact Worlds, having lost their headquarters and many of their operations in the aftermath of the disaster.

THE WAYFINDERS

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

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.

Handout #2: Scrap Battle Racer and Vehicle Statistics

RATROD (MALE YSOKI TECHNOMANCER)

Skills Piloting +8; **Ranged Attack Bonus** +8

Special Once per round, Ratrod can absorb a successful energy attack against him and convert the Piloting penalty imposed by the weapon into an equivalent Piloting bonus.

LEMGEM (FEMALE FEYCHILD GNOME TECHNOMANCER)

Skills Piloting +4; **Ranged Attack Bonus** +4

Special Due to her erratic driving, roll a d4 at the start of Lemgem's turn; on a result of 3 or 4 the vehicle gains a 10-foot bonus to speed (vehicle speed resets at end of round).

NYIZIN (FEMALE RYPHORIAN SOLDIER)

Skills Piloting +4; **Ranged Attack Bonus** +8

Special Nyizin can kick her vehicle into high gear to increase her vehicle's speed by 20 feet on her next turn, at the cost of setting her racer's EAC and KAC to 5.

ORSIS (MALE DAMAYA LASHUNTA MECHANIC)

Skills Piloting +6; **Ranged Attack Bonus** +6; **Special** Orsis gains a +4 bonus to his vehicle's EAC and KAC.

VELOCITY (NONBINARY ANDROID ENVOY)

Skills Piloting +10; **Ranged Attack Bonus** +7

Special Velocity's vehicle has a 10-foot penalty to speed, but has an additional basic kinetic weapon installed.

LABONI'S BASIC JUNKRACER

Speed 40 ft., full 400 ft.

EAC 10; **KAC** 12

Attack energy weapon (-4 to Piloting)

Modifiers +2 Piloting, -3 attack

Passengers 1

SPECIAL ABILITIES

Remote Control Laboni's junkracer and weaponry can be remotely controlled by the PCs, allowing them to attempt Piloting checks and attack rolls in her place.

RATROD'S JUNKRACER

Speed 55 ft., full 550 ft.

EAC 12; **KAC** 14

Attack energy weapon (-4 to Piloting)

Modifiers +2 Piloting, -3 attack

Passengers 1

BULKY JUNKRACER

Speed 50 ft., full 500 ft.

EAC 10; **KAC** 14

Attack kinetic weapon (-4 to Piloting)

Modifiers +2 Piloting, -3 attack

Passengers 1

SLEEK JUNKRACER

Speed 55 ft., full 550 ft.

EAC 10; **KAC** 12

Modifiers +4 Piloting, -3 attack

Passengers 1

WELL-ARMED JUNKRACER

Speed 50 ft., full 500 ft.

EAC 10; **KAC** 12

Attack energy weapon (-4 to Piloting),
kinetic weapon (-6 to Piloting)

Modifiers +2 Piloting, -3 attack

Passengers 1

SPHERICAL JUNKRACER

Speed 50 ft., full 500 ft.

EAC 12; **KAC** 14

Attack kinetic weapon (-4 to Piloting)

Modifiers +2 Piloting, -3 attack

Passengers 1



Starfinder Society Scenario #1-01: The Commencement

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Fame Earned _____

Acquisitives
 Second Seekers ()
 A B

Exo-Guardians
 Faction _____
 C D

Dataphiles
 Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives
 Second Seekers ()

Exo-Guardians
 Faction _____

Dataphiles
 Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives
 Second Seekers ()

Exo-Guardians
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Dataphiles
 Wayfinders

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Acquisitives
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Acquisitives
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Exo-Guardians
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Dataphiles
 Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives
 Second Seekers ()

Exo-Guardians
 Faction _____

Dataphiles
 Wayfinders

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Starfinder Society Scenario #1-01: The Commencement

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Faction's Friend (Social Boon; Limited Use): By assisting various factions of the Starfinder Society, you have proven yourself as a dependable asset. By slotting this boon, if you would fail to earn Fame at the end of an adventure by failing to fulfill a success condition, you can check one of the boxes on this boon. Doing so reminds your current championed faction of your past exploits, and you still earn 1 Reputation (but no Fame) with that faction as if you had successfully fulfilled the condition. You can use this boon only if you would also gain at least 1 XP for completing the adventure.

Marked Field Agent (Slotless Boon): Having met the amalgam of intelligences known as Guidance, you have successfully completed your induction into the Starfinder Society. The Society offered you a subdermal implant as part of your commencement. You receive this augmentation for free. If you declined to receive the augmentation, cross this boon off your Chronicle sheet.

SOCIETY SUBDERMAL GRAFT SYSTEM Hand

MODEL	LEVEL	PRICE
Single	1	150

This implant rests underneath the skin of the palm of one hand, or at the end of a tentacle or similar appendage in species that lack hands. The augmentation can be activated or deactivated mentally as a swift action. Activating the implant causes a rendition of the Starfinder Society's symbol to glow underneath the skin. This augmentation acts as a mark, letting others know you are a member of the Starfinder Society. It also increases the light level within 5 feet by one step while active.

Star Sugar Heartlove!!! (Slotless Boon; Limited Use): During your commencement missions, you had the chance to pick up your own copy of the latest album from sugar-pop sensation Strawberry Machine Cake. This album is already a Pact Worlds hit and has quadrupled in price. You can resell the album for 200 credits prior to the start of your next adventure. If you sell the album, cross this boon off your Chronicle sheet. Alternatively, you can decide to keep the album, which might somehow prove useful in the future.

All subtiers

- | | |
|---|---|
| <ul style="list-style-type: none"> basic iridishell (755; item level 2) charge cloak (200; item level 1) flight suit stationwear (95; item level 1) frostbite-class zero rifle (2,330; item level 4) graphite carbon skin (1,220; item level 3) incendiary grenade I (375; item level 2) mk 1 ring of resistance (735; item level 2) | <ul style="list-style-type: none"> pulsecaster pistol (250; item level 1) standard datajack (625; item level 2) |
|---|---|

Reputation

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

MAX CREDITS	SUBTIER <input type="checkbox"/> Normal
1-2	753
-	-
-	-
-	-
EXPERIENCE	Starting XP
+	GM's Initials
=	XP Gained (GM ONLY)
=	Final XP Total
FAME	Initial Fame
+	GM's Initials
-	Fame Gained (GM ONLY)
-	Fame Spent
=	Final Fame
CREDITS	Starting Credits
+	GM's Initials
+	Credits Garnered (GM ONLY)
+	GM's Initials
=	Day Job (GM ONLY)
-	Credits Spent
=	Total

For GM Only

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