

YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-01, TIER 1-4



PACT WORLD WARRIORS

BY JENNY JARZABSKI





Author • Jenny Jarzabski
Development Lead • Thurston Hillman
Contributing Artists • Weston T. Jones, William Marton, and Sebastian Rodriguez
Cartographers • Robert Lazzaretti and Damien Mammoliti
Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson
Director of Game Design • Jason Bulmahn
Managing Developers • Adam Daigle and Amanda Hamon
Organized Play Lead Developer • John Compton
Developers • Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundein, Joe Pasini, Patrick Renie, Michael Sayre, Chris S. Sims, and Linda Zayas-Palmer
Starfinder Design Lead • Owen K.C. Stephens
Starfinder Society Developer • Thurston Hillman
Senior Designer • Stephen Radney-MacFarland
Designers • Logan Bonner and Mark Seifert
Managing Editor • Judy Bauer
Senior Editor • Lyz Liddell
Editors • James Case, Leo Glass, Adrian Ng, Lacy Pellazar, and Jason Tondro
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell and Adam Vick
Production Artist • Tony Barnett
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Director of Technology • Raimi Kong
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Warehouse Team • Laura Wilkes Carey, Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Brian Bauman, Robert Brandenburg, Whitney Chatterjee, Erik Keith, Josh Thornton, and Andrew White



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GM RESOURCES

Pact World Warriors makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive* (AA), *Starfinder Alien Archive 2* (AA2), *Starfinder Armory* (AR), and *Starfinder Pact Worlds* (PW). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online *Starfinder Reference Document* at sfrd.info, and the relevant rules from the *Alien Archive* volumes are reprinted at the back of the adventure for the GM's convenience.

SCENARIO TAGS

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



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Paizo Inc.

7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

Starfinder Society Scenario #2-01: Pact World Warriors is a Starfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but it can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at StarfinderSociety.club.

PACT WORLD WARRIORS

BY JENNY JARZABSKI



After the Starfinder Society's recent success in defeating the jinsul threat within the Scoured Stars (see *Starfinder Society Scenario #2-00: Fate of the Scoured God*), the Society returned to the Pact Worlds to find itself the target of a massive multimedia smear campaign organized by an unknown party. With multiple organizations now wary of the Starfinder's over-active meddling in the affairs of other worlds, and the potential for the Society to reveal the Pact Worlds to outside threats, popular opinion has quickly turned against the Starfinder Society.

Seeing the Society's prestige under attack, the Acquisitions faction leader, Radaszam, has taken matters into his own claws and has begun a counter-campaign, raising awareness about the Starfinder Society and its actions and achievements. Knowing the importance of modern Pact Worlds media to such a task, Radaszam has reached out to one of the Society's more prominent media allies: the undead media mogul Zo!

Zo! oversees one of the largest vidcasting operations in the Pact Worlds and has already begun establishing a deeper relationship with the Society through the creation of a broadcast known as "Live Exploration Extreme!" (tentatively scheduled for an upcoming second season). Ever the methodical (and somewhat eccentric) media genius, had assumed the Starfinder Society might want another chance at celebrity and has kept a spot open on one of his prime-time televised Pact Worlds series: *Pact World Warriors*.

Known across the Pact Worlds (and beyond) as the foremost display of physically grueling and mentally exhausting trials, *Pact World Warriors* is a show that pits two teams against each other in various competitions. With specific bouts changing between shows, a team never knows exactly what they'll be doing until they're brought into a quick briefing by production staff. Following these short overviews, the teams try to defeat their competition in a race to accrue points.

While Radaszam has worked to put together a group of suitable Starfinders to compete, the group responsible for the ongoing smear campaign has taken note and contracted another team to ensure the Society fails in its endeavor. More interested in taking down the Starfinders and turning Radaszam's bid to increase the Society's renown into yet another social disaster for the Society, the mysterious organization behind the slander makes its first overt action against the Society.

WHERE IN THE UNIVERSE?

Pact World Warriors takes place on the planet Eox, the barren elebrian home world now overrun by undead. Eox is known for its vidcasts of thrilling and occasionally cruel competitions starring living contestants. Additional details about Eox can be found in the *Starfinder Core Rulebook* and *Starfinder Pact Worlds*. Both products are available at bookstores and hobby shops everywhere and online at paizo.com.

SUMMARY

The PCs meet with Radaszam and Zo! in one of Zo!'s underground complexes on the world of Eox for a briefing concerning the recent multimedia campaign against the Starfinder Society. Working together with the undead media mogul, Radaszam has devised a plan to combat the smear campaign—the PCs are to improve public opinion by competing on Zo!'s famous televised series *Pact World Warriors*.

Arriving at the studio's staging area, the PCs have a meet and greet with the rival team, and then Zo!'s staff hustles the teams toward the site of their first trial. The two teams embark on a series of four challenges, competing to earn the most points overseen by the show's two charismatic hosts.

For their first challenge, the PCs race through a deadly obstacle course laden with treacherous traps and unique terrain elements. The second challenge, "Combat Cooking Extravaganza," involves defeating and butchering dangerous creatures, then using their meat to prepare a meal. Following these two challenges, the PCs can enjoy a second break period to rest and recuperate.

During their second break, a mysterious ysoki named Datch visits the PCs, introducing herself and trying to learn what she can about the PCs. This strange encounter likely leaves the PCs with mixed curiosity and suspicion, though Datch seems to be unrelated to the ongoing events. The PCs have little time to

process this meeting before launching into their third challenge, a free-for-all killing spree against mindless skeletal undead. Before the final challenge, the rival team attempts to cheat by tampering with the PCs' equipment. After dealing with the sabotage, the PCs finally face their rivals head-on in a zero-gravity capture-the-flag competition.

Once filming wraps up, the PCs return to Absalom Station as minor celebrities. Radaszam and the PCs arrive at the Lorespire Complex and make two disturbing discoveries: a news broadcast covering the recent destruction of the shuttle containing the Starfinders' rival team, and a gift of food—presumably from Datch—accompanied by an ominous note.

GETTING STARTED

The PCs begin the adventure deep beneath the surface of Eox in one of Zo!'s underground complexes. They've just arrived after Radaszam arranged for a starship from his private mercenary outfit, the Obsidian Spiders, to secretly ferry the PCs to Eox. Despite Radaszam's high levels of secrecy for this mission, a spy within the Obsidian Spiders has already let opposing forces know about the plan to bring Starfinders onto one of Zo!'s prime-time shows.

Zo!'s complex is a multistory subterranean facility with floors dedicated to film sets, employee amenities, and cavernous boardrooms. The PCs meet with Zo!, Eox's foremost media mogul, in one such meeting area, furnished with a large round table and multiple wall-mounted flat screens.

Read or paraphrase the following to get the adventure underway.

Zo!, an undead elebrian, rubs his skeletal hands together and turns his rictus grin to Radaszam. "Excellent work, you truly are the Dealmaker. My viewers will love these agents you've assembled!" Radaszam nods, briefly showing his teeth, then gestures toward the empty seats across from Zo!.

"Before we get too carried away, I need a moment to explain the situation." Radaszam sighs wearily as he takes a seat barely appropriate for his large vesk frame. "We thought our troubles were over after the Scoured Stars business. We were wrong."

"Allow me to elaborate!" Zo! excitedly explains, seizing a remote. The screens behind him flicker to life, and the undead mogul spins around in his chair for a better view. Radaszam buries his head in his hands as the video plays.

The Starfinder Society emblem appears on screen as a deep, confident voice narrates: "The Starfinder Society, a group dedicated to the pursuit of truth and knowledge—or

so they say." The music dramatically flares as the voice-over continues. "What does this fraudulent organization *really* stand for?"

The camera pans over a fleet of Starfinder starships engaged in vicious fleet-to-fleet combat with unseen attackers. "Today, the Scoured Stars; tomorrow, your system. Where exactly will these

hells-bent-on-conquest soldiers stop?" The scene then changes to that of a shirren, faction leader Zigvigix, dancing in a crowd, their torso and arms crammed into a Strawberry Machine Cake T-shirt. "While Starfinder operatives carry out secret wars across the galaxy, Society leaders embezzle funds to purchase VIP concert tickets. What is their true agenda?"

The screen transitions to grainy footage of Venture-Captain Arvin emerging from the Lorespire Complex, his hand raised to block the flash of cameras. "Society leadership refuses to elaborate. But the question remains: does this group have any place in the Pact Worlds?" A half-dozen similar ads play as Radaszam shakes his head and Zo! watches intently.

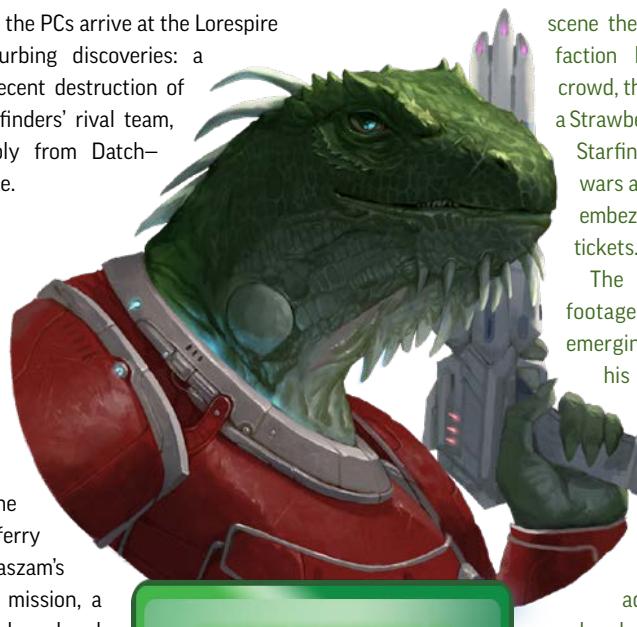
"As you can see," Radaszam grumbles, "We're facing a multimedia smear campaign. The First Seeker is working through legal channels while Celita locates the source of the commercials. But there's a way you can help." Radaszam catches Zo!'s eye and nods.

"You're going to turn the tides of public opinion in your Society's favor," Zo! gushes, "by competing on my show, Pact World Warriors!"

"Zo! and I believe that a good showing on a prime-time game show might undermine this attempt at slander." Radaszam explains. "I handpicked you to compete as a team. If you can impress Pact Worlds viewers enough, that'll be the distraction we need to get the time to figure this whole situation out."

The smear campaign's various ads contain gossip column-worthy attacks against faction leaders and interviews with various wronged parties or "shady contacts" associated with the Society. Feel free to reference NPCs from previous adventures when describing these vids. Radaszam prefers to discuss the solution rather than the ongoing problem and encourages PCs who fixate on the ads to focus on their mission. Some possible questions the PCs might ask Radaszam and Zo! and their answers are provided below.

What is Pact World Warriors? Zo! beams. "Pact World Warriors is an action-packed game show filmed here in my megastudio. Two



PACT WORLD WARRIORS

teams compete in a series of death-defying challenges. The winning team earns eternal adoration from millions of fans—and a cash prize!"

What are the challenges? "That's a surprise. A Pact World Warrior can think on the fly, roll with the punches, expect the unexpected!" Zol! gesticulates wildly as he speaks.

What about the other team? Radaszam snorts dismissively. "Probably a bunch of celebrity wannabes, but don't underestimate them. I don't have any intel on your opponents." He glances pointedly at Zol!, who gives a wide-grinning shrug in return.

Boon Allocations: Have the PCs finalize their boon slots for the session after completing their briefing with Radaszam and Zol!. PCs are encouraged to slot the High Society Influence (Zol!) Social boon (see *Starfinder Society Scenario #1-05: The First Mandate*) if they have it, along with PCs who may have the Savior of the Scoured Stars Social boon (see *Starfinder Society Scenario #2-00: Fate of the Scoured God*).

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs might know more about the program *Pact World Warriors*. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Pact World Warriors is known system-wide as the foremost display of physically grueling and mentally exhausting trials, pitting two teams against one another in various competitions.

15+: Events on the show frequently change but some recurring themes include obstacle courses, tests of skill, and modified war games. A particularly memorable episode featured a "combat karaoke" challenge in which contestants performed karaoke while battling monstrous aliens.

20+: The show's film crews supply crates containing useful gear in every challenge, either in plain sight or hidden on the set.

25+: A former host recently leaked plans for future episodes, including a references to "cooking combat" and "capture the flag."

STUDIO GIFTS

Once the PCs understand the situation and their expected role, Radaszam explains that filming is scheduled to begin today, leaving little time for preparations. Zol!'s staff arrives to collect the contestants as soon as the PCs are ready. Before the PCs exit the boardroom to begin filming, Zol! invites any PCs who have slotted the High Society Influence (Zol!) boon (from *Starfinder Society Scenario #1-05: The First Mandate*) or the Savior of the Scoured Stars boon (from *Starfinder Society Scenario #2-00: Fate of the Scoured God*) into a nearby prop room. There Zol! explains either that he has a "vested interest" in his friends' success, or that heroes of the Scoured Stars can earn him more ratings if well equipped. He encourages the PCs to use the selection of quality gear provided by his myriad sponsors.

Each of these selected PCs can select up to three pieces of gear from the Subtier 1-2 lists below. In Subtier 3-4, a PC can also select from the Subtier 3-4 lists. Weapons and powered equipment

QUALITY PROGRAMMING

The action in *Pact World Warriors* takes place entirely on the film set of a major televised production. Cameras constantly track the PCs during their encounters, though unlike *Live Exploration Extreme!* this is not a live broadcast. You should play up the media angle whenever possible by mentioning flying camera drones following the PCs' moves during their challenges or undead camera crew shuffling into the PCs' break room. Additionally, a studio audience observes each challenge from a separate floor within the complex.

Pact World Warriors' two charismatic hosts, **Lethea** (LE female ghost^{AA2}) and **Quell** (NE male emotivore^{AA2}), oversee the proceedings. Lethea and Quell narrate the action, throwing in snarky quips or playfully sniping at each other whenever possible. You are encouraged to add in commentary from these two to illustrate pivotal moments during the adventure—especially whenever a natural 20 or a natural 1 is rolled!

The media aspects of this scenario can be overwhelming to some groups. The scenario leaves these features flexible so you can adjust how often these elements interject into the action and keep the experience fun.

come with the item's listed capacity worth of ammunition or charges.

Subtier 1-2 (Armor): Thinplate (heavy armor), vesk brigandine II^{AR} (light armor).

Subtier 1-2 (Weapons): Frost subduer^{AR} (small arm), tactical rotolaser^{AR} (heavy weapon).

Subtier 1-2 (Miscellaneous): Mk 2 serum of healing

Subtier 3-4 (Armor): Ash dendron armor^{AR} (heavy armor), lashunta mind mail I^{AR} (light armor).

Subtier 3-4 (Weapons): Blaze agitator^{AR} (heavy weapon), corona laser rifle (longarm), monophonic interference blade^{AR} (advanced melee weapon).

Subtier 3-4 (Miscellaneous): mk 2 ring of resistance

ZOL!



MEET THE CONTESTANTS

After the briefing, production staff lead the PCs deeper into the megacomplex. Several flights of stairs and a few elevator rides later, they arrive in a large hexagonal room crawling with camera drones. Read or paraphrase the following aloud to set the scene.

Various mini-sets form a mismatched still life. To the west, a raised circular platform housing a comfortable white couch stands in front of several vidscreens. A long newscaster's desk occupies the area to the south. Two undead chat animatedly in front of a green screen in an open area to the east.

A spectral woman turns to a pale, gaunt man with clawed hands. "Are you ready to meet our contestants, Quell?" The woman's breathy voice echoes through the chamber as a skeleton hoists a microphone in front of her ghostly lips.

"I died already, Lethe! I can already positively taste their excitement, and hesitation, and fear! Ah, and that piquant touch of nerves. Simply exquisite." Quell winks at a nearby camera.

"Well, here they are!" Lethe announces. "We've brought both teams together for an exclusive meet and greet. Be on your best behavior, contestants. Our audience cheers loudest for living challengers, if you catch my drift."

Encourage the PCs to interact with the individuals competing against them. The two hosts act as chaperones and keep the social encounter moving. While the PCs can speak with Lethe and Quell, the undead hosts shouldn't be the focus of this encounter.

The other team is eager to meet their competition, but it's clear that most of them are obsessed with winning at all costs and seem to dislike the PCs. The rival team's core roster is presented below.

RIVAL TEAM ROSTER

The rival team consists of five NPCs. For the rival team's statistics, see page 23.

Mia Moxie (NE female halfling soldier): Mia hates being underestimated because of her size, and proudly wields guns nearly as big as she is. She's standoffish and rude toward the PCs, taunting them with phrases like "They look greener than the protein shake I had for lunch" and "There's no way we'll lose to these scrubs."

Rafelo (CN male damaya lashunta envoy): Rafelo is relentlessly charming and a first-class braggart. He knows he's here for a job but can't suppress his flirtatious personality, which he directs to the undead show hosts with reckless abandon.

Shonvyzam (LE female vesk mechanic): Shonvyzam relies on her intellect and stealth drone to gain an advantage in the competition. She loves tech and eagerly inspects the PCs' equipment, out of genuine curiosity as much as sizing it up, but pronounces everything "inferior" to her vesk tech.

Tillik (CN male pahtra^{AA2} operative): Tillik is a ghost operative, excelling at dexterous and stealth-related tasks. He enjoys teasing the PCs by sneaking up behind them or snatching and then returning their possessions.

Verity-5 (N agender android mystic): Verity-5 is excited to appear on the program, and cheerfully introduces themself to the PCs. They are genuinely curious about the PCs. Verity-5 assures the PCs that their team will win fair and square—no hard feelings!

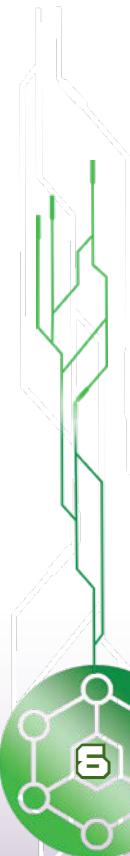
Development: Once the PCs have engaged with and sized up their competition, Lethe announces that it's time for the first challenge: an obstacle course that "only a true Pact World Warrior could survive." As the staff hustles the PCs out of the room and toward the set, Quell fires a parting shot: "Smell you later, contestants. Feel free to be scared—fear is my favorite flavor!" The rival team gathers together to offer their own parting jabs before preparing for the contest.

A. OBSTACLE COURSE

One of the compound's lower floors was recently converted into an obstacle course comprised of multiple types of artificial terrain. The course is segmented by 10-foot-deep lava channels to prevent contestants from bypassing obstacles. The hosts watch from an elevated glass enclosure above the course. The rival team competes on an identical course separated by a floor-to-ceiling steel divider. Unless otherwise stated, the ceilings here rise up to 40 feet, and hazards take one full action to disable.

An elevator transports the PCs to area **A1**, a metal escape room that leads to marshy terrain containing quicksand (area **A2**). A trapped rock face (area **A3**) bars access to the next segment of the course, a grassy area with an electrogrid trap (area **A4**). Metal platforms rise from the lava pool to the south of the electrogrid (area **A5**). Moving walkways built into a stone passageway (area **A6**) lead to a dome (area **A7**) where the PCs sprint to the finish line. Contestants complete the challenge when they reach the finish line (area **A8**).

Points: Award 20 points for each PC who reaches the finish line within 10 rounds, and 10 points for each PC who reaches the finish line within 15 rounds. The challenge ends if PCs remain on the obstacle course after 15 rounds.



A1. ESCAPE ROOM

This windowless, featureless steel chamber appears to contain no doors or hatches, preventing escape.

Searing heat radiates from the floor and walls, suggesting a scorching climate or a raging fire outside the building.

This building stands 15 feet tall and is constructed entirely of steel (4 inch thickness, hardness 20, HP 120). An elevator drops the PCs through the ceiling, which promptly closes with a pneumatic hiss. Though the room initially appears seamless with no doors or windows, a single concealed steel door to the north leads to area **A2**. A PC must succeed at a DC 20 Perception check (DC 23 in Subtier 3-4) to locate the hidden door. A subsequent DC 16 Engineering check (DC 19 in Subtier 3-4) is required to open the door from within the escape room.

Ten feet up the west wall, a 2-foot-wide opening leads to a ventilation shaft (Perception DC 15 to notice). Medium or Large creatures must squeeze to enter the shaft. Outside the building, a control panel can easily be manipulated to open the hidden door. PCs who remain in the escape room for more than 1 round must attempt a DC 15 Fortitude save or take 1d4 nonlethal fire damage due to the sweltering temperatures.

It's possible, if the PCs consist of multiple Large-sized species, that they'll be forced to squeeze in this area after being deposited. In that event, each PC gains the entangled condition until they find a way out of the room.

Treasure: A metal crate lodged in the ventilation shaft contains two basic medpatches, a brown nanite hypopen^{AR}, two commando serums, a grappler, a *mk 1 ring of resistance* (*mk 2 ring of resistance* in Subtier 3-4), and 100 feet of titanium alloy cable line. In Subtier 3-4, the chest also contains magnegloves^{AR}.

Rewards: If the PCs do not recover the supply crate or if they fail to score at least 30 points by the end of this challenge, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 46.

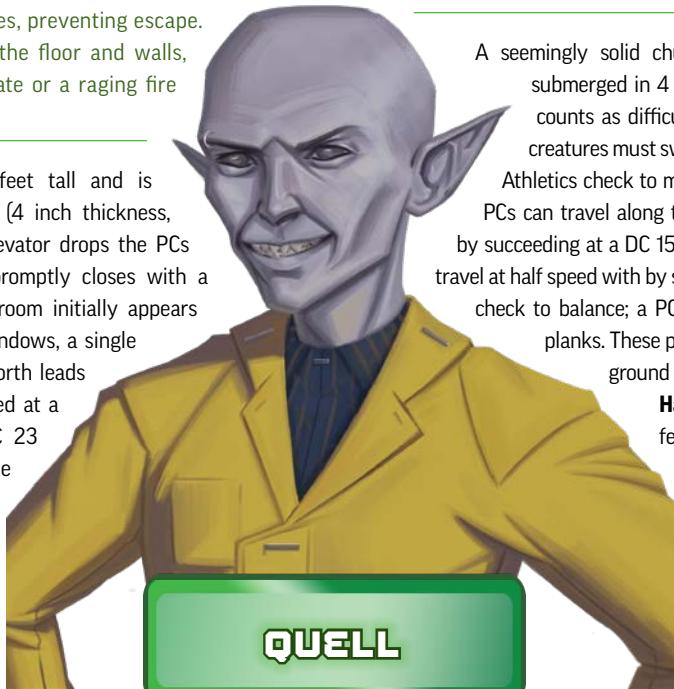
Out of Subtier: Reduce each PC's credits earned by 92.

Subtier 3-4: Reduce each PC's credits earned by 138.

A2. MIRES OF MISERY

Deep lava channels surround the area. A section of hard-packed dirt rises above the lava, protected on its sides by a visible force field of blue-white energy. The bank slopes downward toward

an area completely submerged in muddy water. Four narrow wooden planks float along the bog's surface, offering a dry route through the morass.



A seemingly solid chunk of land leads into a bog submerged in 4 feet of standing water. The bog counts as difficult terrain, and Small or smaller creatures must swim, requiring a successful DC 10 Athletics check to move through these squares. The PCs can travel along the floating planks at full speed by succeeding at a DC 15 Acrobatics check to balance, or travel at half speed with by succeeding at a DC 10 Acrobatics check to balance; a PC who fails falls off the floating planks. These planks connect to a patch of solid ground beneath the rock wall (area **A3**).

Hazard: The northernmost 15 feet of water conceals a 15-foot-square area of quicksand. PCs approaching the quicksand at normal speed can attempt a DC 8 Survival check to identify the hazard. PCs who enter the area (except atop the planks) must succeed at a DC 10 Athletics check each round to tread water in place,

or a DC 15 Athletics check to move 5 feet. If a trapped PC fails this check by 5 or more, they sink below the surface and begin to drown. A PC below the surface of the quicksand can swim back to the surface by succeeding at an Athletics check (DC = 15 + 1 per consecutive round of being under the surface).

To rescue a victim of quicksand, a PC must use a long weapon, rope, or similar tool that enables them to reach the victim and succeed at a DC 15 Athletics or Strength check to successfully pull the victim, while the victim attempts a DC 10 Athletics or Strength check to hold on to the tool. If both checks are successful, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, they must attempt a DC 15 Athletics check immediately to stay above the surface.

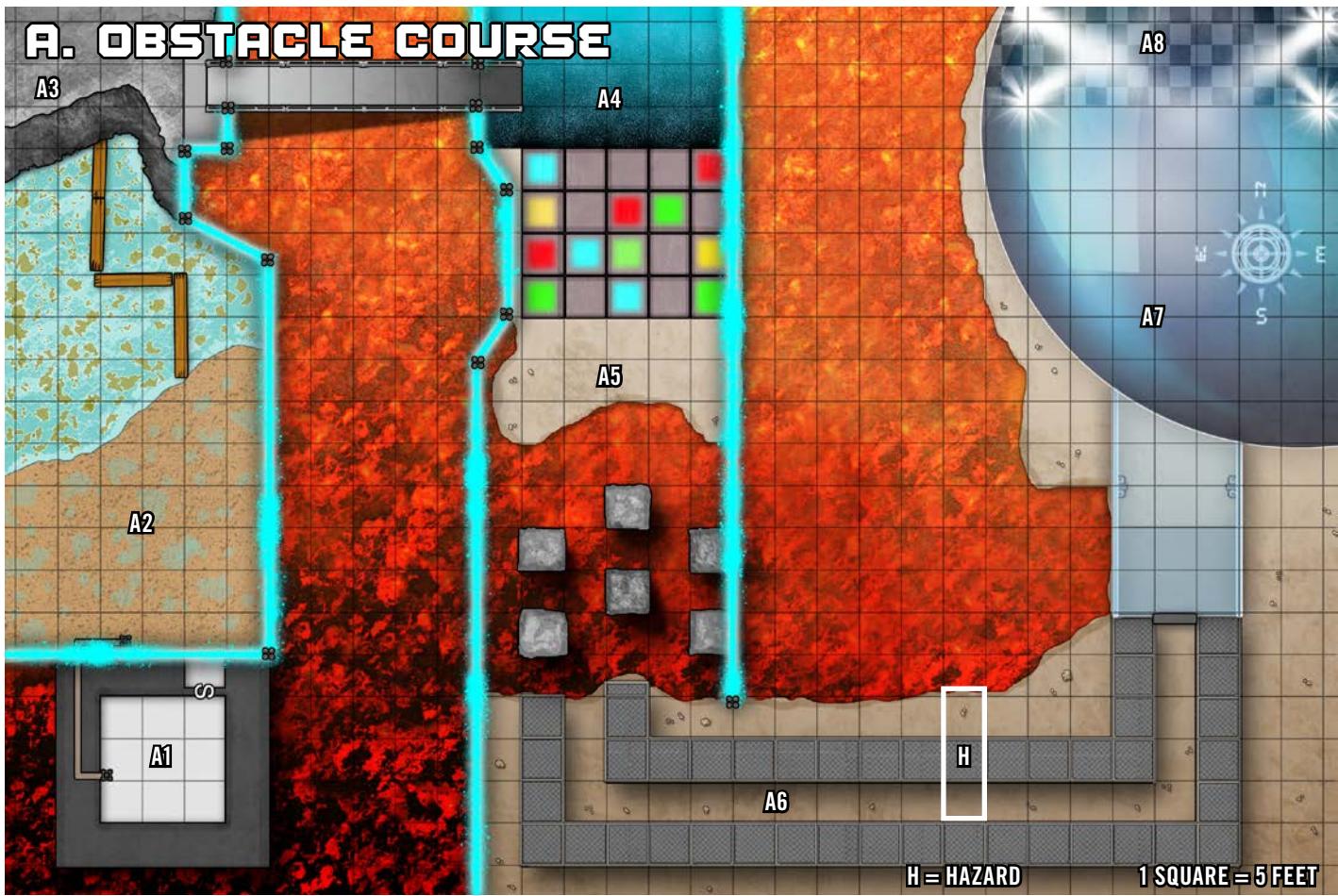
A3. WALL OF CHAMPIONS (CR 1 OR CR 3)

A sheer rock face towers above the bog. Jagged outcroppings jut from the wall to provide handholds and footholds for climbing. Atop the cliff is a metal platform that features a hatch that leads to a metal chute.

This 30-foot-tall vertical plane of stone culminates in a metal slide leading east toward area **A4**. PCs can climb the wall by succeeding at a DC 15 Athletics check. Once at the top of the wall, PCs enter the slide by stepping onto the automated hatch. Using the slide costs no movement and dumps the PCs onto the grass in area **A4**.



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Trap: A pressure plate located at the top of the wall triggers a suspended bucket to dump colorful "slime" on the first PC to travel through the chute.

Creatures: The slime deposited by the trap is a gelatinous droplet (gelatinous sphere in Subtier 3-4). This creature follows the PCs down the chute, likely creating additional difficulties in the following encounter area.

SUBTIER 1-2 (CR 1)

SLIME BUCKET SURPRISE

CR 1

Type analog; **Perception** DC 21; **Disable** Engineering DC 16 (disable lever) or DC 18 (deactivate pressure plate)

Trigger location; **Reset** manual

Effect A bucket dumps a gelatinous droplet onto the area surrounding the pressure plate.

GELATINOUS DROPLET

CR 1

N Medium ooze

Init -2; **Senses** blindsight (vibration) 60 ft., sightless;

Perception +8

DEFENSE

EAC 11; KAC 13

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

Immunities electricity, ooze immunities

OFFENSE

Speed 15 ft.

Melee slam +8 (1d6+3 B plus 1d4 acid)

Offensive Abilities engulf^{AA2} (1d6+3 B plus 1d4 acid, DC 10)

TACTICS

During Combat The gelatinous droplet attempts to engulf the PC who triggers the trap. If its victim escapes, the ooze pursues its prey down the metal slide and into area A4.

Morale The gelatinous droplet fights to the death.

STATISTICS

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

Skills Athletics +5

Other Abilities compression

SPECIAL ABILITIES

Acid (Ex) A gelatinous droplet's acid does not harm metal or stone.

Engulf (Ex) A droplet can engulf creatures its own size or smaller.

SUBTIER 3-4 (CR 3)

SLIME BUCKET SURPRISE

CR 3

Type analog; **Perception** DC 24; **Disable** Engineering DC 19 (disable lever) or DC 21 (deactivate pressure plate)

Trigger location; **Reset** manual

Effect A bucket dumps a gelatinous sphere onto the area surrounding the pressure plate.



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GELATINOUS SPHERE

CR 3

N Large ooze

Init -2; **Senses** blindsight (vibration) 60 ft., sightless; **Perception** +5

DEFENSE **HP** 40

EAC 11; **KAC** 13

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

Immunities electricity, ooze immunities

OFFENSE

Speed 20 ft.

Melee slam +11 (1d6+5 B plus 1d6 acid and paralysis)

Space 10 feet; **Reach** 5 feet

Offensive Abilities engulf^{AA2} (1d6+5 B plus 1d6 acid, DC 12), paralysis

TACTICS

During Combat The gelatinous sphere attempts to engulf the PC who triggers the trap. If its victim escapes, the ooze pursues its prey down the metal slide and into area **A4**.

Morale The gelatinous sphere fights to the death.

STATISTICS

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

Skills Athletics +8

SPECIAL ABILITIES

Acid (Ex) A gelatinous sphere's acid does not harm metal or stone.

Engulf (Ex) A gelatinous sphere can engulf creatures of its own size category or smaller.

Paralysis (Ex) A gelatinous sphere secretes an anesthetizing slime. A target hit by a sphere's melee or engulf attack must succeed at a DC 12 Fortitude save or be paralyzed for 1 round. A paralyzed foe automatically fails its Reflex save against the gelatinous sphere's engulf attack.

A4. TRANQUIL MEADOW (CR 3)

The metal chute dumps its occupants onto a downy carpet of vivid blue grass. To the south, a series of metallic tiles embedded in the terrain flash yellow, red, blue, and green in erratic patterns, with tiles occasionally stopping to glow entirely. Beyond the blinking grid, the ground ends abruptly in a ledge overlooking a bubbling lake of lava.

Trap: The glowing squares are traps that blast anyone crossing the area with different types of energy. When a creature tries to cross, they activate the trap in 1d4 of the squares, each of which blasts the PC with a random energy type. By spending a standard action studying the area and succeeding at a DC 10 Intelligence or Perception check, the PC sees enough of a pattern to trigger one fewer trapped square (to a minimum 0), plus one additional square for every increment of 5 by which they exceed the DC.

ELECTROGRID

CR 3

Type hybrid; **Perception** DC 24; **Disable** Engineering DC 19 (disable tiles)

Trigger touch; **Reset** immediate

SCALING ENCOUNTER A3

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

Both Subtiers: The ooze has the off-target condition.

Effect Each colored square releases a different type of energy, as detailed below. A creature that triggers the electrogrid can attempt a DC 14 Reflex save to take half damage. In Subtier 3–4, each square deals 2d6 damage instead.

Yellow: arc of electricity (1d6 E)

Red: ball of fire (1d6 F)

Blue: burst of supercooled liquid (1d6 C)

Green: jet of acid (1d6 A)

Treasure: A *Starfinder backpack*^{AR} discarded below the metal chute contains a high-capacity petrol tank and two screamer grenades I. In Subtier 3–4, it also contains an *amber hyperboloid aeon stone*^{AR} and storage goo^{AR}.

Rewards: If the PCs don't get the gear or if they fail to earn at least 30 points in this contest, reduce each PC's credits earned as follows.

Subtier 1–2: Reduce each PC's credits earned by 42.

Out of Subtier: Reduce each PC's credits earned by 64.

Subtier 3–4: Reduce each PC's credits earned by 86.

A5. LAVA HOP

The gap between the cliff in area **A5** and the rocky terrain in area **A6** contains a shallow lava pool. PCs can avoid the lava by jumping to the stone platforms using Athletics checks. For more information on determining each Athletics check's DC, see page 136 of the *Starfinder Core Rulebook*. Only one PC can occupy each platform.

Hazard: If a PC falls into the lava, they take 3d6 fire damage (5d6 in Subtier 3–4) per round until they succeed at a DC 5 Athletics check to pull themselves back onto an unoccupied platform.

A6. ACCELERATION TRACK (CR 2 OR CR 4)

Two moving walkways run along the rocky ground toward a plexiglass tunnel to the northeast. The northern walkway churns past at a much faster speed than the longer section of track slightly to the south.

PCs can use either of the two tracks to gain an advantage in this section of the obstacle course. The southern track allows a PC to move 15 feet for every 10 feet of movement used. The northern track allows a PC to move up to 10 feet for every 5 feet of movement spent. Both conveyor belts funnel into the laser tunnel (area **A7**).



STARFINDER SOCIETY SCENARIO

Trap: A pressure plate built into the northern track unleashes a force blast that pushes a creature backward. A PC can detect and disable the trap from anywhere in this area.

SUBTIER 1-2 (CR 2)

FORCE PUNCH CR 2

Description An invisible blast slams into the triggering creature.

Type hybrid; **Perception** DC 23; **Disable** Engineering DC 18 (deactivate pressure plate)

Trigger location; **Reset** 1 minute

Effect force blast +12 (4d6 B plus pushed back 20 feet)

SUBTIER 3-4 (CR 4)

FORCE PUNCH CR 4

Description An invisible blast slams into the triggering creature.

Type hybrid; **Perception** DC 26; **Disable** Engineering DC 21 (deactivate pressure plate)

Trigger location; **Reset** 1 minute

Effect force blast +14 (4d10+2 B plus pushed back 20 feet)

A6. LASER TUNNEL (CR 1 OR CR 3)

The automated tracks end at a transparent tunnel that opens into a large, domed room with a floor of polished wood planks, providing an easy sprint to the checkered finish line.

This deceptively safe area is enclosed by a domed plexiglass ceiling and walls rising to a height of 20 feet. The smooth wooden floor provides a straight shot to the finishing line, enabling PCs to make a final sprint to the end of the course.

Trap: Concealed lasers fire upon whoever enters here, filling the area with a web of searing rays. If a PC moves at half speed through this area and succeeds at a DC 15 Acrobatics check (DC 18 in Subtier 3-4), they gain a +4 bonus to AC against these attacks and take only half damage.

SUBTIER 1-2 (CR 1)

LASER BLAST TRAP CR 1

Starfinder Core Rulebook 412

Type technological; **Perception** DC 21; **Disable** Engineering DC 15 (disable motion sensors)

Trigger location; **Reset** 1 minute

Effect laser +11 ranged (3d6+1 F)

SUBTIER 3-4 (CR 3)

LASER REFRACTOR TRAP CR 3

Description When sensors detect movement in the trapped room, a wall panel opens and a mounted laser refractor opens fire on the triggering creature.

Type technological; **Perception** DC 24; **Disable** Engineering DC 19 (disable motion sensors)

Trigger location; **Reset** 1 minute

Effect 3 lasers +13 ranged (3d6+2 F)

A8. FINISH LINE

Read or paraphrase the following once the first PC arrives at the finish line.

A dozen hovering camera drones buzz past, capturing the action from as many angles as possible. “Our first contestant crosses the finish line!” Lethea’s technologically magnified voice booms through the air. A sardonic chuckle filters through the speakers as Quell adds, “The living never cease to amaze me. Do you think the others have what it takes, Lethea?”

Not missing a beat, Lethea responds, “Stay tuned to Pact World Warriors to find out! We’ll be right back after these messages from our sponsors.”

Regardless of the programmed commercial break, the PCs’ ordeal may not be over. The obstacle course event ends when either all the PCs cross the finish line or 15 rounds elapse, whichever comes first. If one or more PCs remain on the obstacle course at the end of this time limit, a buzzer sounds and Quell announces the end of the first challenge: “Aaaaand time! You tried your best, and I can taste that delicious disappointment you’re feeling, but don’t worry, contestants! That was only round one.”

Development: The rival team fared poorly overall in the first challenge. Verity-5 lagged behind trying to help Rafelo out of the quicksand hazard, and only Mia Moxie, Tillik, and Shonvyzam finished the course in the allotted time. Award the enemy team 30 points for this challenge (+5 additional points for every PC above 4).

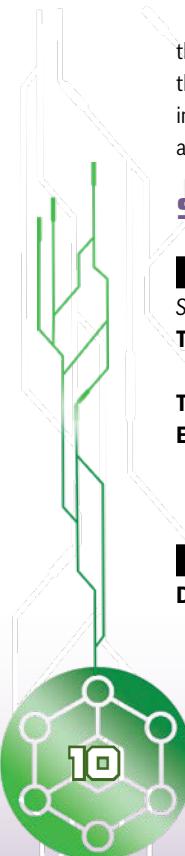
When the challenge ends, production staff escorts the PCs back to their break room for a 30-minute rest before the second event.

B. COMBAT COOKING EXTRAVAGANZA (CR 3 OR CR 5)

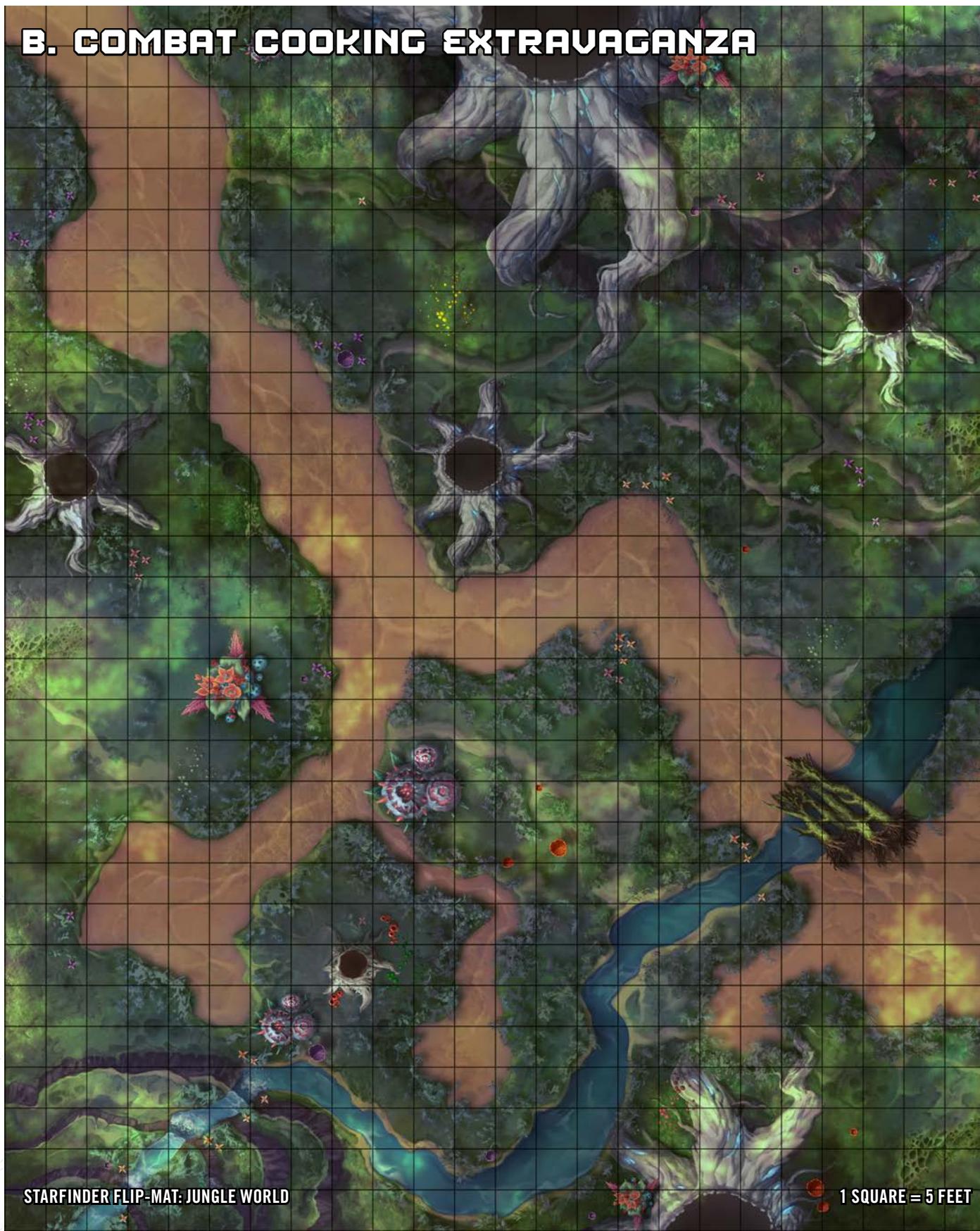
After the break, a suited ghoul hustles the PCs out of their rest area and back to the elevators at the end of the hallway, a skeletal camera crew following in their wake. Zo!s staff briefs the PCs about the impending challenge as they ride the lift to yet another floor of the underground complex. Read or paraphrase the following to set the scene.

The lift opens to reveal a pristine jungle. Ferns carpet the ground beneath towering trees. Birds and insects flit through shafts of artificial sunlight. Only the transparent green dome overhead breaks the illusion of leaving Eox behind for a lush, living world.

Stone walls artfully constructed to look like ancient ruins frame an odd scene: twin kitchens complete with stainless steel countertops and electric cooking ranges stand amid the wilderness. To the west, a cerulean pool laps gently in the artificial breeze.



B. COMBAT COOKING EXTRAVAGANZA



STARFINDER FLIP-MAT: JUNGLE WORLD

1 SQUARE = 5 FEET



STARFINDER SOCIETY SCENARIO

"Welcome to the Combat Cooking Extravaganza!" Quell calls from his perch atop a floating metal disc. The disc zooms toward the kitchens as he speaks. "First, our contestants order their live ingredients. This isn't as simple as ordering takeout at home, folks," Quell smirks as canned laughter plays through the speakers.

"I'm afraid not," Lethea calls from an identical disc nearby. "These chefs are working with fresh, wild-caught ingredients. Contestants, I'm sending a recipe to your comm units. Collect your ingredients, then head to the kitchen to craft us a dish worthy of a Pact World Warrior!"

"But be warned," Quell says. "This kitchen might be packing more heat than you can handle."

The set consists of a 50-foot-high domed chamber that acts as a greenhouse for the imported flora and fauna brought in specifically for filming this episode of *Pact World Warriors*.

This challenge has two phases: combat and cooking. PCs "order" their ingredients during the combat phase by defeating and butchering each of the tagged creatures (see below). After the PCs defeat each of the creatures, they then proceed to the cooking phase, where the PCs butcher the slain creatures and at a nearby field kitchen where they must prepare a meal incorporating their ingredients.

Lethea and Quell occupy motorized hovering discs above the action. Rival team members rush past the PCs in a mad scramble to collect their own ingredients, but the two teams do not directly interact until the cooking phase.

Creatures: A host of dangerous creatures mill about the jungle. Each creature has a colored tag stapled to an ear or appendage. An uzorg, a herd animal that resembles an amphibious zebra marked with a green tag grazes near the pool to the southeast (a dromaeosaurid in Subtier 3-4). A verimu, a three-limbed predatory flightless bird, with a red tag prowls the plateau to the north (a tashtari in Subtier 3-4), and an akata with a blue tag waits in its cocoon near the tree to the west (a necropede in Subtier 3-4).

The PCs can attack these creatures in any order they prefer. The various targets here do not work together, nor do they join in combat with one another. A creature becomes aggressive when attacked, but the PCs can choose to focus on one target at a time as necessary. However, every round, there's a 20% chance that the opposing team's actions manage to startle one of currently non-aggressive the creatures in the area, causing that creature to join in attacking the PCs.

Finally, once the PCs defeat a creature, you should count the number of combat rounds that pass until the final creature in the area has been defeated. The more rounds a body remains unbutchered, the harder the ensuing skill checks are in the cooking phase.

SUBTIER 1-2 (CR VARIES)

AKATA

CR 1

Starfinder Alien Archive 2 8; see page 22

HP 18

TACTICS

Before Combat As soon as the akata senses the PCs, it begins clawing its way out of its cocoon. It climbs up the tree to wait for its prey and attempts to ambush PCs from above.

During Combat The akata attacks with its fetid bite, savagely attacking the closely target.

Morale The akata fights to the death.

CR 1/2

Medium herd animal (*Starfinder Alien Archive 2 74*; see page 22)

HP 13

TACTICS

During Combat The docile uzorg ignores the PCs until it feels threatened. The uzorg then rushes into combat and uses its hooves to fend off its attackers.

Morale The uzorg attempts to flee once it's reduced to 4 or fewer Hit Points, though it cannot leave the confines of the map.

CR 1

Medium predator (*Starfinder Alien Archive 2 102*; see page 22)

HP 20

TACTICS

During Combat The verimu attempts to take PCs by surprise using Stealth, then attacks viciously with its talons.

Morale The verimu fights to the death.

SUBTIER 3-4 (CR VARIES)

DROMAEOSAURID

CR 3

Starfinder Alien Archive 2 38; see page 22

HP 45

TACTICS

During Combat The dromaeosaurid pounces on the nearest attacker, then attacks with its bite and claws.

Morale The dromaeosaurid fights to the death.

CR 3

Starfinder Alien Archive 2 132; see page 22

HP 40

TACTICS

During Combat The necropede attacks with its powerful acidic bite.

Morale The necropede fights to the death.

CR 3

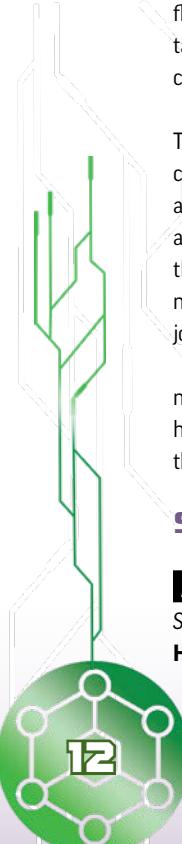
Starfinder Alien Archive 2 124; see page 22

HP 40

TACTICS

During Combat The tashtari uses its bristle flash ability to dazzle enemies before unleashing its ranged muzzle beam attack. The tashtari bites at PCs who close into melee range.

Morale The tashtari fights to the death.



Treasure: A metal crate partially submerged in the pool contains an adamantine alloy survival knife, an autotarget rifle with 25 rounds (tactical seeker rifle in Subtier 3-4), a brooch of shielding, a brown force field armor upgrade, and four mk 1 serums of healing (four mk 2 serums of healing in Subtier 3-4).

Rewards: If the PCs do not recover the supply crate or if they fail to earn at least 40 points in this contest, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 104 credits.

Out of Subtier: Reduce each PC's credits earned by 160 credits.

Subtier 3-4: Reduce each PC's credits earned by 216 credits.

COOKING PHASE

Immediately after defeating the assembled creatures, the contestants enter the cooking phase of the competition. Twin outdoor kitchens complete with cooking ranges, chef's tools, and fully stocked pantries are set up in the area to the southeast of a large tree. The two teams attempt this phase of the challenge adjacent to one another.

Lethea transfers a recipe to the PCs' comm units that lists ingredients in a specific order. Roll 1d3 to determine the order of the red, green, and blue ingredients (each corresponding to the tags on the slain creatures). A PC who succeeds at a DC 10 Survival check realizes that the harvested meat need to be properly butchered prior to adding it to the skillet.

To succeed in the cooking portion of the challenge, the PCs must first succeed at a DC 16 Survival check (DC 18 in Subtier 3-4) to butcher each creature. The DC for this check increases by 1 for every 3 rounds between the creature's death and the end of the combat phase. Alternatively, a PC can instead attempt a Life Science or Medicine check to guide their butchering, though the DC increases by 3 (in addition to any DC increases based on the time the meat waited in the combat phase). If the PCs succeed at a check, they harvest two prime cuts of meat from the carcass. The PCs harvest an additional piece of meat for each increment of 5 by which they surpass the check's DC. If the PCs fail this check, they harvest only a single piece of meat.

Once the PCs properly butcher all of their meat, they can proceed to cooking. Cooking each of the pieces of meat takes place over a short phase, during which each of the PCs can perform a single action. The options include cooking or sabotaging the other team.

Prepare Meal (Dexterity, Survival, Profession [artist, cook, herbalist]): These skill checks represent cutting and preparing ingredients. The PCs must attempt a DC 18 Dexterity check or one of the listed skill checks with a successful DC 18 (DC 21 in Subtier 3-4) to help prepare the meal. Failing a check results in an inedible or disconcertingly mediocre dish. If multiple PCs partake in this action, then use the highest result to determine the success of the meal preparation.

You don't need to roll cooking checks for the enemy team. See the Development section on page 14 to determine the rival team's final score for this challenge.

SCALING ENCOUNTER B

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

Both Subtiers: The creatures are dazzled by the nearby cameras and lights.

Disable Cooking Range (Engineering): A PC who succeeds at a DC 22 Engineering check (DC 26 in Subtier 3-4) can disable the other team's cooking range and force them to find another heat source, magical or otherwise, or prepare food without applying heat. A PC with the ability to wirelessly hack gains a +4 bonus to this check. If a PC succeeds at this check, they sabotage the enemy team (see Development on page 14).

Knife Toss: A PC can make a ranged attack roll to throw a kitchen utensil at an opposing team member. If the attack succeeds, a random target on the opposing team begins the encounter in area **D** with 1d4 damage. In addition, if a PC succeeds at this attack, they sabotage the enemy team (see Development on page 14).

Swap Ingredients: A PC who succeeds at a DC 18 Sleight of Hand check (DC 21 in Subtier 3-4 on page 14) can swap one of the other team's ingredients for something unappealing such as R2E protein rations. If a PC succeeds at this check, they sabotage the enemy team (see Development on page 14).

ENEMY TACTICS

The enemy team attempts to sabotage the PCs at several points during the event, attempting each tactic at least once. Otherwise, the team focuses on their own cooking projects.

Disabled Cooking Range: Shonvyzam knocks out the power to the PCs' cooking range near the beginning of a cooking phase. Unless a PC succeeds at a DC 20 Engineering check (DC 23 in Subtier 3-4) to perform field repairs during that phase, reduce the PCs' total points earned by 5.

Knife Toss: Mia Moxie hurls a sharp kitchen implement at one of the PCs, attempting a ranged attack with a +8 bonus (+11 in Subtier 3-4). If she hits, she deals 1d4+2 piercing damage, and the distraction at a crucial moment disrupts the PCs' dish and reduces their total points earned by 5.

Swap Ingredients: Tillik sidles near the PCs' station and tries to swap one of their ingredients for R2E rations. Any of the PCs preparing the meal can attempt a DC 23 Perception check (DC 26 in Subtier 3-4) to catch him in the act and scare him away, otherwise his substitution sabotages that dish and reduces the PCs' points earned by 5.

TASTE TEST

Read or paraphrase the following once the PCs complete the cooking phase.



WHO IS DATCH?

Datch is secretly involved in the ongoing smear campaign against the Starfinder Society. It's possible the PCs (or players) know of Datch's involvement in these schemes from other scenarios, but Datch's early appearance in this scenario is intended to be a PC's first introduction to her. Datch is cunning and gives no indication of her motives to the PCs. While the PCs might be suspicious of her, they have no way of proving that she presents a threat. Datch plays an important part in Starfinder Society's second season, so her inclusion here is intended to foreshadow that.

If the PCs attempt to restrain or incapacitate Datch, she teleports away using hidden technological equipment built into her armored business suit, admonishing the PCs for their rude behavior, taking a brief moment to shout out "RUDE!" before doing so.

The perpetually grinning hosts direct their hovering discs to land near the field kitchen in a coordinated motion. The two approach a table set with the contestants' various meals and take a seat. Quell inhales deeply and speaks into his microphone. "Mmmmm, I smell— Who am I kidding, I can't smell anything."

"Of course you can't," Lethea quips. "You're dead." Quell turns to her in mock surprise.

"You can't even hold a fork!" He counters, miming grasping for his utensils. "How do you plan to judge this challenge?"

"This wasn't in the script," Lethea giggles and considers the steaming plates of food before her. "We'll have to do our best. It's not every day we get to sample cuisine cooked by the living." She turns to the contestants. "Why don't you describe these delectable dishes?"

The hosts can't accurately judge the dishes' taste, so they select a winner for the "taste test" portion of the encounter based on how appealing each dish sounds. Each team nominates a representative to describe their creations. Rafelo presents Verity-5's uzorg and verimu sausage with akata caviar (braised dromaeosaurid ribs with tashtari and necropede tempura in Subtier 3-4). Lethea dramatically mimes "tasting" a dish while Quell grimaces as he enthusiastically compliments each meal through a mouthful of food that's inedible to him.

The PCs' representative can then attempt a DC 20 Bluff, Diplomacy, Intimidate, or Profession (cook) check to present their dishes. Consider giving the PC a +2 bonus to the check for exceptional descriptions and imagery. If the PC succeeds, the undead choose the PCs' meal as the winner.

Points: Contestants earn 10 points for each creature defeated

and 10 points for each successful check made to prepare a meal during the cooking phase. The team that wins the final taste test earns an additional 20 points.

Development: The opposing team earns the full 30 points for the combat phase and 30 points during the cooking phase (+5 additional points for every PC above 4). Subtract 5 points from this score for each of the PCs' successful sabotage actions.

MYSTERIOUS MEETING

Production staff leads the PCs back to their break room for a 30-minute rest after they complete the second challenge. Once the PCs enter the room, however, they realize they're not alone. Read or paraphrase the following to set the scene.

A table near the back of the break room is laden with an exquisite buffet of food. Mountains of dumplings, a pot full of steaming soup, and a wicker basket piled high with fresh fruit cover the table's surface. A brown ceramic tea kettle rests on a red cloth, surrounded by enough cream-colored cups to share a drink.

A stark white ysoki dressed in a well-cut grey business suit hops up from a chair in greeting. She waves an apology as she chews the last bite of the apple she's been snacking on. She sets the core carefully at the edge of the table and speaks. "Oh hi! It's so nice to finally meet all of you," she says with a cheerful smile. "My name is Datch, and I've been watching your performance. Do you have a moment to chat?"

The PCs notice a triangular pin on Datch's lapel. PCs who succeed at a DC 10 Culture check recognize the pin is typically worn by members of AbadarCorp.

Datch is a mysterious figure who's scheduled to make numerous appearances throughout this year of Starfinder Society adventures. This scene represents a pleasant encounter where the PCs can meet and engage with Datch in a peaceful situation. She tries to engage the PCs in polite small talk and questions them about their exploits during filming. Datch admits she's part of the studio audience and has a "vested interest" in this episode of the show. If the PCs question her presence or her affiliation, Datch shrugs off their requests, indicating that she's just a fan who wanted to meet the latest celebrities in person. Some of the questions the PCs might ask Datch and her responses are provided below.

Who do you work for? "Oh, I'm only a humble businesswoman. My position is nothing special, though I'm lucky to work for such a wonderful employer." (If the PCs press for further details of Datch's employment, she winks and taps the pin on her lapel, but never verbally confirms her affiliation with AbadarCorp)

Why are you here? "I'm a huge fan of Zo's productions. I simply had to come see it live, especially when I heard that the Starfinder Society was going to participate. It's even more exciting in person, even from the studio audience! Everyone at work is going to be so jealous!"

PACT WORLD WARRIORS

What do you want from us? "You really impressed me with how you handled those challenges. I just wanted to meet you, face-to-face, and offer a gift." Datch grins and motions toward the food she's provided. "Really, that's all this is about! Not everything has to be so nefarious, you know? But then again, you're Starfinders, so you probably have to deal with a lot of bad people!"

Development: After their brief encounter, Datch offers the remaining refreshments to the PCs, since they've earned it with all their hard work. She wishes them luck and leaves with pronounced swagger toward the door. Before leaving down the attached corridor, Datch effortlessly tosses her remaining apple core into a nearby waste disposal unit without ever looking back, telling the PCs a final "Be seeing you" before fully departing.

Attempts to chase after or trail the ysoki end with Datch seemingly disappearing from the Eoxian compound. Inquiries into Datch's presence to any of Zo!'s film crews receive confused reactions, and it becomes apparent that no person named Datch is logged in the facility's well-maintained manifest.

Following this eerie break from the show, the film crew returns after 30 minutes to collect the PCs for the next broadcast.

Infamy: PCs who try to attack, restrain, or otherwise act with undue hostility towards their unarmed visitor gain 1 Infamy.

C. KILL COUNT (CR 3 OR CR 5)

For the PCs' next challenge, the film crew brings them up to Eox's surface. The crew provides any PCs lacking armor or environmental protections with a space suit, if required. The crew go on to explain that the PCs must now battle against hordes of mindless undead. Read the following text to set the scene.

Far above the safety of the underground complex, a barren cratered landscape surrounds a clear protective dome. The dome slowly retracts as a horde of undead approaches at a shambling gait. "For their third challenge, our contestants face off against an undead army!" Letheia's voice bellows. "Don't worry folks, they're mindless, so it's okay. Well, okay enough for PRIME TIME!" Quell then adds in. "Contestants, don't be shy; there's plenty more corpses than these ones!"

Suddenly, a burning object crashes into the dust right outside the dome, creating a fresh dent in the planet's pockmarked surface. "Time to kill, kill, kill!" Quell trills. Letheia then adds one final line. "I think you mean REkill!"

Countless undead surround the PCs' position as the dome around them lowers. Two floating metal platforms launch from the rocky ground nearby, supporting Letheia and Quell, who continue their monitoring from them. A new wave of undead attacks as soon as the previous wave is dispatched. The timer goes off after 5 rounds, at which point a protective shield surrounds the PCs and ends the combat.

Points: PCs earn 10 points for each skeletal undead they destroy (5 points each in Subtier 3-4).

SCALING ENCOUNTER C

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

Subtier 1-2: Remove 1 skeletal undead from each wave.

Subtier 3-4: Remove 2 skeletal undead from each wave.

Creatures: Once the dome lowers, hordes of undead trudge toward the PCs' position. These skeletal undead don't carry any additional weapons beyond their claws and only move to close into melee.



DATCH



STARFINDER SOCIETY SCENARIO

C. KILL COUNT

UNDEAD

PCS

L

STARFINDER FLIP-MAT: ASTEROID

L = LOOT

1 SQUARE = 5 FEET

16

SUBTIER 1-2 (CR 3)

SKELETAL UNDEAD (4)

CR 1/2

Starfinder Alien Archive 114; see page 23

HP 13 each

TACTICS

During Combat The skeletal undead mindlessly attack the PCs.

Morale The skeletal undead fight until destroyed.

SPECIAL ABILITIES

Prime-Time Surprise (Ex) Every time one of the skeletal undead is destroyed, roll 1d6.

1: The skeleton's bones are filled with plastic explosives that detonate in a 15-foot radius (3d6 F; DC 12 Reflex half).

2-5: Nothing special happens.

6: The skeleton erupts in fireworks and earns the PCs twice as many points.

SUBTIER 3-4 (CR 5)

SKELETAL UNDEAD (8)

CR 1/2

Starfinder Alien Archive 114; see page 23

HP 13 each

TACTICS

During Combat The skeletal undead mindlessly attack the PCs.

Morale The skeletal undead fight until destroyed.

SPECIAL ABILITIES

Prime-Time Surprise (Ex) See Subtier 1-2.

Treasure: The falling meteorite is a metal supply crate containing the following: two frag grenades II, two incendiary grenades II, two manual sights^{AR}, a merc NIL grenade launcher, and a squad machine gun (tactical reaction cannon in Subtier 3-4). In Subtier 3-4, the chest also contains a laser sight^{AR} and a *mk 1 plasma beads*^{AR}.

Development: The hosts tally and announce both teams' scores. The enemy team earns 30 points in this challenge (+5 additional points for every PC above 4). On their way back to the break room, the PCs encounter their rival team. As they pass the PCs, Rafelo whispers something to Tillik. The pahtra nods and smirks at the PCs in response.

Rewards: If the PCs don't search the supply crate or don't earn at least 30 points in this contest, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 108.

Out of Subtier: Reduce each PC's credits earned by 213.

Subtier 3-4: Reduce each PC's credits earned by 318.

SABOTAGE!

During the final break, Tillik and Shonvyzam infiltrate the PCs' rest area and attach a magnetic beacon to the flag provided for the final challenge. The device matches the magnetic signature of a piece of equipment carried by Shonvyzam, who can use it to literally snatch the PCs' flag out of their hands. Each PC can attempt one of the following skill checks to identify and counter

the sabotage; each check, regardless of the skill used, is DC 20 (DC 23 in Subtier 3-4).

Perception: The PCs observe Shonvyzam's stealth drone leaving their break room.

Sense Motive: The PCs understand the secret message Rafelo whispered to Tillik as an order to enter the PCs' break room and sabotage their flag.

If the PCs identify the sabotage, they can disable the beacon with a successful DC 18 Computers or Engineering check (DC 21 in Subtier 3-4). If the PCs notify production staff about the attempted sabotage, Zo! arrives in the break room to investigate. He nods eagerly as he listens, exclaiming, "Drama! Intrigue! We couldn't have scripted this, it's perfect!" Zo! obviously has no intentions of penalizing the enemy team or removing the beacon, and he orders a nearby camera operator to make sure they get this footage.

D. CAPTURE THE FLAG (CR 5 OR CR 7)

After a lengthy elevator ride, contestants travel through a folding aluminum tunnel to an airlock door and emerge onto a destroyer-class starship of standard Pact Worlds design, impossibly housed within a floor of Zo!'s studio megacomplex.

"Our final challenge simulates boarding action on a craft traveling through hostile space!" Quell's voice reverberates through the cargo hold. "With weapons set to stun, our intrepid teams fight for control of the ship."

Lethea takes over the explanation: "A team earns 30 points for capturing the enemy flag, 40 points for capturing the unclaimed flag and 10 points for taking out an enemy. When the doors open, the battle begins. Good luck, warriors!"

The final challenge takes place on a realistic set modeled after a starship. This time, the hosts observe the action alongside the studio audience through live camera feeds and commentate directly into the PCs' comm units. The PCs begin in the rectangular cargo hold to the east, while the opposing team begins in an identical chamber to the west. The PCs have 3 rounds to prepare and position their flag within their base before all the ship's doors open and the challenge begins. Contestants are required to equip loaned copies of their weapons with *merciful* weapon fusions pre-installed for the duration of the challenge or face disqualification.

This event takes place in a zero-g environment. PCs without specialized equipment must use objects or other creatures to control their movement here. See page 402 of the *Starfinder Core Rulebook* for more information about zero-gravity environments.

The Flags: This competition involves three heavy flags. Each team begins in possession of one flag, which must be displayed prominently and cannot be stored in a bag, extradimensional space, or any other compartment. Each flag is 3 bulk, due to the use of dense metals in its construction. The PCs can place their flag in a square, or one of them can hold onto the object.

A third unclaimed flag rests near the center of the ship (as indicated on the map).



STARFINDER SOCIETY SCENARIO

D. CAPTURE THE FLAG



STARFINDER FLIP-MAT: GHOST SHIP

F = FLAG

1 SQUARE = 5 FEET

PACT WORLD WARRIORS

Enemy Tactics: Rafelo, Shonvyzam, and Verity-5 travel in a group towards the center of the map, acting as the first line of defense against the PCs and attempting to grab the unclaimed flag. Shonvyzam's drone patrols outside her team's base, using its camera mod to transmit visual input to her custom rig. If her drone alerts her to intruders, Shonvyzam abandons her group and retreats toward the PCs' base. Tillik keeps his distance from his teammates and attempts to capture the PCs' flag while they're distracted. He avoids direct confrontation with the PCs, preferring to snipe from a stealthy position or pick off vulnerable PCs with his wire garotte. Mia guards the flag alone in her base, refusing to group up with her teammates.

If the PCs failed to stop the sabotage in the earlier encounter, Shonvyzam can spend a move action while within 10 feet of a PC carrying the flag to cause the flag to fly into her grasp.

Timing: The event takes place over the course of 20 rounds, after which the event ends and points are tallied. Thus, although eliminating all of the enemies makes it far easier to retrieve flags, the PCs must still find and recover the flags in order to earn points.

Infamy: PCs who ignore the mandatory nonlethal damage rule gain 1 Infamy and are removed from the challenge. However, participants who use damaging spells with no obvious effect (e.g. Verity-5's *mind thrust*) can avoid this repercussion.

Points: A team earns 30 points for capturing the enemy flag and returning it to their base (the corresponding starting zone), where it must remain for at least 2 rounds. A team earns 40 points for capturing the unclaimed flag in a similar manner to capturing the enemy flag. Finally, each team gains 10 points for incapacitating an enemy team member.

Treasure: A locked crate (hardness 10, HP 10, Engineering DC 18 to disable) in the PCs' base contains the following: an *anchoring* weapon fusion (6th) attached to a tactical semi-auto pistol, bonding epoxy, ember flame doshko, a jump jets armor upgrade (a jetpack armor upgrade in Subtier 3-4), two *mk 1 serums of healing*, and a thunderstrike sonic pistol. The weapons all have *merciful* weapon fusions and deal nonlethal damage.

SUBTIER 1-2 (CR 5)

RAFELO

CR 1

HP 17 (see page 23)

TACTICS

Before Combat Rafelo secures the flag behind cover to the south of the stacked cargo containers.

During Combat Rafelo uses his improvisations to aid his allies.

He provides covering fire, casts *daze*, and fires his laser pistol.

Morale Rafelo surrenders if all his teammates are defeated.

MIA MOXIE

CR 1

HP 20 (see page 23)

TACTICS

Before Combat Mia takes cover near her team's flag and waits for PCs to approach.

SCALING ENCOUNTER D

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

All Subtiers: Rafelo was injured during the Kill Count challenge and cheers his team on from the studio audience room. Remove him from the encounter.

During Combat As soon as the PCs enter range, she hurls a stickybomb grenade and unloads her light reaction cannon on the entangled PCs. Mia uses her grenades and gun to keep the PCs at bay from behind the barricade, and she calls for backup when she's reduced to 10 or fewer HP.

Morale Mia fights until defeated.

SHONVYZAM

CR 1

HP 17 (see page 23)

TACTICS

During Combat Shonvyzam prefers ranged attacks but eagerly fights anyone who enters melee range using her cestus battle glove. She orders her drone to support her during the engagement.

Morale Shonvyzam fights until defeated.

SHONVYZAM'S STEALTH DRONE

CR -

HP 6 (see page 24)

TILLIK

CR 1

HP 17 (see page 24)

TACTICS

During Combat Tillik stealthily approaches the PCs' base. He attempts to distract the PCs by attacking with his wire garotte if he catches a PC off guard or sniping from a tactical position.

Morale Tillik prefers hit-and-run attacks, fleeing whenever his position is compromised or he takes substantial damage.

VERITY-5

CR 1

HP 16 (see page 24)

TACTICS

During Combat Verity-5 uses their jump jets to move around the battlefield as they keep tabs on allies' status using their telepathic abilities. They prefer to use healing channel (and lifelink, in Subtier 3-4) to help their friends but use their offensive spells against PCs if necessary. If Verity-5 is within range of a PC carrying a flag, they cast *command* to order that PC to drop the flag.

Morale Verity-5 fights until defeated.



SUBTIER 3-4 (CR 7)

RAFEO

CR 3

HP 35 (see page 24)

TACTICS

See Subtier 1-2.

MIA MOXIE

CR 3

HP 40 (see page 25)

TACTICS

See Subtier 1-2.

SHONVYZAM

CR 3

HP 35 (see page 25)

TACTICS

See Subtier 1-2.

SHONVYZAM'S STEALTH DRONE

CR -

HP 17 (see page 25)

TILLIK

CR 3

HP 35 (see page 25)

TACTICS

See Subtier 1-2.

VERITY-5

CR 3

HP 32 (see page 25)

TACTICS

See Subtier 1-2.

Development: Regardless of the outcome of this match, the film crew gathers the two groups—hefting any unconscious combatants and reviving them off-site—and brings them back to the stage where they first met their rivals and the show hosts.

Rewards: If the PCs fail to secure more points than the rival team, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 290.

Out of Subtier: Reduce each PC's credits earned by 421.

Subtier 3-4: Reduce each PC's credits earned by 552.

If the PCs do not search the supply crate or don't receive at least 50 points in this contest, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 106.

Out of Subtier: Reduce each PC's credits earned by 124.

Subtier 3-4: Reduce each PC's credits earned by 142.

AND THE WINNER IS...

Both Lethea and Quell congratulate the teams for a job well done, adding in some final quips based on any notable moments from the show's events. After this short congratulations, Zo! appears from behind the stage to take the reins of the show and announce the winning team for the event.

Read or paraphrase the following.

A wash of sparkling confetti and the sound of upbeat brass instruments heralds the arrival of Zo! onto the stage. The undead mogul effortlessly swings a microphone in one hand, while casually pointing and smiling at members of the live studio audience. As the music calms, Zo! turns to provide both teams with a shot from his finger guns before addressing the audience. "Trials and tribulations! Drama and intrigue! Dangerous obstacles and murderous animals rendered into appetizers! Really folks, we have it all, don't we!?"

Zo! revels in the crowd's adulation for a few seconds before a blinking red-screen causes the assembled masses to stop, save for a few lagging zombies who continue. "Now, if it were up to me, I'd call each of these teams a winner! But this is prime-time vidcasting, so there simply has to be a winner! If there wasn't, well, all of you might kill me—for a second time, that is!"

"So, for this episode of Pact World Warriors, the winning team is..."

Assuming the PCs scored the most points during the event, Zo! declares the Starfinder Society's team as the undisputed victors of the event. A second rain of confetti follows, this time accompanied with lightly falling balloons covered in comical cartoon visages of Zo's face. The hosts go on to take over the ending broadcast, congratulating each PC and offering up some final verbal jabs before encouraging the PCs to return for future shows. The crew then escorts the PCs back toward a shuttle bound for Absalom Station, where a jubilant Radaszam awaits.

Prior to the PCs' departure, the rival team makes one final showing, vowing that the PCs haven't seen the last of them. Mia Moxie promises the PCs that she'll be "visiting sometime real soon" and that this time, it won't be a game show, but instead a full-on fight-night spectacle.

In the unlikely event the rival team scored more points than the PCs, a similar scene plays out with the rival team lauded as victors. The film crew unceremoniously escorts the PCs back to their shuttle, where a suitably unimpressed Radaszam waits for them.

Development: Radaszam's reaction on the shuttle journey depends entirely on the PCs' performance. If the PCs were successful, Radaszam offers refreshments and listens to the PCs retell tales from their journey. If the PCs failed to win the show, then Radaszam spends much of his time sending out messages to other media organizations within the Pact Worlds in hopes of arranging a new contract to help improve the Society's reputation. The journey to Absalom Station only takes 3 days, at which point Radaszam escorts the PCs to the Lorespire Complex for a more thorough debriefing with First Seeker Luwazi Elsebo.

CONCLUSION

Within the Lorespire Complex, Radaszam leaves the PCs in a waiting room while he goes to confer with First Seeker Luwazi Elsebo prior to the debriefing. As the PCs wait, they notice a well-stocked and eerily familiar food assortment waiting on the



currently abandoned reception desk. If any of the PCs decide to investigate the basket, they also note that one of the vidscreens behind the reception desk is active and displaying a live news feed. A ryphorian news anchor explains that the Stewards are investigating an incident involving a shuttle explosion over Eox that claimed the lives of several Pact Worlds citizens and the rival team on *Pact World Warriors*. While the investigation has yet to conclude, there's some leaked evidence that may point to the Starfinder Society's involvement.

At that moment, a shirren arrives with a second basket for the food arrangement, as well as an accompanying letter. One of the apples in the second basket has a single bite taken out of it, and the unsigned card that accompanies the basket reads: "I don't like people who fail me, but I'm really starting to like all of you."

The shirren courier has no information on who arranged the basket, only that it was commissioned through funds associated with AbadarCorp. Further investigation into the delivery yields no results.

PRIMARY SUCCESS CONDITIONS

The PCs succeed at their primary success condition if they win *Pact World Warriors* by having the most points at the end of the

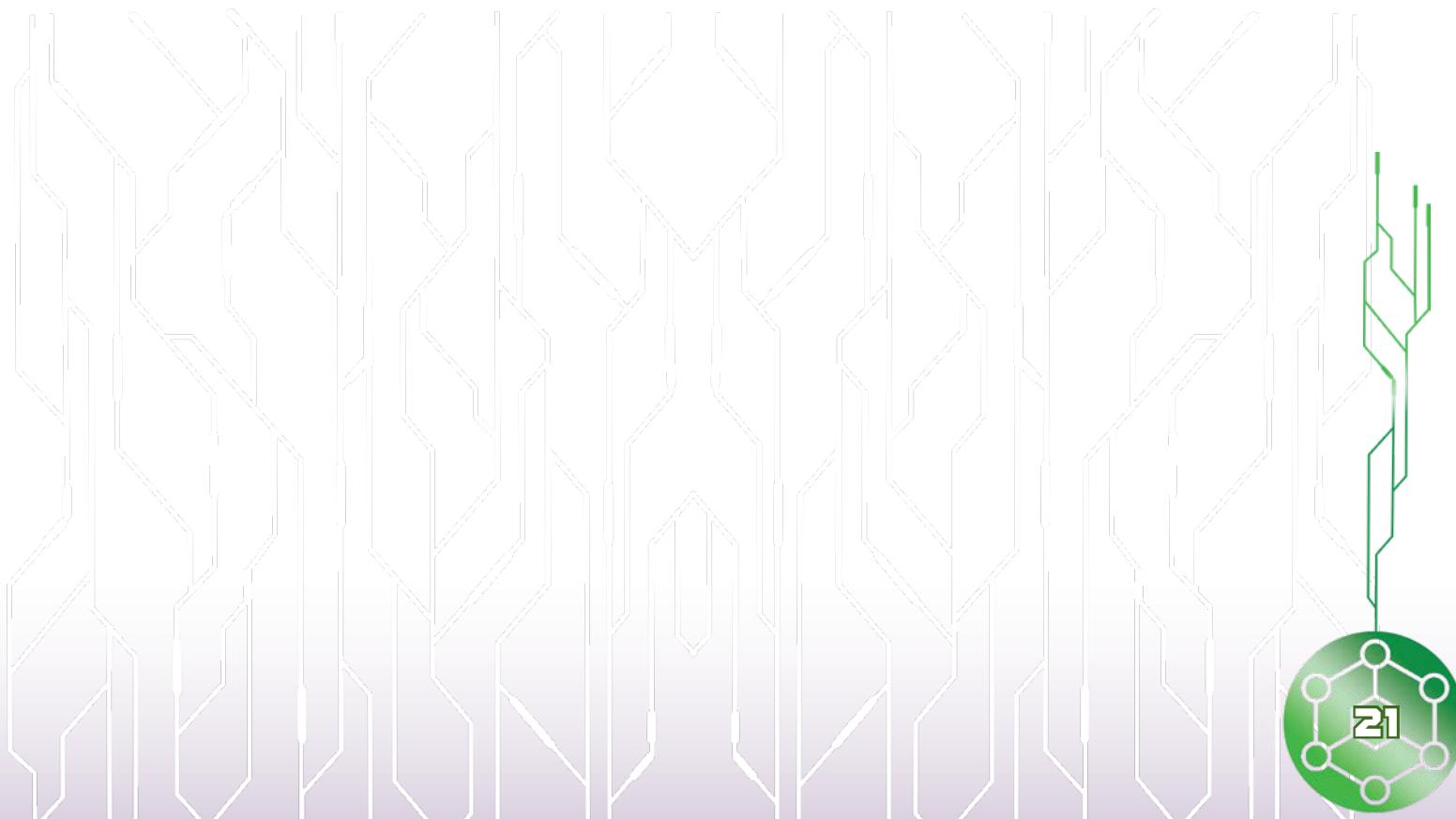
adventure. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon. In addition, each PC receives the Acquainted with Datch boon on their Chronicle sheets. PCs also receive the Live Air Celebrity boon, though the GM should cross out any benefits associated with contests the PCs failed to win.

SECONDARY SUCCESS CONDITIONS

The PCs succeed at their secondary success condition if they complete two of the following goals: have a lead of 40 or more points above the opposing team's score at the end of the event, opened three or more of the loot crates found in the contests, or uncovered and stopped the sabotage attempt against them before the final contest. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon.

FACTION NOTES

If the PCs succeed at their primary mission, they not only impress Radaszam but also earn some temporary fame across the Pact Worlds and beyond. Each PC earns 1 additional Reputation with the Acquisitives faction, in addition to any other Reputation earned from completing this scenario.



APPENDIX: STAT BLOCKS

AKATA

CR 1

Starfinder Alien Archive 2 8

N Medium aberration

Init +6; **Senses** blindsight (life) 10 ft., blindsense (scent) 60 ft., darkvision 120 ft.; **Perception** +5

DEFENSE

HP 18

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 cannot 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 it is immune to bludgeoning and fire damage. As long as the cocoon remains intact, the akata within remains unharmed. The akata remains in a state of hibernation until it is 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; and infected creature that dies rises as a void zombie 2d4 hours later.

Cure 2 consecutive saves.

DROMAEOSAURID

CR 3

Starfinder Alien Archive 2 38

N Medium animal

Init +3; **Senses** low-light vision; **Perception** +8

DEFENSE

HP 45

EAC 13; **KAC** 15

Fort +6; **Ref** +7; **Will** +2

OFFENSE

Speed 50 ft.

Melee talons +11 (1d6+5 S; critical bleed 1d6) or bite +11 (1d6+5 P)

Offensive Abilities pounce

STATISTICS

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

Skills Acrobatics +8, Stealth +13

SPECIAL ABILITIES

Pounce (Ex) When a dromaeosaurid charges, it can also make a full attack.

MEDIUM HERD ANIMAL

CR 1/2

Starfinder Alien Archive 2 74

N Medium animal

Init +2; **Senses** low-light vision; **Perception** +4

DEFENSE

HP 13

EAC 10; **KAC** 12

Fort +3; **Ref** +4; **Will** +1

OFFENSE

Speed 40 ft.

Melee natural weapon +4 (1d6+1 B)

STATISTICS

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

Skills Athletics +4

MEDIUM PREDATOR ANIMAL

CR 1

Starfinder Alien Archive 2 102

N Medium animal

Init +2; **Senses** low-light vision; **Perception** +5

DEFENSE

HP 20

EAC 11; **KAC** 13

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

OFFENSE

Speed 40 ft.

Melee natural weapon +7 (1d6+2 P or S)

STATISTICS

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

Skills Acrobatics +5, Athletics +5, Stealth +5

NECROPEDE

CR 3

Starfinder Alien Archive 2 132

N Large vermin

Init +3; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Defensive Abilities void adaptation; **Immunities** acid

PACT WORLD WARRIORS

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +11 (2d4+1 A & P; critical corrode 1d4)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str +1; Dex +3; Con +5; Int -; Wis +0; Cha -3

Other Abilities mindless

SKELETAL UNDEAD

CR 1/2

Starfinder Alien Archive 114

NE Medium undead

Init +2; Senses darkvision 60 ft.; **Perception +4**

DEFENSE

HP 13

EAC 10; KAC 12

Fort +2; Ref +2; Will +2

DR 5/magic; Immunities cold, undead immunities

OFFENSE

Speed 30 ft.

Melee survival knife +6 (1d4+3 S) or claw +6 (1d6+3)

Ranged hunting rifle +3 (1d8 P)

STATISTICS

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

Skills Athletics +9

Other Abilities mindless, unliving

Gear hunting rifle with 20 longarm rounds, survival knife

TASHTARI

CR 3

Starfinder Alien Archive 2 124

NE Medium magical beast

Init +4; Senses darkvision 60 ft., low-light vision; **Perception +8**

DEFENSE

HP 40

EAC 14; KAC 16

Fort +7; Ref +7; Will +2

Resistances fire 5

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +9 (1d6+5 P)

Ranged muzzle beam +12 (1d4+3 F; critical burn 1d4)

Offensive Abilities bristle flash

STATISTICS

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

Skills Acrobatics +8, Athletics +8 (+16 to climb), Stealth +13

SPECIAL ABILITIES

Bristle Flash (Ex) Once per day as a standard action, a tashtari can cause its filaments to glow with intense light. Each creature within 60 feet must succeed at a DC 12 Fortitude save or be dazzled for 1d4 rounds. This ability has no effect on sightless creatures. Tashtaris and tashtari alphas are immune to the effects of this ability.

Muzzle Beam (Ex) As an attack, a tashtari can unleash a focused ray of light from its mouth that can burn a target like the beam of a laser pistol. This ray has a range increment of 80 feet.

APPENDIX 2: ENEMY TEAM (SUBTIER 1-2)

RAFEOLO

CR 1

Male damaya lashunta envoy

CN Medium humanoid (lashunta)

Init +6; Perception +5

DEFENSE

HP 17 RP 4

EAC 11; KAC 12

Fort +1; Ref +3; Will +4

OFFENSE

Speed 30 ft.

Melee tactical baton +4 (1d4+1 B nonlethal)

Ranged azimuth laser pistol +6 (1d4+1 F; critical burn 1d4)

Lashunta Spell-Like Abilities (CL 1st)

1/day—*detect thoughts* (DC 13)

At will—*daze* (DC 13), *psychokinetic hand*

STATISTICS

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

Skills Bluff +10, Culture +5, Diplomacy +10, Sense Motive +10

Languages Common, Castrovelian, Vesk; limited telepathy

30 ft.

Other Abilities envoy improvisations (get 'em)

Gear second skin, azimuth laser pistol with 2 batteries (20 charges each), tactical baton

MIA MOXIE

CR 1

Female halfling soldier

NE Small humanoid (halfling)

Init +4; Perception +5

DEFENSE

HP 20

EAC 11; KAC 13

Fort +6; Ref +4; Will +2; +2 vs. fear effects

OFFENSE

Speed 20 ft.

Melee assault hammer +5 (1d6+4 B)

Ranged light reaction cannon +8 (1d10+1 P) or

stickybomb grenade I +8 (explode [35 ft., entangled 2d4 rounds, 10 ft., DC 10]) or

shock grenade I +8 (explode [35 ft., 1d8 E, 15 ft., DC 10])

Offensive Abilities grenade expert (15 ft.)

STATISTICS

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

Skills Athletics +10, Stealth +7

Languages Common, Halfling

Gear reinforced EVA suit I^{AR}, assault hammer, light reaction cannon with 20 rounds, stickybomb grenade I, shock grenade I (2)

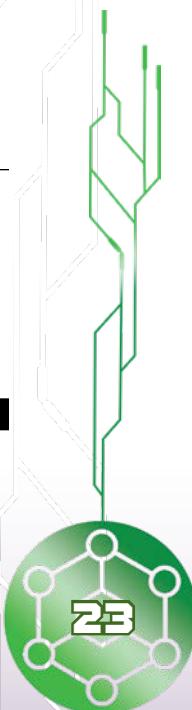
SHONVYZAM

CR 1

Female vesk mechanic

LE Medium humanoid (vesk)

Init +2; Senses low-light vision; **Perception +5**



STARFINDER SOCIETY SCENARIO

DEFENSE HP 17

EAC 12; **KAC** 13

Fort +3; **Ref** +3; **Will** +2; +2 vs. fear effects

OFFENSE

Speed 30 ft.

Melee cestus battleglove +4 (1d4+3 B) or

unarmed strike +4 (1d3+3 S)

Ranged bruiser decoupler +6 (1d4+1 A; critical demoralize^{AR})

STATISTICS

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

Skills Athletics +5, Computers +10, Engineering +10, Physical Science +10

Feats Barricade

Languages Common, Vesk

Other Abilities artificial intelligence (stealth drone), custom rig

Gear second skin, bruiser decoupler^{AR} with 2 batteries (20 charges each), cestus battleglove, engineering toolkit

SHONVYZAM'S STEALTH DRONE CR –

N Small construct (technological)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +3

DEFENSE HP 6

EAC 10; **KAC** 12

Fort –1; **Ref** –1; **Will** –2

Defensive Abilities reactive camouflage; **Immunities** construct immunities, unliving

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +1 (1d6+1 B)

Ranged integrated arc emitter +4 (1d4 E; critical arc)

STATISTICS

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

Skills Acrobatics +3, Stealth +7 (+10 when standing still)

Languages Common, Vesk (can't speak any language)

Gear integrated arc emitter

TILLIK CR 1

Male pahtra operative (*Starfinder Alien Archive 2* 94)

CN Medium humanoid (pahtra)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

DEFENSE HP 17

EAC 11; **KAC** 12

Fort +1; **Ref** +4; **Will** +4; +2 vs. charm and compulsion effects

OFFENSE

Speed 40 ft.

Melee wire garotte +4 (1d2 S+3)

Ranged subzero hail pistol +6 (1d4+1 C & P; critical bleed 1d4) or precision coil rifle +6 (1d6+1 P)

Offensive Abilities trick attack +1d4

STATISTICS

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

Skills Acrobatics +13, Sleight of Hand +13, Stealth +13 (+4 to trick attack), Profession (dancer) +8

Feats Mobility

Languages Common, Vesk

Gear estex suit I, subzero hail pistol^{AR} with 2 standard batteries (20 charges each), precision coil rifle^{AR} with 25 cartridges, wire garotte^{AR}, magboots^{PW}

VERITY-5 CR 1

Agender android mystic

N Medium humanoid (android)

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE HP 16 RP 4

EAC 10; **KAC** 11

Fort +1; **Ref** +1; **Will** +6; +2 vs. disease, mind-affecting effects, poison, sleep

Defensive Abilities constructed, flat affect, upgrade slot (jump jets)

OFFENSE

Speed 30 ft., fly 30 ft. (jump jets, average)

Melee tactical baton +2 (1d4+1 B nonlethal)

Ranged pulsecaster pistol +4 (1d4+1 E)

Mystic Spells Known (CL 1st; ranged +4)

1st (3/day)—*command* (DC 13), *mind thrust* (DC 13)

0 (at will)—*telekinetic projectile*, *telepathic message*

Connection healer

STATISTICS

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

Skills Mysticism +10, Medicine +10

Languages Common

Other Abilities healing channel (2d8)

Gear flight suit stationwear, pulsecaster pistol with 2 batteries (20 charges each), tactical baton

APPENDIX 3: ENEMY TEAM (SUBTIER 3-4)

RAFEOLO CR 3

Male damaya lashunta envoy

CN Medium humanoid (lashunta)

Init +6; **Perception** +8

DEFENSE HP 35 RP 5

EAC 14; **KAC** 15

Fort +2; **Ref** +4; **Will** +6

OFFENSE

Speed 30 ft.

Melee light sap +7 (1d4+3 B nonlethal)

Ranged flash compliance ray +9 (1d6+3 F; critical blind^{AR})

Lashunta Spell-Like Abilities (CL 3rd)

1/day—*detect thoughts* (DC 15)

At will—*daze* (DC 15), *psychokinetic hand*

STATISTICS

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

Skills Bluff +13, Culture +8, Diplomacy +13, Sense Motive +13

Languages Common, Castrovelian, Vesk; limited telepathy 30 ft.

PACT WORLD WARRIORS

Other Abilities envoy improvisations (clever feint, get 'em)

Gear graphite carbon skin, flash compliance ray^{AR} with 2 standard batteries (20 charges each), light sap^{AR}

MA MOXIE

CR 3

Female halfling soldier

NE Small humanoid (halfling)

Init +4; **Perception** +8

DEFENSE

HP 40

EAC 14; **KAC** 16

Fort +8; **Ref** +6; **Will** +3; +2 vs. fear effects

OFFENSE

Speed 20 ft.

Melee hook sword +8 (1d8+6 S plus trip; critical bleed 1d4)

Ranged tactical rail cannon +11 (1d10+3 P; critical bleed 1d4) or stickybomb grenade II +11 (explode [35 ft., entangled 2d4 rounds, 15 ft., DC 12]) or

shock grenade II +11 (explode [35 ft., 1d12 E, 15 ft., DC 12])

STATISTICS

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

Skills Athletics +13, Stealth +10

Languages Common, Halfling

Gear reinforced EVA suit II^{AR}, hook sword^{AR}, tactical rail cannon^{AR} with 25 cartridges, stickybomb grenade II, shock grenade II (2)

SHONVYZAM

CR 3

Female vesk mechanic

LE Medium humanoid (vesk)

Init +2; **Senses** low-light vision; **Perception** +8

DEFENSE

HP 35

EAC 15; **KAC** 16

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

OFFENSE

Speed 30 ft.

Melee warclub +7 (1d10+5 B) or unarmed strike +7 (1d3+5 S)

Ranged pusher decoupler +9 (1d6+3 A; critical demoralize^{AR})

Offensive Abilities overload (DC 13)

STATISTICS

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

Skills Athletics +8, Computers +13, Engineering +13, Physical Science +13

Feats Barricade

Languages Common, Vesk

Other Abilities artificial intelligence (stealth drone), custom rig

Gear clearweave I^{AR}, pusher decoupler^{AR} with 2 standard batteries (20 charges each), warclub^{AR}, engineering specialty toolkit

SHONVYZAM'S STEALTH DRONE

CR -

N Small construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision;

Perception +5

DEFENSE

HP 17

EAC 10; **KAC** 12

Fort +1; **Ref** +1; **Will** -1

Defensive Abilities reactive camouflage; **Immunities** construct immunities, unliving

OFFENSE

Speed 40 ft., climb 20 ft.

Melee slam +5 (1d6+3 B)

Ranged integrated arc emitter +8 (1d4+1 E; critical arc)

STATISTICS

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

Skills Acrobatics +5, Stealth +10 (+10 when standing still)

Languages Common, Vesk (can't speak any language)

Gear integrated arc emitter

TILLIK

CR 3

Male pahtra operative (*Starfinder Alien Archive* 2 94)

CN Medium humanoid (pahtra)

Init +5; **Senses** darkvision 60 ft., low-light vision;

Perception +9

DEFENSE

HP 35 RP 5

EAC 14; **KAC** 15

Fort +2; **Ref** +5; **Will** +6; +2 vs. charm and compulsion effects

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee wire garotte +7 (1d2 S+5)

Ranged grave-class bone pistol +9 (1d4+3 C) or stalker assassin rifle +9 (1d10+3 P)

Offensive Abilities trick attack +1d8

STATISTICS

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

Skills Acrobatics +16, Sleight of Hand +16, Stealth +16 (+4 to trick attack), Profession (dancer) +11

Feats Mobility

Languages Common, Vesk

Other Abilities operative exploits (holographic clone [3 minutes])

Gear clearweave I^{AR}, grave-class bone pistol^{AR} with 2 standard batteries (20 charges each), stalker assassin rifle^{AR} with 25 cartridges, wire garotte^{AR}, magboots^{PW}

VERITY-5

CR 3

Agender android mystic

N Medium humanoid (android)

Init +0; **Senses** darkvision 60 ft., low-light vision;

Perception +8

DEFENSE

HP 32 RP 5

EAC 13; **KAC** 14

Fort +2; **Ref** +2; **Will** +8; +2 vs. disease, mind-affecting effects, poison, sleep

Defensive Abilities constructed, flat affect, upgrade slot (jump jets)



STARFINDER SOCIETY SCENARIO

OFFENSE

Speed 30 ft., fly 30 ft. (jump jets, average)

Melee light sap +5 (1d4+3 B nonlethal)

Ranged static arc pistol +7 (1d6+3 E; critical arc 2)

Mystic Spells Known (CL 3rd; ranged +7)

1st (3/day)—*command* (DC 15), *mind thrust* (DC 15)

0 (at will)—*telekinetic projectile*, *telepathic message*

Connection healer

STATISTICS

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

Skills Mysticism +13, Medicine +13

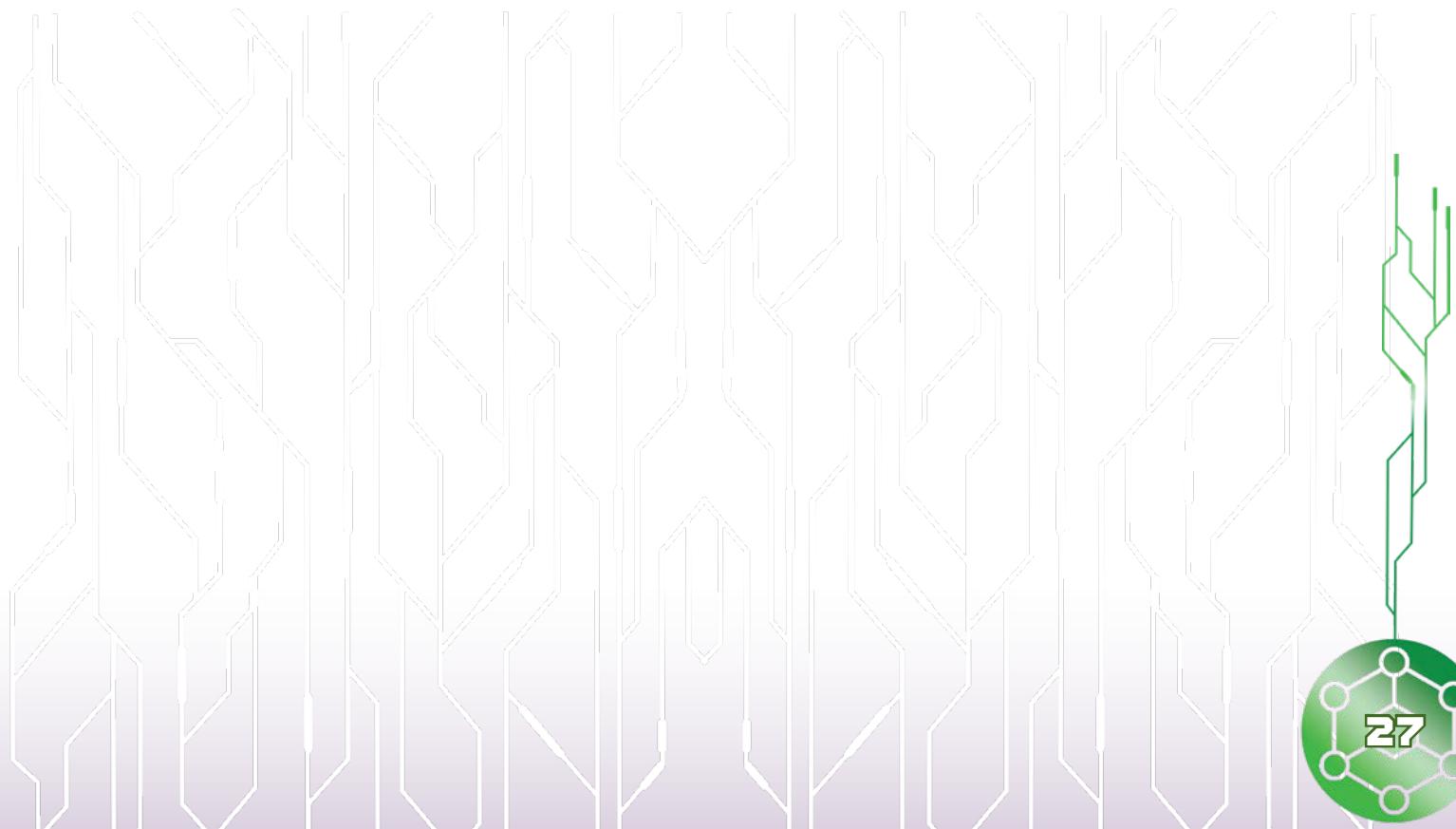
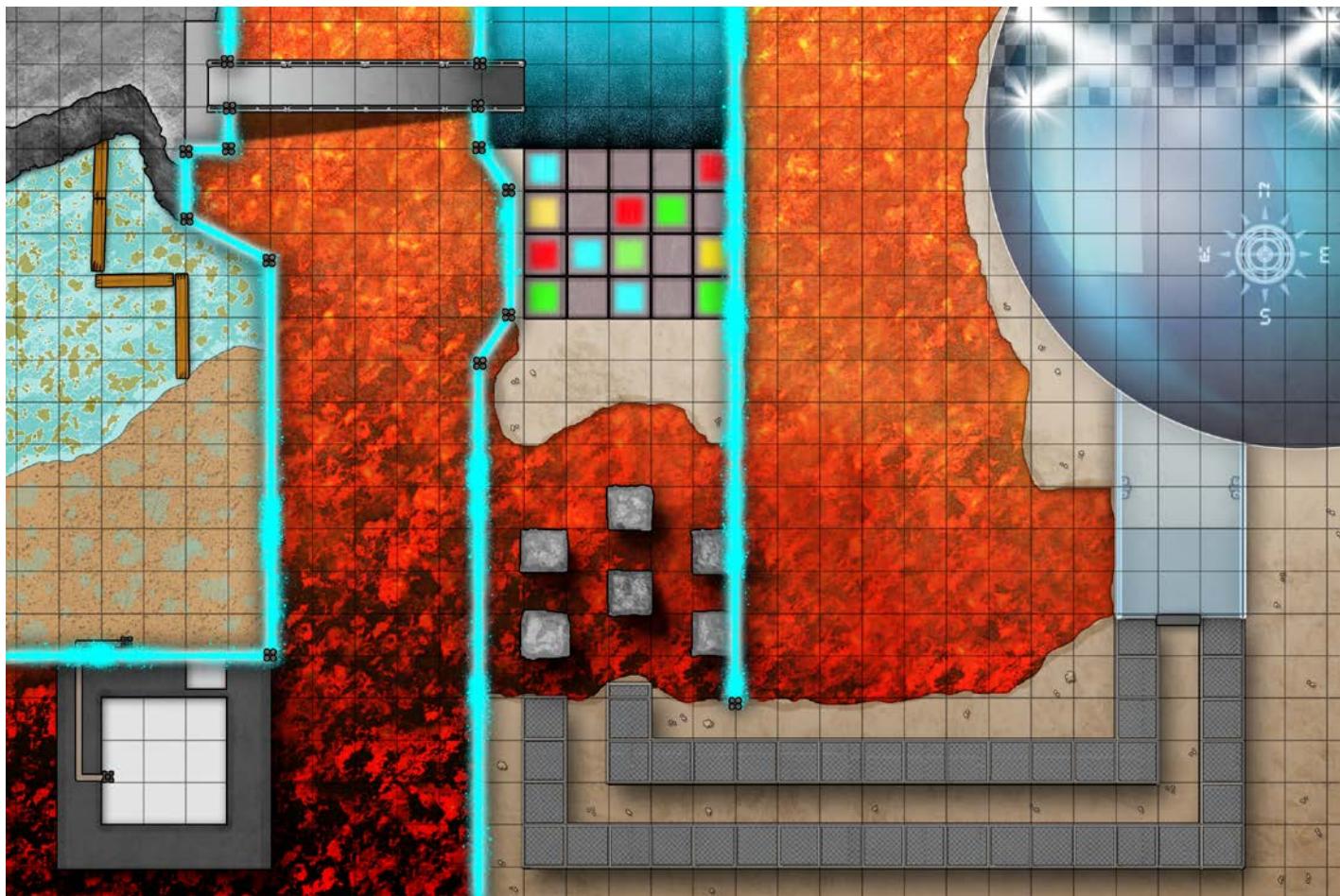
Languages Common

Other Abilities healing channel (4d8), lifelink (3 HP)

Gear casual stationwear, static arc pistol with 2 standard batteries (20 charges each), light sap^{AR}



PACT WORLD WARRIORS



STARFINDER SOCIETY SCENARIO

Starfinder Society Scenario #2-01: Pact World Warriors

Event	Date	
GM #	GM Character #	
GM Name	GM Fame Earned	
<input type="checkbox"/> Acquisitives <input type="checkbox"/> Second Seekers () <input type="checkbox"/> A <input type="checkbox"/> B	<input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Faction _____ <input type="checkbox"/> C <input type="checkbox"/> D	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders
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Starfinder Society Scenario #2-01: Pact World Warriors © 2019, Paizo Inc.; Author: Jenny Jarzabski.



Starfinder Society Scenario #2-01: Pact World Warriors

Character Chronicle #

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Items Found During This Scenario																																																		
<p>Acquainted with Datch (Ally Boon): During a break between contests, you met a particularly friendly ysoki named Datch. Regardless of your actions, Datch seemed to take a shine to you and your companions and was possibly responsible for sending an ominous message at the end of your stint on <i>Pact World Warriors</i>. How this influence will play out in the future is not yet clear. You will be told if this boon is important to a future scenario prior to slotting your boons.</p> <p>Live Air Celebrity (Social Boon): By participating in various contests on <i>Pact World Warriors</i>, you've proven your adaptability. Each of the contests you succeeded at during this event has imparted a slight edge you can call upon in future adventures. Your GM will cross out any of the abilities from the following list for which you did not score higher than the rival team.</p> <p><i>Obstacle Override:</i> Once per adventure, you can reroll a single failed Acrobatics or Athletics check.</p> <p><i>Cooking Master:</i> You gain a +2 bonus to Profession (cook) checks when attempting a Day Job check with this skill. You gain a +3 bonus to any Profession (cook) checks in an adventure when those checks are specifically called out in the adventure's text.</p> <p><i>Kill Streak:</i> You've got a knack for killing weaker foes in successive order. Once per adventure when time you slay an enemy whose CR is equal to or less than your level - 2, you gain a +1 bonus to attack rolls and weapon damage rolls against other enemies until the end of your next turn.</p> <p><i>Hold the Flag:</i> Once per adventure, you gain a +2 bonus to your KAC when targeted by a combat maneuver or similar effect that would cause you to lose hold of an item that you do not wish to relinquish. Alternatively, you can gain a +2 bonus to a saving throw to resist an effect that would cause you to lose hold of an item or drop an item you do not wish to relinquish (such as a <i>command</i> spell). You can decide to add this bonus after the dice have been rolled.</p>																																																		
All Subtiers		Subtier 3-4																																																
		<p>anchoring weapon fusion (6th) (1,144; item level 6) brooch of shielding (1,000; item level 2; <i>Starfinder Armory</i> 110) brown force field armor upgrade (1,600; item level 3) ember flame doshko (750; item level 2) jump jets armor upgrade (1,000; item level 2) manual sight (1,000; item level 2; <i>Starfinder Armory</i> 61) <i>mk 1 ring of resistance</i> (735; item level 2) squad machine gun (2,060; item level 4) <i>Starfinder backpack</i> (750; item level 2; <i>Starfinder Armory</i> 116) thunderstrike sonic pistol (2,300; item level 4)</p>																																																
Reputation		<p>amber hyperboloid aeon stone (2,200; item level 4; <i>Starfinder Armory</i> 110) jetpack armor upgrade (3,100; item level 5) laser sight (3,000; item level 5; <i>Starfinder Armory</i> 61) magnegloves (1,950; item level 4; <i>Starfinder Armory</i> 105) <i>mk 1 plasma beads</i> (4,200; item level 6; <i>Starfinder Armory</i> 115) <i>mk 2 ring of resistance</i> (4,200; item level 6) storage goo (500; item level 5; <i>Starfinder Armory</i> 116) tactical reaction cannon (6,100; item level 7) tactical seeker rifle (6,030; item level 7)</p>																																																
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For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #