

# STARFINDER ADVENTURE PATHS



## PATHFINDER SOCIETY ORGANIZED PLAY

The Dead Suns Adventure Path may be played as part of the Starfinder Society Roleplaying Guild campaign for credit. These adventures are produced for a wider audience than just the Starfinder Society Roleplaying Guild, and are thus structured differently from scenarios. The specific rules changes needed for receiving Roleplaying Guild credit when playing these adventures are presented here.

### KEY DIFFERENCES FROM SCENARIOS

Starfinder Adventure Paths consist of six chapters, each roughly three times the length of a standard scenario, and can take months or even years to complete. They do not contain specific faction-related elements, nor are they tiered for play by characters over a wide range of levels. Thematically, an Adventure Path might not assume the characters are Starfinders, so GMs and players are encouraged to create a reasonable plot hook for their characters' participation. Luckily, Dead Suns is an Adventure Path with an immediate connection to the Starfinder Society and serves as a great introduction to the Society and the Starfinder universe!

### LEGAL STARFINDER SOCIETY CHARACTERS

All players must use an existing Starfinder Society character (without modification) within the legal character levels range for the specific Dead Suns adventure being played.

For the adventures, "Incident at Absalom Station", "Temple of the Twelve", and "The Ruined Clouds" if you do not have a character in the correct level range, you may use a Starfinder Society pregenerated character, available at [paizo.com](http://paizo.com). Due to the level range, "Splintered Worlds" cannot be played with a pregenerated character, despite taking place between "Temple of the Twelve" and "The Ruined Clouds."

Alternatively, if you are participating in the Dead Suns Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the adventures as if you had played a pregenerated character. In

### SANCTIONED CONTENT KEY

ADVENTURE	LEVEL RANGE
"Incident at Absalom Station"	1-2
"Temple of the Twelve"	3-4
"Splintered Worlds"	5-6
"The Ruined Clouds"	7-8
"The Thirteenth Gate"	9-10
"Empire of Bones"	11-12

this case, GMs running the Adventure Path are not bound to the rules of the Starfinder Society Roleplaying Guild campaign when running the campaign. Starfinder Society characters and characters from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in the *Starfinder Society Roleplaying Guild Guide*, if you have already played an Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the Adventure Path in order to meet a minimum PC requirement, but if you have already received a player Chronicle sheet for these adventures for any of your PCs, you do not earn any additional rewards beyond having a good time.

### APPLYING CREDIT

All players receive a Chronicle sheet unless, at the GMs discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Starfinder Society character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a pregenerated character must hold the Chronicle sheet until his character reaches the level of the pregenerated character, at which point he applies the Chronicle sheet to that character immediately.

A GM who runs any adventures from the Dead Suns Adventure Path may likewise apply the Chronicle sheet to one of her Starfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time the Adventure Path adventure is completed and the Chronicle sheets are filled out.

Playing each distinct adventure of the Adventure Path from beginning to end earns a character 3 XP, 5 Reputation, and 5 Fame. Reputation must be applied to a faction you possess an associated champion Faction boon for.

If a character is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 credits, 1 XP, 1 Reputation, and 1 Fame. If a character participates in more than 2/3 of the adventure, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead so that everyone may receive the full award.

Players who do not complete each game session earn 1/3 fewer credits, 1 fewer XP, 1 fewer Reputation, and 1 fewer Fame for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer credits, 1 fewer XP, 1 fewer Reputation, and 1 fewer Fame for each session missed. In both cases, players earn a minimum of 1/3 credits, 1 XP, 1 Reputation, and 1 Fame.

As always, each player may receive credit for each Adventure Path volume once as a player and once as a GM, in either order. Players must accept a Chronicle sheet for their characters the first time they play an adventure. A player may replay an adventure at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure.

## RUNNING MULTI-SESSION ADVENTURES

Since Adventure Path adventures are multi-session events, Starfinder Society characters may not be used in other Starfinder Society events until they receive a Chronicle sheet for the adventure. GMs are advised to work with players who miss the final session of the adventure in order for those players to receive their Chronicle sheets.





# Starfinder Adventure Path #1: Incident at Absalom Station

Character Chronicle #

A.K.A. _____ - 7				
Player Name	Character Name	Organized Play #	Character #	Faction
<b>This Chronicle sheet grants access to the following:</b>				
<input type="checkbox"/> <b>Loaned Ship: Sunrise Maiden (Starship Boon; Limited-Use):</b> You can only slot this boon in a Tier 1–4 scenario, and everyone at the table must agree to you slotting this boon. When you slot this boon, rather than choosing the standard starships presented in the <i>Starfinder Society Roleplaying Guild Guide</i> (such as the Drake or Pegasus), you can instead choose to take the <i>Sunrise Maiden</i> . The statistics for this hull are presented below. This ship can be further upgraded with Starship boons from other characters in the group as normal. When used in Subtier 3–4, the PCs crewing the <i>Sunrise Maiden</i> gain a bonus reroll that can only be used on a d20 roll made during a starship combat encounter. This reroll is meant to give the starship a slight bonus when outmatched by more powerful encounters. This reroll can be used by one PC and does not count towards the reroll limit for that PC. Otherwise, this ability follows the rules for rerolls ( <i>Starfinder Core Rulebook</i> 243).				
<b>SUNRISE MAIDEN (MEDIUM EXPLORER) TIER 3</b>				
<b>Speed</b> 10; <b>Maneuverability</b> good (turn 1); <b>Drift</b> 1; <b>AC</b> 13; <b>TL</b> 13; <b>HP</b> 55; <b>DT</b> —; <b>CT</b> 11				
<b>Shields</b> Light 60; forward 15, port 15, starboard 15, aft 15				
<b>Attack (Forward)</b> gyrolaser (1d8); <b>Attack (Port)</b> light laser cannon (2d4); <b>Attack (Starboard)</b> light laser cannon (2d4); <b>Attack (Aft)</b> flak thrower (3d4); <b>Attack (Turret)</b> light particle beam (3d6)				
<b>Power Core</b> Pulse Green (150 PCU); <b>Drift Engine</b> Signal Basic; <b>Systems</b> basic mid-range sensors, crew quarters (good), extra light weapon mount (aft), mk 3 armor, mk 3 defenses, mk 1 duonode computer (tier 1, artificial personality upgrade); <b>Expansion Bays</b> cargo holds (2), escape pods, recreation suite (HAC/gym)				
<b>Modifiers</b> +1 to any 2 checks per round, +2 Computers, +1 Piloting; <b>Complement</b> 1–6				
<b>Street Cred: Absalom Station (Social Boon):</b> Once per scenario as a free action, you may recollect your dealing with the gangs of Absalom station to provide insight into dealing with other gangers. Doing so grants you a +1 insight bonus to Bluff, Diplomacy and Intimidate checks made when interacting with street gangs or other suitable gang-like groups at the GM's discretion. You also gain a +1 morale bonus to attack and damage rolls against members of a street gang. Both bonuses increase to +2 if the gang members belong to a gang based on Absalom Station. These bonuses last for 1 minute.				
<b>All subtiers</b>				
autotarget rifle (755; Item Level: 2) backup generator armor upgrade (2,100; Item Level: 4) brown force field armor upgrade (1,600; Item Level: 3) <i>disruptive fusion seal</i> (5th level) (792; Item Level: 5; limit 1) flame pistol (470; Item Level: 2) freebooter armor I (750; Item Level: 2) graphite carbon skin (1,220; Item Level: 3) holoskin (500; Item Level: 2)				
incendiary grenade I (375; Item Level: 2; limit 3) <i>mk 1 ring of resistance</i> (735; Item Level: 2) <i>spell amp of lesser restoration</i> (700; Item Level: 6; limit 2) static arc pistol (750; Item Level: 2) tactical arc emitter (750; Item Level: 2) tactical dueling sword (475; Item Level: 2) tactical shirren-eye rifle (755; Item Level: 2) tool kit (engineering kit) (445; Item Level: 2)				
<b>Reputation</b>				
Faction _____	Reputation _____	Faction _____	Reputation _____	
Faction _____	Reputation _____	Infamy _____		

SUBTIER	<input type="checkbox"/> Normal
1-2	2,160
SUBTIER	<input type="checkbox"/> Normal
—	—
SUBTIER	<input type="checkbox"/> Normal
—	—
SUBTIER	<input type="checkbox"/> Normal
—	—

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 #