

STARFINDER

SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-16

LEVELS 5-8

THE VAST EXPERIMENT: FAST CHOICES

BY MIKE KIMMEL



AUTHOR

Mike Kimmel

DEVELOPMENT LEAD

Jenny Jarzabski

EDITING LEAD

Leo Glass

EDITOR

Ianara Natividad

COVER ARTISTS

Michele Giorgi and Mark Molnar

CONTRIBUTING ARTISTS

Dion Harris, Mark Molnar, and Sebastian Rodriguez

CARTOGRAPHER

Damien Mammoliti

ART DIRECTION AND GRAPHIC DESIGN

Tony Barnett and Adam Vick

ORGANIZED PLAY MANAGING DEVELOPER

Linda Zayas-Palmer

ORGANIZED PLAY MANAGER

Tonya Woldridge

CREATIVE DIRECTOR

Robert G. McCreary

DIRECTOR OF GAME DEVELOPMENT

Adam Daigle

PUBLISHER

Erik Mona

HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 5-8



PLAYERS: 3-6



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

paizo.com

THE VAST EXPERIMENT: FAST CHOICES

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GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive (AA)*, and *Starfinder Starship Operations Manual (SOM)*

Maps: *Starfinder Flip-Mat: Basic Starfield*, *Starfinder Flip-Mat: Starliner*

Online Resource: Starfinder Reference Document at paizo.com/sfrd

SCENARIO TAGS

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



STARSHIP

SUMMARY

The PCs find themselves in the middle of a feud between two rival starship manufacturers. To acquire the last necessary parts for the Starfinder Society's new generation of starship, the PCs must work to prevent a disgruntled employee from stealing a prototype starship from a prestigious Pact Worlds starship manufacturer. Corporate espionage proves more dangerous than expected, and after retrieving coordinates from a gala interrupted by eco-terrorists, the PCs must race to the far side of the galaxy to complete their mission.

THE VAST EXPERIMENT: FAST CHOICES

BY MIKE KIMMEL



When Ehu Hadif took on his role as First Seeker, he knew that the Society needed to expand its exploratory presence in the Vast and that a new generation of starship was necessary for the task. The First Seeker, along with faction leaders Celita and Fitch, were surprised when a representative of a mysterious Aballon-based corporation, Resurgent Technologies, reached out with an offer to assist the Society in developing a next-generation starship.

Citing their desire for peaceful exploration, as well as a desire to undo their subsidiary agents' prior damage to the Society (such as what occurred during *Starfinder Society #1-07: The Solar Sortie*), Resurgent Technologies also offered to front the cost for construction and maintenance of the new prototype starship as long as the Society commits to rigorous testing of the new model.

With Fitch's assistance, a group of Starfinders managed to extricate an important scientist from a damaged orbital station (during *Starfinder Society #3-04: The Vast Experiment: Falling into Deliverance*). They returned her to the Pact Worlds to finish development on the starship. Resurgent Technologies constructed a basic build for the new starship and asked the Society to send a group of agents to test their new invention.

Afterward, a group of Starfinders helped decide the first set of choices for the new Society starship. These Starfinders then tested the ship in a trip into the Vast that ended with a mock combat against automated vessels. On their return voyage, the Starfinders intercepted a ship that pirates had ambushed. They defeated the pirate vessel only to discover that it had no crew and had been automated to prey on starships found near a section of the Vast where Drift beacons suddenly deactivated almost two years prior (the events of *Starfinder Society #3-12: The Vast Experiment: First Flight*).

Prior to the events of this adventure, two rival starship manufacturers from the Pact World of Verces entered a battle of industrial espionage. Redshift Revolution is a manufacturer known for its impressive X-series of racing craft, which won several of the famous Absalom Runs—a Pact Worlds race that occurs every three years. Redshift Revolution's fortunes turned when Terminator entered the market and won all the Absalom Runs over the past decade.

Recently, a disgruntled Redshift Revolution mechanic began chatting with a mid-level executive at Terminator after the two

WHERE IN THE UNIVERSE?

This adventure begins with the PCs on their way to the *Prize of Kashak*, an austere starliner orbiting Verces. From there, the PCs travel to the Vast, where they conclude the adventure in the orbit of a nameless gas giant. For more information about Verces and the Vast, see the *Starfinder Core Rulebook*, and for additional details about Verces, see *Starfinder Pact Worlds*.

met at the Trans-Pact Tour. The mechanic has fallen for the rival executive and now plans to abscond with proprietary information about Redshift Revolution's cutting-edge X-64 spacecraft. Just prior to the start of this adventure, the mechanic's plans were uncovered by happenstance. In a moment of passion, she stole one of the latest X-64 models and fled into the Drift.

Now the mechanic waits for a ship from Terminator to retrieve the X-64 and smuggle it back into the Pact Worlds for disassembly and investigation by Terminator's mechanics.

GETTING STARTED

The adventure begins with the PCs aboard a Starfinder Society chartered shuttle traveling to the *Prize of Kashak* in Verces's orbit. Venture-Captain **Naijaj** (LN female bleachling gnome envoy) addresses the PCs from the main viewscreen of the shuttle's conference room. Read or paraphrase the following to get the adventure underway.

Venture-Captain Naijaj, a bleachling gnome, appears on the main viewscreen of the shuttle's cramped conference room. "I trust your trip has been speedy. With the pleasantries out of the way, we have a briefing to conduct. By now, you've almost arrived in Verces's orbit. Your destination is the *Prize of Kashak*, a starliner that is hosting the pre-show gala for an upcoming qualifier for the

Absalom Run. That's a starship race. I'm sure it's quite fun. But for you, this trip is all business.

"As you know, the Society is working on a new era of starship. First Seeker Ehu Hadif aims to expand our presence in the Vast, and we need something better suited to the task. This goal has become critical now that we've noticed malfunctioning Drift beacons there.

"We've been approached by Redshift Revolution, a prominent Pact Worlds starship manufacturer, to help with the engines and thrusters for our new ships. As it turns out, they also need our help. I've invited one of their representatives to explain."

A second viewscreen activates, displaying a bald verthani woman with pure black eyes and muted blue skin. "Greetings. I am Rostessa Yaszan, Vice President of Intercorporate Affairs with Redshift Revolution. I am responsible for solidifying our business partnership. I am also responsible for handling a... minor dispute... that we have with Terminator, a rival corporation.

"A disgruntled employee named Elinva Petrilus—a skilled mechanic and pilot—stole a prototype X-64 starship, the successor to our famous X-62, and disappeared into the Vast. We believe she intends to hand the vessel over to Terminator. This would be a catastrophic setback.

"We don't know where their rendezvous will take place, but we know that Petrilus was seen socializing with Dezros Grinn, a mid-level Terminator executive. Dezros will be at the qualifier race gala. We've managed to get you invitations, and we'd like you to discreetly download all recent communications from his datapad. This information should lead us to Petrilus and the X-64. As much as we want to let the authorities detain Dezros for questioning, we fear doing so would ruin our only shot at recovering the prototype."

Venture-Captain Naiaj nods and says, "We've managed to get you contracted as security for the event—as long as you wear the security badges you'll find in a package on the table there, you can bring your equipment to the gala. The badges also contain an automatic program that will download the data we need—if you're good with computers, you might be able to boost its efficiency, but all you need to do is get close to Dezros Grinn for a few minutes and let the program do the work."

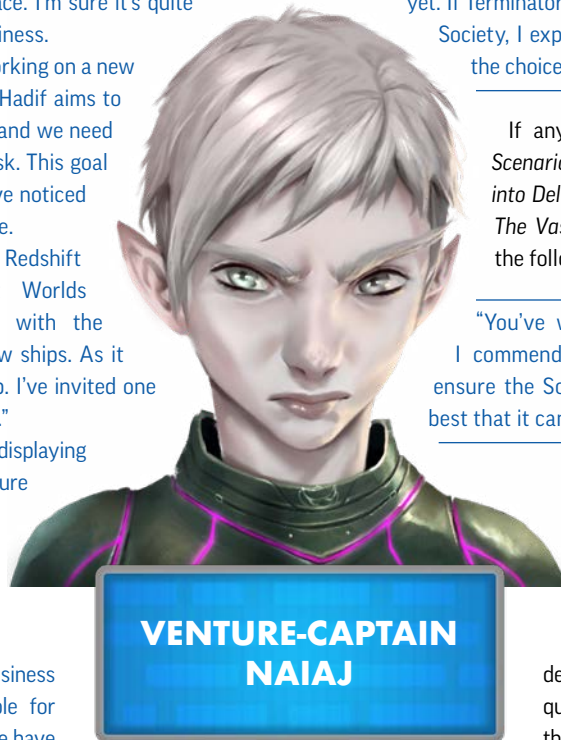
"Thank you, Starfinders. I trust this will be a profitable relationship," Rostessa Yaszan says before disconnecting.

Naiaj continues, "I don't like corporate espionage, but we desperately need top-notch engines for our starships. Once we have the X-64's location, we'll send you to retrieve it. By the way, we haven't formalized our relationship with Redshift Revolution

yet. If Terminator makes a similar offer to work with the Society, I expect you to consider all options. I leave the choice to your professional judgment."

If any of the PCs have played *Starfinder Scenario #3-04: The Vast Experiment: Falling into Deliverance* or *Starfinder Scenario # 3-12: The Vast Experiment: First Flight*, Naiaj adds the following.

"You've worked hard on this crucial project. I commend you for your consistent efforts to ensure the Society's next model of starship is the best that it can be."



Using the shuttle's system-wide comm unit, each communication between Absalom Station and Vercas takes 1d6-1 hours, but Venture-Captain Naiaj can provide basic answers to the PCs' questions in spite of this delay. PCs spending additional time asking questions doesn't affect the success of their mission.

What else can you tell us about

Redshift Revolution and/or Terminator? "They're both successful and innovative manufacturers based on Vercas—either would do an excellent job producing our new ship. They've been rivals for decades, but this prototype theft is the most overtly hostile action either company has taken thus far."

What do you know about Elinva Petrilus? "She's a human and a skilled pilot, and I gather that she was put off by Redshift Revolution's rigid policies. The company hasn't told us much else about her. Hopefully you get an opportunity to meet her soon and complete your mission."

What do you know about Dezros Grinn? "He's a meticulous and businesslike verthani who rose quickly in the corporate ranks despite his lack of formal education. I hear he was turned down for a job at several other manufacturers before Terminator saw his potential. He's probably on the lookout for Redshift Revolution spies right now, but when you work for an organization like Terminator, you need every advantage you can get. Tantalizing starship rumors should hold his attention."

What should we know about the gala?/Who else will be at the gala? "These qualifier races are a big deal for people who care about such things. Many of the attendees are high-society racing fans. More important to you are all the representatives from various starship manufacturers who will be there. If you want to keep Dezros Grinn's attention, you need to be up to speed on the latest starship manufacturing gossip. I'm sending you a file with information on some of the more promising attendees." Provide the players with **Handout #1: Starship Manufacturers of Note**.

You mentioned trouble with the Drift beacons? "I wish I could

tell you more, but we have little idea of what's going on. That's one of the reasons it's so critical to develop this new starship for the Society."

Before she disconnects from the meeting, Naiaj provides the PCs with the information from **Handout #1: Starship Manufacturers of Note** if she hasn't done so already and reemphasizes that she trusts them to complete the job.

CULTURE (RECALL KNOWLEDGE) OR PROFESSION (CORPORATE PROFESSIONAL)

Based on the result of a Culture or Profession check, the PCs might know more about Redshift Revolution and Terminator. A PC learns all of the information listed with a DC equal to or less than the result of their check.

10+: Redshift Revolution is a well-established starship manufacturer that predates the Gap. Terminator, on the other hand, is only about 40 years old but has achieved great success in that relatively short time.

15+: Redshift Revolution dominated the Absalom Runs for many years, but for over a decade, they've finished behind Terminator, which has caused a new generation of eager engineers at Redshift Revolution to lead the company in a more innovative direction.

20+: Terminator's success largely stems the cutthroat tactics and business savvy of its founder, Jacen Wither. Her sole focus is to win—and make money—whatever the cost. Her tactics infuriate Redshift Revolution's old-fashioned corporate board.

25+: Terminator might soon face a dilemma—Jacen Wither nears retirement, and rumor has it that several of the company's major customers have started looking elsewhere. Wither's offspring are desperate to ensure Terminator's continued success, but they squabble endlessly over the company's future. The PCs can share this rumor with Dezros Grinn during the gala (see Getting the Data on page 8); doing so counts toward their goal of four total rumors.

GALA PREPARATIONS

Soon after the briefing ends, the PCs' shuttle arrives at the *Prize of Kashak*. The starliner is austere in every way, from its simple exterior to its unadorned corridors and efficient, minimal staff. A verthani staff member checks the PCs' names against a roster and confirms they have their security badges. She invites them to relax in the starliner's dining lounge, where multiple viewscreens show all the latest starship news.

Each PC can choose a single activity to occupy their time while they wait for the gala to begin: socialize in the lounge or watch the lounge's news feed; each PC must then attempt one DC 18 skill check (DC 21 for Levels 7–8). Play out a brief scene—no more than a minute or so—to describe the results of their efforts.

PCs who spend time socializing can attempt a Bluff, Diplomacy, or Charisma-based Profession check to navigate the social circles at the gala. PCs who fail this check get stuck in a conversation with a retired ysoki mathematician who has little to say about starships. PCs who succeed hear a rumor that Multifold Industries, an

STARSHIP RUMORS

This sidebar lists the available starship rumors in one place for the GM's convenience.

- From a high skill check result following the briefing, the PCs can learn rumors of Jacen Wither's retirement.
- Before the gala, PCs can socialize to learn about Multifold Industries' A/VI troubles.
- From Jahnoro Molzar, the PCs can learn that the Opulos Corporation placed an enormous bid on state-of-the-art counter-hacking technology from ATech.
- From Sundeba, the PCs can learn that the Norikama Syndicate has acquired a database of rare star charts from the Szandite Collective and seeks to trade that knowledge for racing ship technologies.
- From Xecteposh, the PCs can learn that Hivonyx Industries plans to crowdsource a new starship engine design as part of their efforts to develop safer Drift travel capabilities.

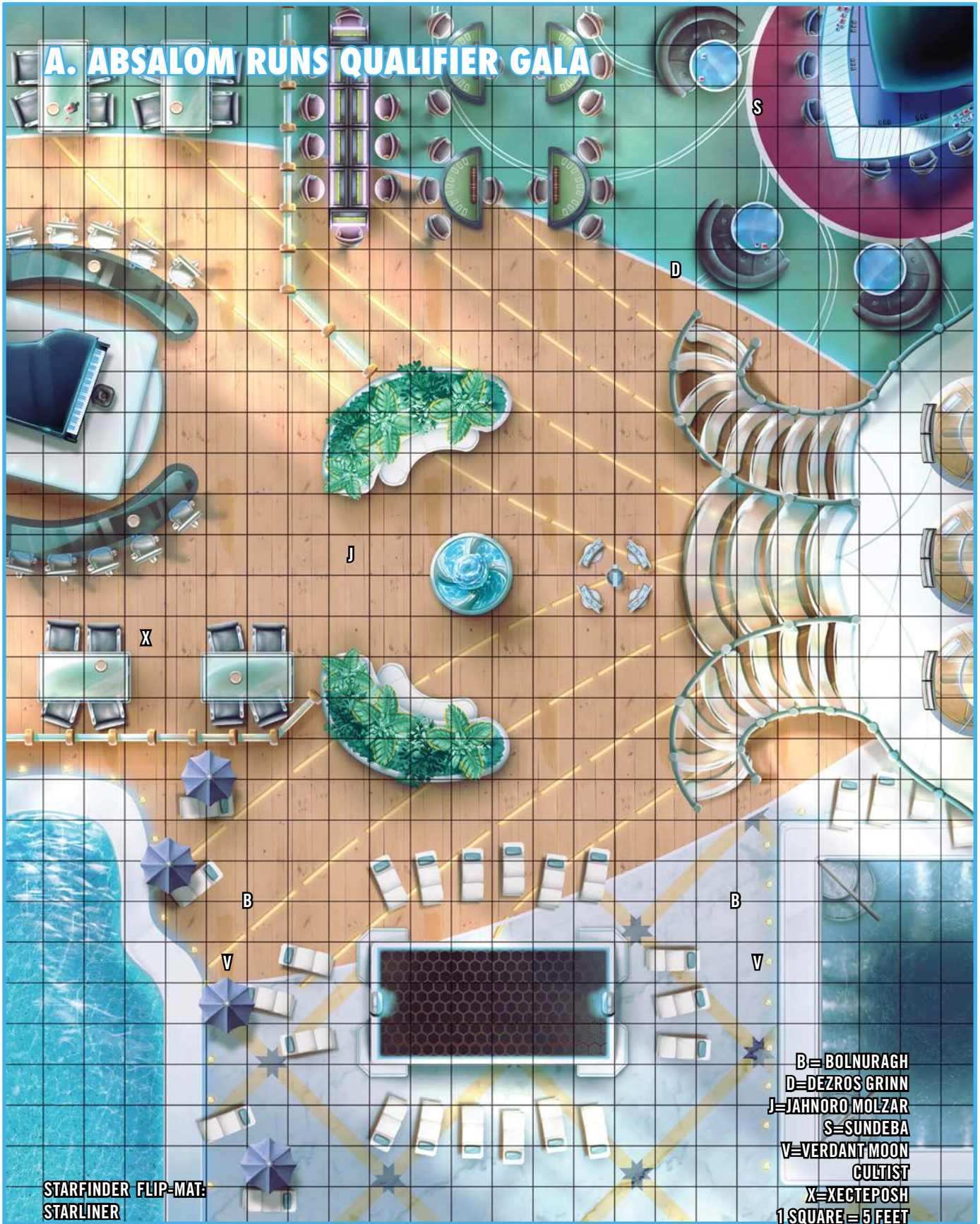
Aballon-based manufacturer specializing in automated starships, backed out from the qualifier race at the last minute. Apparently, their favored ship's A/VI (artificial and virtual intelligence) refused to participate, claiming it would be unfair to the other competitors to face an "unflinching, unerring opponent." Some suspect that jealous rivals hacked the A/VI.

Each PC who focuses on the news feed can attempt an Engineering, Physical Science, or science-oriented Profession (such as electrician or lab technician) check. PCs who succeed at this check can follow a program on the history of Redshift Revolution's X-series of starships. The segment's android host energetically shows a diagram of the faulty X-63 and goes on a jargon-laced diatribe about how a rigid adherence to old-fashioned methods doomed the design from the outset. The rest of the segment involves overly technical conjectures on how Redshift Revolution should approach its next ship and speculation as to why they've yet to announce the X-64. PCs who fail the check can't keep up with the android's complicated explanations.

Development: A PC who learns the rumor about Multifold Industries can mention that rumor to Dezros Grinn during the gala. It counts toward their goal of four total rumors.

Each PC who successfully follows the starship history segment gains insight into the design and function of the X-series; the first time one of these PCs fails a check during **Event: Chasing the Racer** by 4 or less, their insight turns the failure into a success.

A. ABSALOM RUNS QUALIFIER GALA



A. ABSALOM RUNS QUALIFIER GALA

The luxurious event space appears decorated in stark contrast to the austere corridors of the *Prize of Kashak*. Numerous screens display pilot and starship statistics while others replay Absalom Runs qualifier races from years past. Dozens of guests mingle at the bar, lounge near swimming pools, and enjoy the dissonant notes of a massive automatic electropiano. The event staff maintain strict protocols for orderly decorum and cleanliness as they issue frequent reminders to avoid certain behaviors like running near the pools, touching the piano, feeding the plants, blocking the screens, spilling drinks, and so on.

As long as the PCs visibly display their security badges, they can enter with their armor, weapons, and equipment. The guests described in **Handout #1: Starship Manufacturers of Note** are all in attendance. Several dozen other attendees mill about, socializing and talking business. The majority of the attendees are unarmed, but a handful wear security badges and sidearms. Most attendees are verthani or human, but members of other Pact Worlds races are present.

A map of the area appears on page 6, labeled with the starting locations of key attendees as well as the locations of the assailants that appear during **Event: Verdant Moon Raid** (page 8). GMs can use this map to manage PC and NPC positioning.

Timing the Verdant Moon Raid: The PCs don't know it yet, but a group of eco-terrorists who call themselves Verdant Moon plans to interrupt the gala and possibly disrupt their mission. Details about this group and their attack on the gala are described in **Event: Verdant Moon Raid** on page 8. If the PCs are too slow to influence the NPCs and download the communication logs from Dezros Grinn, they might be forced to complete their task amidst the chaos of the fight against the Verdant Moon cultists. GMs should track the number of skill checks to influence NPCs that the party attempts during the gala. After they've attempted 9 checks against any combination of NPCs—whether they succeeded or failed at these checks—the Verdant Moon cultists attack. If the PCs accomplish their task with fewer than 9 checks, the attack takes place just after they finish downloading the data.

Learning Starship Rumors: Encourage

the players to roleplay their characters' interactions with the NPCs. Grant a circumstance bonus of +1 or +2 for notably enthusiastic or creative roleplaying, and play up the NPCs to provide fun and engaging interactions for the party.

Despite the gala attendees' presence, the NPCs from **Handout #1: Starship Manufacturers of Note** are the focus of this encounter. The PCs' goal is to learn enough rumors from these NPCs (in addition to any they might have already learned) to engage Dezros Grinn in a lengthy conversation. Each NPC is described below, along with information about how to learn rumors from them.

Repeated attempts to speak with these NPCs lose their effectiveness: each successive attempt to speak with a specific NPC incurs a -2 penalty. After three failed attempts to speak with a given NPC, that guest no longer has interest in speaking with the PCs.

A half-dozen attendees crowd around **Jahnoro Molzar** (LN male human envoy) of ATech, a subsidiary of AbadarCorp. The square-jawed salesman mingles masterfully as he teases the crowd with hints about ATech's latest anti-hacking technologies. It's common knowledge that the corporation has made significant advancements in digital security, and ATech carefully leaks juicy details to keep contract bids competitive. He drops a not-so-subtle hint that ATech is on the brink of creating a revolutionary new counter-hacking module—but they already have a likely buyer. The PCs can press Molzar for details with a successful DC 18 (DC 21 for Levels 7-8) Diplomacy check to gather information or Computers or Engineering check to identify technology. If they succeed, he reveals that Opulos Corporation, purveyor of luxury starships, is currently the highest bidder, as the corporation desperately wants to prevent further tragic losses due to corporate warfare.

Sundebea (N female vesk mechanic) of the Norikama Syndicate, a former salvage company seeking respect, hopes to learn some inside secrets about the latest and greatest starship engines and racing frames. She wears a luxury business suit that's several years out of style and stands alone near the bar. The other gala attendees actively avoid her, fearing that she's only there to help Norikama Syndicate create more knockoff starships. Sundebea is wary of other vesk, who generally despise the Syndicate, and is pleasantly surprised by anyone—especially a fellow vesk—who treats her with respect. She readily admits that the Syndicate's success largely stems from its knockoff strategy and that her purpose at the gala is to persuade another company to share secrets that would allow the Syndicate to design a competitive racing



DEZROS GRINN

ship. With a successful DC 18 (DC 21 for Levels 7-8) Bluff check to lie, Diplomacy check to gather information, or Intimidate check to bully, a PC can learn from Sundeba that the syndicate has something to offer in exchange: an enormous database of rare star charts acquired through trade dealings with Szandite Collective, a mysterious network of beings from a remote corner of Near Space.

Xecteposh (NG male shirren envoy) of Hivonyx Industries has attended the gala to see if there have been any interesting developments in starship thrusters or alternatives to Drift travel. Hivonyx hopes to develop safer Drift-capable technology, and Xecteposh eagerly shares this goal with anyone who will listen. He's especially pleased by anyone who agrees with him that Drift travel, in its current form, is exceedingly dangerous. A PC can keep

Xecteposh engaged in deeper conversation with a successful DC 18 (DC 21 for Levels 7-8) Life Science or Mysticism check to recall knowledge or a DC 22 (DC 25 for Levels 7-8) Diplomacy check to gather information. With a successful check, the PC learns from Xecteposh that Hivonyx Industries plans to crowdsource a new starship engine prototype, an unusual move that few corporations have attempted successfully.

Getting the Data: The PCs' primary goal in this area is to successfully and discreetly download data from their target, the Terminator executive **Dezros Grinn** (N male verthani envoy). Due to recent events, Dezros is especially paranoid and uncomfortable. He makes every effort to avoid conversation. His goal is to briefly appear at the gala to satisfy his Terminator superiors before going on his way. To successfully engage Dezros in a conversation of sufficient length, the PCs must use interesting starship-related news and gossip. Bringing four interesting rumors to Dezros' attention, whether by mentioning it to him directly or speaking about it within earshot, is enough to engage him in a conversation of sufficient length—once he starts discussing starship news, it's difficult to get him to stop. The program hidden in the PCs' security badges automatically downloads the necessary data and discreetly notifies them when the download finishes.

If the PCs have fewer than four rumors to share with Dezros, they can attempt to hold his attention with gossip or false rumors with a successful DC 24 Bluff, Culture, or Diplomacy check (DC 27 for Levels 7-8) or boost the program's efficiency with a successful DC 22 Computers check (DC 25 for Levels 7-8). The DC of this check increases by 2 for each rumor less than three that the PCs mention to him, and by another 2 for each repeated attempt.

Development: If the PCs successfully download the communication logs from Dezros Grinn's datapad, their security badges discreetly vibrate and ping their comm units to notify them that the task has completed. Once the PCs retrieve the data, or if they haven't yet retrieved the data after attempting a total of 9 skill checks to gather rumors and acquire data during the gala, the Verdant Moon cultists attack.

EVENT: VERDANT MOON RAID (CR 8 OR CR 10)

Suddenly, a shrill voice pierces the hall, "Your starships are a blight on Near Space! You disrupt the natural order of every planet you touch! You tear entire systems apart, all to fuel this reckless entertainment! The Verdant Moon does not tolerate your careless destruction and greed! For



BOLNURAGH

your transgressions, you have been chosen as examples! Come peacefully or be slain here and now!"

Screams drown out the electropiano's pounding chorus as gala attendees begin to flee in every direction.

Still Need the Data: During this event, the PCs can finish downloading data from Dezros Grinn's datapad if they haven't done so. Dezros is no fighter and tries to hide under a table during the raid, frantically sending messages through his comm unit; the map on page 6 displays his precise location. Dezros actively using his devices disrupts the PCs' security badges from automatically downloading the data. Each round that a PC remains within 10 feet of Dezros for their entire turn, the PC can attempt a DC 20 Computers check (DC 23 for Levels 7-8) to download the data, a DC 22 Bluff or Intimidate check (DC 25 for Levels 7-8) to stop his frantic messaging, or a DC 22 Sleight of Hand or Stealth check (DC 24 for Levels 7-8) to interfere with his comm unit directly. A PC who succeeds at one of these checks downloads the data, but subsequent attempts using the same skill incur a -2 penalty.

Creatures: The terrorists attacking the gala belong to a violent group who call themselves Verdant Moon. This group uses any means necessary to disrupt starship manufacturers throughout Near Space with the aim of protecting fragile ecosystems and natural resources. The Verdant Moon cultists intend to take hostages from the *Prize of Kashak* and generate media focus on how starship manufacturers hurt the environments of natural worlds. They expect the gala's attendees to surrender or flee, giving them a relatively easy escape path to their shuttle.

To create a distraction while they take captives, the Verdant Moon cultists drench two dormant bolnuraghs (or a single bolnuragh; see the encounter scaling sidebar on page 16 for Levels 5-6 or page 18 for Levels 7-8) with water from the gala's swimming pools. In their dormant state, bolnuraghs resemble bulbous, armor-plated eggs about the size of a human fist. The narrow seams in their plated shells reveal a luminous moss within. When they absorb water—which normally occurs only during their native planet's annual rainy season—bolnuraghs rapidly expand into glowing, 10-foot-tall armor-plated hulks who can quickly drag themselves around with the vines protruding from their underbellies.

The Verdant Moon cultists seem surprised to encounter resistance. They cast *command* and *hold person* to create easy targets for the bolnuraghs, favoring *mind thrust* and their pistols to attack foes who manage to stay farther away. If one cultist remains with less than one quarter of their maximum Hit Points and no allies, the cultist surrenders.

The bolnuraghs lash out in self-defense, firing their projectile plating at nearby foes as they close in with whatever creature seems biggest and loudest. When close enough, they attempt to trample and drain the liquid from their foe, pummeling it until it stops moving. The cultists have injected themselves with organic compounds from the bolnuraghs' home world, preventing the bolnuraghs from perceiving the cultists as a threat. The bolnuraghs are far from home and instinctively fight to the death.

Many attendees crowd the room's exits (not shown on the map); others cower behind furniture and other obstacles. The GM doesn't need to indicate their exact positions, and they don't interfere with the PCs' movement. The GM should discourage PCs from especially reckless or destructive tactics, such as area attacks. As a move action, a PC can attempt a DC 17 (DC 20 for Levels 7-8) Perception check to carefully note the positions of all NPCs. With a successful check, for the rest of their turn, that PC can use an area attack (such as a grenade or spell) without endangering any attendees.

LEVELS 5-6 (CR 8)

VERDANT MOON CULTISTS (2) CR 4

Page 16

BOLNURAGHS (2) CR 4

Page 16

LEVELS 7-8 (CR 10)

VERDANT MOON CULTISTS (2) CR 6

Page 18

BOLNURAGHS (2) CR 6

Page 18

Infamy: PCs who recklessly use area of effect attacks during the fight injure innocent bystanders and gain 1 Infamy.

Development: The panic dies down and the gala attendees come out from hiding once the PCs neutralize the Verdant Moon threat. They shower the PCs with gratitude and praise them as heroes.

If, during the fight, a PC used any destructive area attacks without first succeeding at a Perception check, or otherwise deployed reckless tactics that endangered the gala attendees, the attendees are still grateful, but their responses are more reserved, and the *Prize's* staff resent the destruction.

The remainder of the gala is postponed, and the guests depart. If the PCs retrieved the data, their security badges transfer the information directly to Rostessa Yaszan. She goes straight to work analyzing it, and within the hour, she contacts the PCs. Proceed to Journey to the Vast (below).

If the PCs failed to retrieve the data from Dezros Grinn, Rostessa Yaszan reaches out to inform them that she has contracted another party to retrieve the data—the PCs should stand by to fetch the X-64 once Redshift Revolution locates it. She seems to have lost some of her confidence in the PCs, and Venture-Captain Naija sends them a terse message reminding them that "succeeding at missions is important." They must wait a few days on their cramped shuttle before proceeding to Journey to the Vast (below).

JOURNEY TO THE VAST

Rostessa Yaszan contacts the PCs and asks them to travel to the location where Elinva Petrillus with the prototype X-64 starship is

located: a nameless gas giant in the Vast. Rostessa wants them to disable the vessel and return it to Absalom Station. She explains that the prototype likely won't withstand extended or strenuous use, so the Starfinders should be able to catch it even in their slower starships.

The PCs can select the standard Drake or Pegasus class Starfinder starship for their mission, along with any other specialty starships the PCs might have access to. If asked, Venture-Captain Naiaj advises them that a faster ship might help catch the X-64, but because they're heading into unfamiliar territory, they might also consider a ship that's more heavily armed.

Treasure: In consideration of the Drift beacons that have been malfunctioning, Venture-Captain Naiaj includes a *ring of sustenance* for each PC in their supplies to keep them alive if they somehow get stranded in the Vast.

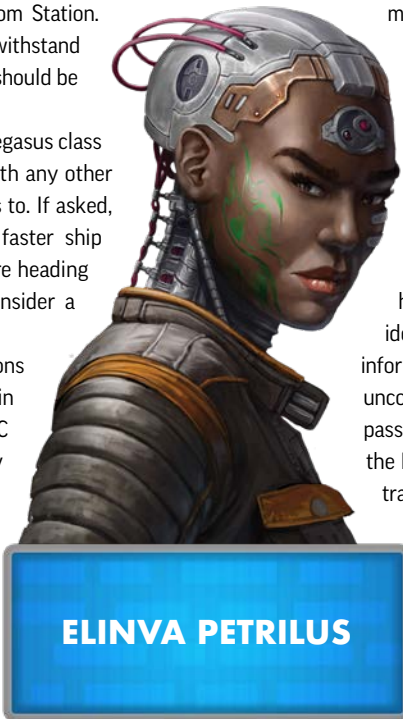
Travel Interlude: Naiaj congratulates the PCs on going above and beyond during the raid on the *Prize of Kashak*. Following their heroic actions, they've earned a special slot on an upcoming entertainment series called "Astounding Heroes of the Pact Worlds!" They've each been invited to record a brief statement of their ideals and accomplishments as members of the Starfinder Society. Naiaj encourages the PCs to participate—they have a long journey ahead of them, and recording these brief segments at least gives them something to do. Plus, she explains, it could help counter the negative media attention the Society has received in the past.

The PCs can pass on the opportunity if they wish, but if they accept, allow each player a minute or two to review their PCs' accomplishments and philosophy. If at least half of the PCs participate, the positive feedback the PCs receive inspires their whole group. Once during the remainder of the adventure, a single PC can reroll one failed skill check or attack roll.

After 5d6 days, the PCs arrive at the nameless gas giant in the Vast. Proceed to **Event: Chasing the Racer** (below).

EVENT: CHASING THE RACER (CR 7 OR CR 9)

An immense gas giant, swirling with vibrant purple and orange clouds, dominates the forward viewscreen. The ships' sensors begin scanning the area, but a tiny ship is already visible, and coming in fast. Suddenly, it veers off and reverses course. The screen displays an incoming video transmission from the racer's pilot, a human woman grinning with excitement. "Whoa! You're definitely not with Terminator. Let me guess, Rostessa Yaszan sent you? I've had enough of her. Which is fine, because she's never going to see me again. Tell her Elinva says goodbye and good riddance!" The transmission cuts off, and the racer speeds off toward the gas giant.



Elinva Petrilus is a former Redshift Revolution mechanic who felt the company wasn't delivering on its promise to distance itself from its stuffy, traditional corporate culture. Plus, she was tired of losing the Absalom Runs. She originally planned to find a job with a more exciting employer, but when she met Dezros Grinn at the Trans-Pact Tour, everything changed. She fell in love with the savvy verthani, who encouraged her creativity and always listened to her wild ideas. She planned to abscond with proprietary information on the X-64, but her plans were uncovered by happenstance. In a moment of passion, she stole the X-64 prototype and fled into the Drift. While Dezros' initial motive was to learn trade secrets from Elinva, he has grown fond of her, and the two have plans to vacation in the River of Returning Joys on Verces once they've successfully delivered the X-64 prototype to Terminator.

Elinva currently pilots the X-64, zipping around the gas giant's clouds while she waits for her Terminator contact, Captain Isheksh. She initially assumed the ship arriving through the Drift was the *Eager Meditant*, a Terminator Slingshot model starship outfitted with a concealed hangar bay. When she realized it was a different ship, she could think of only one reason anyone else might travel to this remote corner of the galaxy: to get in her way. Elinva plans to avoid the PCs' starship until Captain Isheksh arrives with the *Eager Meditant*, but she knows that her racer is ill-equipped for battle.

THE CHASE

The pursuit and disabling the X-64 is played out using the narrative starship chase system introduced in the *Starfinder Starship Operations Manual* (pages 44–47). A summary of how chases work is included below, and relevant information for PCs (such as starship roles and chase actions) is included in **Handout #2: Starship Chase Summary** and **Handout #3: Chase Actions**, which the GM should distribute to the players.

Chase Rules: The starship chase takes place over a series of 6 rounds. Each round, each PC selects a starship role. A PC can select the captain or pilot role only if that role would otherwise be vacant (or if the PC currently in that role can't take actions). Once the PCs choose their roles, the GM presents an obstacle. During each round of the chase, the PCs select a chase action and decide characters will attempt the associated skill checks associated with the obstacle and the chase action (in that order). No chase action can be taken two rounds in a row, and a given character can't both attempt an obstacle check and take a chase action in the same round. The GM tracks the PCs' successes, failures, and the hits their starship takes as a result of their checks. After 6 rounds, the

starship chase ends in success or failure depending on the number of successful chase actions the PCs take. In this adventure, failing the chase or taking too many hits doesn't mean the PCs have failed their mission; see the Development section below for information about how the results impact the PCs.

Obstacles: The obstacles are listed below in the order the PCs encounter them, with the roles that can attempt checks listed in parentheses. The descriptions include quoted remarks from Elinva Petrilus, who taunts the PCs through the ship's voice channel. GMs are encouraged to play up the banter if the PCs choose to respond. Succeeding at skill checks to overcome obstacles doesn't count toward the PCs' total number of successes when determining the success or failure of the starship chase. Only successful checks with their Chase Actions count for this purpose.

Difficulty and Scaling: Each obstacle check uses either an Average DC or Hard DC for its skill check DCs. The chase actions all use the Average DC. For Levels 5–6, the Average DC is 20 and the Hard DC is 24. For Levels 7–8, the Average DC is 23 and the Hard DC is 28.

For a party of four PCs, reduce all skill check DCs by 2.

Ending the Chase: The chase ends after the 6 rounds are complete. The PCs can't entirely "fail" the chase in the sense of losing track of the X-64, but too many failed checks can result in significant damage to their starship, which might influence the upcoming fight against the novaspawn. If the PCs' starship takes 6 hits, the chase continues (unlike during a normal chase as described in the *Starship Operations Manual*), but their recklessness impacts their secondary objectives.

Overtax the Engines (Chief Mate, Engineer)

"You know, you really should've brought a racing ship if you wanted to keep up. That piece of junk looks slower than a rock hopper, and I'm not even at full speed!" Elinva steers the X-64 toward the gas giant, rapidly accelerating to keep her distance.

Difficulty: Average DC

Failure: The crew's next chase action takes a –2 penalty.

Chain Reaction (Pilot, Science Officer)

The X-64 slows down and the gap between the ships closes. "Uh-oh, engine trouble over here. Just a moment." Suddenly, the racer skims perilously close to the gas giant's atmosphere, swerving away as the thruster's flames ignite a purple cloud. A massive explosion sets off a storm of fire and roiling gases. "Ha, gotcha! I thought that might happen. You should probably just go back where you came from, it's dangerous out here!"

Difficulty: Hard DC

Failure: Take 1 hit.

Sudden Course Correction (Captain, Chief Mate, Pilot)

"I mean, honestly, this is too easy!" Despite Elinva's cockiness, the sounds of several system failure warnings come across the voice channel. "Ignore those, everything is perfectly fine!" The X-64 reverses direction and roars past the Starfinders' ship.

Difficulty: Average DC

Failure: The crew's next Piloting or Engineering check (whichever comes first) takes a –2 penalty.

Obstacle Detected (Engineer, Gunner, Magic Officer)

The ship's sensors declare, "Obstacle detected!" as a large piece of debris suddenly emerges from the clouds ahead. The X-64 barely manages to blast the debris out of the way, and tiny bits skim off the ship's shields. "Whoa, what was that?! Sorry about the mess. Better watch out!"

Difficulty: Hard DC

Failure: Take 1 hit.

Special: In addition to the standard obstacle check and chase action, a PC in the Science Officer role can attempt a DC 17 (DC 20 for Levels 7–8) Computers check to scan the debris. With a successful check, the PC determines that the debris is made of organic silicon and steel. Any PC can then attempt a DC 27 Life Science check to identify the debris as part of the cast-off "hull" of a novaspawn.

Disabling Shot (Captain, Gunner, Pilot)

The warning messages coming across the channel from the X-64 intensify. The scanners reveal its engines have nearly gone out—a bit of carefully placed damage should disable it. "Hey now, wait a second—you wouldn't dare!"

Difficulty: Average DC

Failure: The Pilot or Science Officer check against the final obstacle takes a –2 penalty.

Scan the Atmosphere (Magic Officer, Science Officer)

The X-64 takes a sudden dive into the clouds and vanishes from sight. The sensors lose track of it. "If you want me, you'll have to come and get me! You sure that giant trash heap is going to hold together in here? You might not want to be around when my new friends arrive."

Difficulty: Average DC

Failure: Take 1 hit.

Development: To maintain the excitement of the chase and its dramatic conclusion, GMs should proceed directly to the boxed text at the beginning of **Encounter B: Novaspawn Attack** on page 12 before determining the precise results of the chase, as described below. The PCs' starship might lose SP, HP, or even have wrecked systems (determined randomly). These outcomes are intentionally more forgiving than those presented in the *Starship Operations Manual* but can still lead to a difficult fight against the novaspawn.

TABLE: CHASE OUTCOME

SUCCESSSES	SP LOST	HP LOST	WRECKED SYSTEMS
5 or more	0%	0	0
4	10%	10%	1
3	20%	20%	2
2 or fewer	30%	40%	2

B. NOVASPAWN ATTACK (CR 8 OR CR 10)

After vanishing for a few minutes into the clouds, the X-64 drifts into view at the edge of the gas giant's atmosphere. Sensors reveal that its engines and power core have given out due to strain from the chase. Just as the Starfinders' ship approaches the disabled vessel, a massive beast emerges from the atmosphere. Crystalline protrusions and gigantic tentacles ring the creature's glowing maw, which closes on the helpless X-64. Electrical arcs coalesce on the creature's crystals as it turns its attention toward the larger starship. The sensors chime: "Obstacle detected."

This battle takes place just outside the atmosphere of the nameless gas giant. The PCs' starship and novaspawn begin 3d6+5 hexes away from each other, at a random facing.

Creatures: A novaspawn rests between interstellar journeys in the pleasant clouds of the gas giant. The explosions of the starship chase irritated the novaspawn, even causing extensive damage to the creature for Levels 5-6. The novaspawn decided to put a stop to this disturbance so it can have a few more centuries of peace before continuing its travels.

Elinva Petrilus still lives, and the X-64 is mostly intact. During the first round of combat, she sends a garbled transmission to the PCs' starship, apologizing for her rudeness and begging them to rescue her. "I think—if you hurt it—maybe it will leave me alone! It's my only shot! Help!" If the PCs damage the novaspawn, she lets them know that the tactic seems to be working—the novaspawn's gullet widens as it sustains injuries.

The novaspawn's primary tactic is to use its tentacles to restrain its foe then blast it with its particle beam. It relies on its heavy laser cannons to shoot foes who manage to avoid the tentacles. The ageless novaspawn has a strong instinct for self preservation, and if the PCs reduce its Hit Points to 50% or less of its maximum, it spits out the X-64 and flees into the clouds.

LEVELS 5-6 (CR 8)

DAMAGED NOVASPAWN

TIER 8

Page 17

LEVELS 7-8 (CR 10)

NOVASPAWN

TIER 10

Page 19


CAPTAIN ISHEKSH

Development: If the novaspawn disables the PCs' starship, it readies its particle beam to obliterate the nuisance once and for all, but it powers down its weapons and flees into the clouds when it senses another vessel arriving through the Drift. Unfortunately, it takes the X-64 with it, devouring both the racer and its pilot.

Whether or not the PCs defeated the novaspawn, shortly after it flees, a starship emerges from Drift travel and hails the PCs. It's Captain Isheksh of the *Eager Meditant*, here to retrieve the X-64.

If the PCs won the starship combat, the X-64 remains intact. Proceed to **Event: The Final Offer** (below).

If the PCs lost the starship combat, resulting in the loss of the X-64, the crew of the *Eager Meditant* patches up the PCs' ship enough for them to make the journey home. However, the Starfinders have failed their mission. Neither Redshift Revolution nor Terminator is interested in aiding the Society with building new starship engines.

EVENT: THE FINAL OFFER

A heavy cargo freighter emerges from the Drift. Decals of fanged predators, skulls, and flames adorn the ship's hull, though it has no readily discernible weapon systems. A shirren appears on the viewscreen. "This is Captain Isheksh of the *Eager Meditant*, representing Terminator. I thought we might have company at our little rendezvous, though I was not expecting... whatever giant creature it is that our sensors are warning us about. It seems you have the situation under control, so let us cut to the chase. Are you ready to hear out my employer's offer?"

Terminator's top executives sent **Captain Isheksh** (N male shirren) to retrieve the X-64, and the shirren is under orders to use whatever means he deems necessary to get it safely and secretly back to Terminator's mechanics for disassembly and study. He was prepared to use the *Meditant*'s gravity well generator to slow intruders long enough to snatch the X-64 and run. However, he isn't prepared to take aggressive action against the Starfinder Society and takes the opportunity to negotiate instead.

If the PCs refuse to listen to Captain Isheksh, the shirren pleads with them once more, promising that his offer is worth their consideration. A second refusal is enough to send the captain begrudgingly on his way.

If the PCs agree to hear Terminator's offer, Captain Isheksh lays it out for them. Terminator wants the X-64. If the PCs allow Terminator to take it into their possession, then Terminator agrees

B. NOVASPAWN ATTACK

STARFINDER FLIP-MAT:
BASIC STARFIELD

1 SQUARE = 5 FEET

to provide the Society with its state-of-the-art engine schematics for their new vessel. Captain Isheksh goes on to say that Redshift Revolution might seem like a decent choice, but the Society could end up disappointed in their lack of true innovation. On the other hand, if Terminator's research team can dissect the X-64, the company would cement its place as the unparalleled leader in starship engine designs. The final offer from Terminator is genuine. As Venture-Captain Naiaj expressed during their briefing, the PCs can accept the offer or turn it down at their discretion.

The PCs have one additional decision to make. Whether they return the X-64 to Redshift Revolution or give it to Terminator, they can choose who should take custody of Elinva Petrilus, if she lives. She begs to go aboard the *Eager Meditant*, knowing that a return to Redshift Revolution will likely result in her prosecution and imprisonment.

If the PCs can't reach a consensus, the GM should encourage the players to hold a vote with ties leaning in Redshift Revolution's favor. The GM should make sure the decision leaves time for the adventure's conclusion and wrap-up.

Development: If the PCs choose to side with Terminator, Captain Isheksh praises their decision and informs them that his employers should be in touch soon. The *Eager Meditant* takes the X-64 into its concealed hangar bay and departs.

If the PCs reject Terminator's offer and stick with Redshift Revolution, the *Eager Meditant* cuts off communications for a full minute. Then, Captain Isheksh hails the PCs' ship to express his disappointment and orders his crew to return home. Terminator has no intention of starting a fight with the Starfinder Society.

CONCLUSION

Once the PCs have decided to return the X-64 to Redshift Revolution or hand it over to Terminator, they can return to Absalom Station to deliver their report to Venture-Captain Naiaj in person at the Lorespire Complex.

The Venture-Captain meets the PCs in a spacious meeting room. She's pleased that they retrieved the X-64, thanking the PCs for their efforts. If they decided to return the X-64 to Redshift Revolution, she agrees that sticking with the original offer is likely the more responsible thing to do. If, on the other hand, they chose Terminator, Naiaj congratulates them for securing an unexpected alliance. Either way, she expresses approval for their decision so long as the Starfinder Society secures a manufacturer for their new starship engines. The Venture Captain also explains that with the engine issue sorted, the Society should soon be ready to test the final variant of their new starship in a live mission.

If they decided to release Elinva Petrilus to Terminator, the PCs hear no more from her for the time being. If they returned her to Redshift Revolution, they receive word that an anonymous benefactor paid a large sum to settle her case out of court, but she's unlikely to ever find future work with a starship manufacturer.

REPORTING NOTES

If the PCs choose to return the X-64 to its original manufacturer and establish a partnership with Redshift Revolution, check Box A. If they instead choose to accept Terminator's offer and hand the X-64 over to Captain Isheksh, check Box B. If the PCs return Elinva Petrilus to Redshift Revolution, check Box C. If they let her go free with Terminator, check Box D.



NOVASPAWN

PRIMARY OBJECTIVES

If the PCs successfully recover the X-64 prototype and make a deal with Redshift Revolution or Terminator, they succeed at their primary objective and each gain 1 Fame and 1 Reputation for their selected faction.

SECONDARY OBJECTIVES

The PCs excel at their mission if they complete at least three of the five following tasks: retrieve the data from Dezros Grinn at the gala before the Verdant Moon raid takes place; neutralize the Verdant Moon cultists without endangering any attendees with reckless tactics; earn five or more successes during the starship chase; sustain fewer than six hits to their starship during the chase; or reduce the novaspawn to 50% of its maximum Hit Points before their own ship's maximum Hit Points is reduced to 50%. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

APPENDIX 1: LEVEL 5–6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 5th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

EVENT: VERDANT MOON RAID (LEVELS 5–6)

VERDANT MOON CULTISTS (2) CR 4

Human mystic
CE Medium humanoid (human)
Init +0; **Perception** +10
DEFENSE HP 43 RP 3
EAC 15; **KAC** 16
Fort +3; **Ref** +3; **Will** +7
OFFENSE
Speed 30 ft.
Melee survival knife + 6 (1d4+4 S)
Ranged thunderstrike sonic pistol +8 (1d8+4 So; critical deafen [DC 15])
Offensive Abilities grasping vines (4 rounds, DC 15)
Spell-Like Abilities (CL 4th)
At will—*mindlink*
Mystic Spells Known (CL 4th)
2nd (3/day)—*fog cloud*, *hold person* (DC 17)
1st (6/day)—*command* (DC 16), *life bubble*, *mind thrust* (DC 16)
0 (at will)—*fatigue*, *token spell*
Connection xenodruid
STATISTICS
Str +0; **Dex** +0; **Con** +3; **Int** +0; **Wis** +5; **Cha** +1
Skills Life Science +10, Mysticism +15, Survival +10
Languages Common, Vercite
Other Abilities speak with animals
Gear casual stationwear, survival knife, thunderstrike sonic pistol with standard battery (20 charges)

SCALING EVENT: VERDANT MOON RAID

Make the following adjustment to accommodate a group of four PCs.
Remove one bolnuragh from the encounter.

BOLNURAGHS(2) CR 4

N Large plant
Init +1; **Senses** blindsense (vibration) 30 ft., low-light vision;
Perception +10
DEFENSE HP 50 RP 3
EAC 16; **KAC** 18
Fort +8; **Ref** +6; **Will** +3
Immunities plant immunities
OFFENSE
Speed 30 ft.
Melee slam +12 (1d6+9 B)
Ranged projectile plating +9 (1d6+4 B and S)
Space 10 ft.; **Reach** 10 ft.
Offensive Abilities parasitic re-hydration (DC 13), trample (1d6+9 B plus parasitic re-hydration, DC 13)
STATISTICS
Str +5; **Dex** +1; **Con** +3; **Int** –3; **Wis** +0; **Cha** –1
Skills Athletics +10, Stealth +10, Survival +15
SPECIAL ABILITIES
Parasitic Re-hydration (Ex) When a creature fails its saving throw to avoid a bolnuragh's trample, the bolnuragh can spend 1 Resolve Point as a reaction. If it does, it uses microscopic orifices on the vines of its underbelly to rapidly drain liquid from the creature's body—these powerful orifices can even suck the liquid molecules through tough skin and armor. The creature must succeed at a DC 13 Fortitude save or take 1 Constitution damage. Additionally, if the creature fails its saving throw, the bolnuragh gains regeneration 5 (fire) for 4 rounds. Creatures lacking liquid in their bodies (such as most unliving creatures and elementals) are immune to this attack.
Projectile Plating (Ex) A bolnuragh can shoot a piece of its plating as a ranged attack. The projectile has a range of 100 feet and deals bludgeoning and slashing damage. Each bolnuragh has a maximum of 16 plates it can shoot in this way and regrows 1d4 plates per day.

B. NOVASPAWN ATTACK (LEVELS 5-6)

DAMAGED NOVASPAWN

TIER 6

N Huge starship aberration

Speed 6; **Maneuverability** poor (turn 3); **Drift** –

AC 20; **TL** 18

HP 150; **DT** 5; **CT** 30

Shields light 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) tentacles +10 (3d4 plus immobilize, 2 round limit), damaged particle beam +10 (6d6, 20 hexes)

Attack (Port) heavy laser cannon +10 (4d6, 10 hexes)

Attack (Starboard) heavy laser cannon +10 (4d6, 10 hexes)

Attack (Aft) heavy laser cannon +10 (4d6, 10 hexes)

Skills Engineering +14, Piloting +18

Power Core novaspawn heart (250 PCU); **Drift Engine** none;

Systems mk 6 armor, mk 5 defenses; **Expansion Bays** none

Other Abilities damaged, living starship, no breath

SPECIAL ABILITIES

Damaged (Ex) This novaspawn has sustained damage to its hull and systems. It's weaker and less dangerous than a typical novaspawn—these adjustments are accounted for in the creature's statistics. Additionally, the damaged novaspawn can only use its damaged tentacles for 2 rounds before being forced to release its target.

Living Starship (Ex) While a novaspawn is a living creature, it's so immense that it functions as a starship (and thus engages in only starship combat). Though it has no crew, it can still take engineer, gunner, and pilot actions (one of each in the appropriate phases) using the skill bonuses listed above. Modifiers for its size, speed, and maneuverability have already been factored into its statistics. Assume this damaged novaspawn has 6 ranks in the Engineering and Piloting skills and a base attack bonus of +6. Use the following table to determine the effects when a novaspawn takes critical damage. The novaspawn's brain doesn't take critical damage conditions.

D%	SYSTEM	EFFECT
1-30	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc
31-60	Propulsion	Condition applies to all pilot actions
61-90	Heart	Condition applies to all engineer actions, except when patching or repairing the heart
91-100	Brain	During the next round, each of the novaspawn's attempted actions have a 25% chance of failure.

SCALING ENCOUNTER B

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

Reduce the novaspawn's Hit Points by 30, reduce its AC and TL by 2, reduce its attack bonuses by 2, reduce the damage of its particle beam to 5d6, and reduce the damage of its heavy laser cannons to 3d6.

Tentacles (Ex) The gigantic tentacles dangling from a novaspawn's forward arc are powerful enough to grab a starship and hold it in place, making it easier for the novaspawn to blast the vessel with its particle beam. A novaspawn can make a tentacles attack only against a Large or smaller starship that's in its forward firing arc and in a hex adjacent to the novaspawn. If the attack deals Hull Point damage to the target, that vessel can't move unless its pilot succeeds at a DC 24 Piloting check as an action during the helm phase. A starship that is immobilized in this way takes a –2 penalty to its AC and Target Lock.

APPENDIX 2: LEVEL 7–8 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 7th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

EVENT: VERDANT MOON RAID (LEVELS 7–8)

VERDANT MOON CULTISTS (2)	CR 6
Human mystic CE Medium humanoid (human)	
Init +0; Perception +13	
DEFENSE	HP 75 RP 4
EAC 17; KAC 18	
Fort +5; Ref +5; Will +9	
OFFENSE	
Speed 30 ft.	
Melee tactical knife +10 (2d4+6 S)	
Ranged corona laser pistol +12 (2d4+6 F, critical burn 1d4)	
Offensive Abilities grasping vines (6 rounds, DC 16)	
Spell-Like Abilities (CL 6th)	
At will— <i>mindlink</i>	
Mystic Spells Known (CL 6th)	
2nd (3/day)— <i>fog cloud</i> , <i>hold person</i> (DC 18)	
1st (6/day)— <i>command</i> (DC 17), <i>life bubble</i> , <i>mind thrust</i> (DC 17)	
0 (at will)— <i>fatigue</i> , <i>token spell</i>	
Connection xenodruid	
STATISTICS	
Str +0; Dex +0; Con +3; Int +0; Wis +5; Cha +2	
Skills Life Science +13, Mysticism +18, Survival +13	
Languages Common, Vercite	
Other Abilities animal adaptation (6 minutes), speak with animals	
Gear elite stationwear, corona laser pistol with standard battery (20 charges), tactical knife	

SCALING EVENT: VERDANT MOON RAID

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

Remove one bolnuragh from the encounter.

BOLNURAGHS (2)	CR 6
N Large plant	
Init +2; Senses blindsense (vibration) 30 ft., low-light vision; Perception +13	
DEFENSE	HP 90 RP 4
EAC 18; KAC 20	
Fort +10; Ref +8; Will +5	
Immunities plant immunities	
OFFENSE	
Speed 30 ft.	
Melee slam +16 (1d8+11 B)	
Ranged projectile plating +13 (2d6+6 B and S)	
Space 10 ft.; Reach 10 ft.	
Offensive Abilities parasitic re-hydration (DC 14), trample (1d8+11 B plus parasitic re-hydration, DC 14)	
STATISTICS	
Str +5; Dex +2; Con +3; Int –3; Wis +0; Cha –1	
Skills Athletics +13, Stealth +13, Survival +18	
SPECIAL ABILITIES	
Parasitic Re-hydration (Ex) When a creature fails its saving throw to avoid a bolnuragh's trample, the bolnuragh can spend 1 Resolve Point as a reaction. If it does, it uses microscopic orifices on the vines of its underbelly to rapidly drain liquid from the creature's body—these powerful orifices can even suck the liquid molecules through tough skin and armor. The creature must succeed at a DC 14 Fortitude save or take 1 Constitution damage. Additionally, if the creature fails its saving throw, the bolnuragh gains regeneration 5 (fire) for 6 rounds. Creatures lacking liquid in their bodies (such as most unliving creatures and elementals) are immune to this attack.	
Projectile Plating (Ex) A bolnuragh can shoot a piece of its plating as a ranged attack. The projectile has a range of 100 feet and deals bludgeoning and slashing damage. Each bolnuragh has a maximum of 16 plates it can shoot in this way and regrows 1d4 plates per day.	

B. NOVASPAWN ATTACK (LEVELS 7-8)

NOVASPAWN

TIER 8

N Huge starship aberration

Speed 6; **Maneuverability** poor (turn 3); **Drift** –

AC 22; **TL** 20

HP 200; **DT** 5; **CT** 40

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) tentacles +12 (4d4 plus immobilize), particle beam +12 (8d6, 20 hexes)

Attack (Port) heavy laser cannon +12 (4d8, 10 hexes)

Attack (Starboard) heavy laser cannon +12 (4d8, 10 hexes)

Attack (Aft) heavy laser cannon +12 (4d8, 10 hexes)

Skills Engineering +16, Piloting +20

Power Core novaspawn heart (250 PCU); **Drift Engine** none;

Systems mk 6 armor, mk 5 defenses; **Expansion Bays** none

Other Abilities living starship, no breath

SPECIAL ABILITIES

Living Starship (Ex) While a novaspawn is a living creature, it is so immense that it functions as a starship (and thus engages in only starship combat). Though it has no crew, it can still take engineer, gunner, and pilot actions (one of each, in the appropriate phases) using the skill bonuses listed above. Modifiers for its size, speed, and maneuverability have already been factored into its statistics. Assume it has 8 ranks in the Engineering and Piloting skills and a base attack bonus of +8. Use the following table to determine the effects when a novaspawn takes critical damage. The novaspawn's brain doesn't take critical damage conditions.

D%	SYSTEM	EFFECT
1-30	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc
31-60	Propulsion	Condition applies to all pilot actions
61-90	Heart	Condition applies to all engineer actions, except when patching or repairing the heart
91-100	Brain	During the next round, each of the novaspawn's attempted actions have a 25% chance of failure.

Tentacles (Ex) The gigantic tentacles dangling from a novaspawn's forward arc are powerful enough to grab a starship and hold it in place, making it easier for the novaspawn to blast the vessel with its particle beam. A novaspawn can make a tentacles attack only against a Large or smaller starship that is in its forward firing arc and in a hex adjacent to the novaspawn. If the attack deals Hull Point damage to the target, that vessel can't move unless its pilot succeeds at a DC 27 Piloting check as an action during the helm phase. A starship that is immobilized in this way takes a –2 penalty to its AC and Target Lock.

SCALING ENCOUNTER B

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

Reduce the novaspawn's Hit Points by 40, reduce its AC and TL by 2, reduce its attack bonuses by 2, reduce the damage of its particle beam to 6d6, and reduce the damage of its heavy laser cannons to 4d6.

APPENDIX 3: GAME AIDS



BOLNURAGH



CAPTAIN ISHEKSH



DEZROS GRINN



ELINVA PETRILUS

APPENDIX 3: GAME AIDS



NOVASPAWN



NAIAJ

HANDOUT #1: STARSHIP MANUFACTURERS OF NOTE

JAHNORO MOLZAR**RACE** human; **DESCRIPTION** male, middle-aged, dark hair, excessively friendly**AFFILIATION** ATech**NOTES** We have heard that ATech has some special new security tech that has already been snatched up by another corporation, but nobody knows what it is or who bought it.**SUNDEBA****RACE** vesk; **DESCRIPTION** female, vibrant red and yellow scales, business attire**AFFILIATION** Norikama Syndicate**NOTES** The Norikama Syndicate has a reputation for creating cheap starship knockoffs, and they are trying to become serious competitors in the racing scene.**XECTEPOSH****RACE** shirren; **DESCRIPTION** male shirren with conservative Hylaxian garb**AFFILIATION** Hivonyx Industries**NOTES** Hivonyx Industries recently set up new InfoSphere sites all over the Pact Worlds. Why?

HANDOUT #2 STARSHIP CHASE SUMMARY

Each round of a starship chase proceeds as described below.

PCS CHOOSE ROLES

Each PC selects a single starship role for this round (see Starship Chase Roles and Skills below). A PC can select the captain or pilot role only if that role would otherwise be vacant. They can only attempt checks related to their role.

GM SETS OBSTACLE

The GM presents an obstacle, and one of the PCs attempts a check to overcome it. If the PC fails the check, the consequences are noted.

PCS PICK A CHASE ACTION

The PCs decide on a single chase action (below), and one PC attempts the skill check associated with that action. Any relevant failure or success is noted and takes effect.

CHASE CONTINUES

If more obstacles remain, the chase continues with the GM setting a new obstacle.

HANDOUT #3: CHASE ACTIONS

COVERING FIRE (GUNNER)

Peppering an enemy ship with bullets or laser fire can force its pilot to take suboptimal evasive maneuvers, giving the firing ship a chance to catch up or bug out.

Success: The crew gains 1 success.

CREATE OBSTACLE (CHIEF MATE, ENGINEER, MAGIC OFFICER, SCIENCE OFFICER)

Whether by jettisoning junk, igniting a pocket of volatile gas, or summoning a cloud of technomagic nanites, a crew can put a dangerous hazard in the path of their opponent.

Success: The crew gains 1 success.

ENVIRONMENTAL COVER (PILOT)

A daring pilot might choose to fly much too close to a hazardous environment, such as the twisting clouds of a gas giant, to gain an advantage.

Success: The crew gains 1 success.

Failure by 5 or More: The starship takes 1 hit.

EVALUATE WEAKNESS (CAPTAIN, SCIENCE OFFICER)

Even in the heat of a tense chase, a canny crew can use intuition or equipment to zero in on a target's vulnerabilities, giving them a leg up on their next move.

Success: The crew's next chase action gains a +2 bonus, and if it would result in 1 success, it results in 2 successes instead. This action can't be used again during this chase.

NEGOTIATE OBSTRUCTION (GUNNER, SCIENCE OFFICER)

Unexpected obstructions can be a bane or a blessing. A crew might blast their way through an explosive gas cloud at the last minute or weave their way past chunks of odd space debris.

Success: The crew gains 1 success.

Failure by 5 or More: The starship takes 1 hit.

OUTMANEUVER (PILOT)

A good pilot has a bevy of tricks up their sleeve, from a nosedive to a hard turn to a trusty barrel roll. Of course, getting too fancy runs the risk of pushing a ship beyond its breaking point.

Success: If the crew's next chase action would result in 1 success, it results in 2 successes instead.

Failure by 5 or More: The starship takes 1 hit.

OUTSPEED (CHIEF MATE, ENGINEER, MAGIC OFFICER)

A motivated crew can give the engines all they've got, either by pouring in extra fuel or magically boosting them.

Success: The crew gains 1 success.

Failure by 5 or More: This action can't be selected again during this chase.

TABLE: STARSHIP CHASE ROLES AND SKILLS

STARSHIP ROLE	SKILLS
Captain	Bluff, Diplomacy, Intimidate
Chief Mate	Acrobatics, Athletics
Engineer	Engineering
Gunner	Piloting
Magic Officer	Mysticism
Pilot	Piloting
Science Officer	Computers

*A gunner can substitute their base attack bonus for their ranks in Piloting when attempting a Piloting check.

ORGANIZED PLAY

REWARDS TABLE

ENCOUNTER	LEVEL 5-6 REWARD	OUT OF LEVEL REWARD	LEVEL 7-8 REWARD
A. Absalom Runs Qualifier Gala	817 credits	992 credits	1,167 credits
Event: Verdant Moon Raid	817 credits	992 credits	1,167 credits
Event: Chasing the Racer	817 credits	992 credits	1,167 credits
B. Novaspawn Attack	817 credits	992 credits	1,167 credits
Event: The Final Offer	817 credits	992 credits	1,167 credits

REWARD CONDITIONS

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

A: The PCs keep these rewards if they download the data either before or during the Verdant Moon raid.

Event: Verdant Moon Raid: The PCs keep these rewards if they repel the Verdant Moon raid.

Event: Chasing the Racer: The PCs keep these rewards if they attain five or more successes during the chase without sustaining six hits to their starship.

B: The PCs keep these rewards if they defeat the novaspawn.

Event: The Final Offer: The PCs keep these rewards if they make a deal with Redshift Revolution or Terminator, completing their mission.



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

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Scenario #3-16: The Vast Experiment: Fast Choices

Character Chronicle #

A.K.A. _____ Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____					LEVELS ☐ Normal Max Credits 5-6 4,085
Adventure Summary The Society sent you to resolve a dispute between two prominent starship manufacturers. Your mission was to attend a social gala, the pre-show for an upcoming qualifier event for the Absalom Run. There, you used starship-related gossip to get close to your target: Dezros Grinn, a mid-level executive from Terminator. Dezros possessed information that lead you to Elinva Petrilus, who stole a prototype X-64 racing ship from Redshift Revolution. The gala was interrupted by Verdant Moon cultists, violent eco-terrorists looking to bring media attention to the destructive practices of starship manufacturers. With the whereabouts of the X-64 in hand, you traveled to the Vast and engaged in a fast-paced chase. You had to fend off a massive novaspawn to retrieve the helpless X-64 and its pilot. Finally, representatives from Terminator arrived with a final offer. You chose whether the Society should partner with ☐ Redshift Revolution or ☐ Terminator. You also decided whether to return Elinva Petrilus to ☐ Redshift Revolution or ☐ let her escape with Terminator.					LEVELS ☐ Normal Out of Level 4,960
					LEVELS ☐ Normal 7-8 5,835
					LEVELS ☐ Normal - -
					EXPERIENCE Starting XP + GM's Initials XP Gained (GM ONLY) = Final XP Total
					FAME Initial Fame + GM's Initials Fame Gained (GM ONLY) - Fame Spent Final Fame
					CREDITS Starting Credits + GM's Initials Credits Garnered (GM ONLY) + GM's Initials Day Job (GM ONLY) - Credits Spent = Total
All Levels Levels 7-8 Reputation Faction _____ Reputation _____ Faction _____ Reputation _____ Faction _____ Reputation _____ Infamy _____					

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #