

STARFINDER ADVENTURE PATHS



STARFINDER SOCIETY ORGANIZED PLAY

STARFINDER ADVENTURES

The volumes of the *Starfinder Adventure Path: Dawn of Flame* can be played to gain specific benefits for the Starfinder Society Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Starfinder Adventure Paths have variable playtimes. They don't contain specific faction-related elements, nor are they designed for play by characters over a wide range of levels. Sometimes they include pregenerated characters tailored and themed to the adventure. While not required, we recommend using these provided characters, as they strengthen players' immersion in the story.

Thematically, Starfinder Adventure Paths don't assume the characters are members of the Starfinder Society. *Dawn of Flame* is therefore offered outside of the standard Organized Play environment; characters don't need to conform to the standard Organized Play requirements laid out in the *Guide to Organized Play: Starfinder Society*.

APPLYING CREDIT

Players who play through *Dawn of Flame* as well as GMs who run the adventure can apply the adventure's Chronicle Sheet to any of their Starfinder Society Organized Play characters in the listed level ranges. Players and GMs must decide which character to apply credit to when they receive the Chronicle Sheet. Each Chronicle Sheet gives 3 Experience Point(s), 5 Reputation with one faction, and credits as listed on the Chronicle Sheet. A character can also attempt one Day Job roll to earn income per XP earned, using a skill bonus from the character receiving credit. In addition, players and GMs receive Achievement Points, which they can use to purchase Starfinder Society character upgrades. These adventures are not repeatable (with the exception of the first volume, *Fire Starters*), therefore an individual may earn a chronicle once as player and once as GM for the adventure.

SANCTIONED CONTENT KEY

Adventure	Level Range
"Fire Starters"	1-2*
"Soldiers of Brass"	3-4
"Sun Divers"	5-6
"The Blind City"	7-8
"Solar Strike"	9-10
"Assault on the Crucible"	11-12

*This adventure counts as having the "repeatable" scenario tag.

Players earn access to the items and options listed on the Chronicle Sheet through their actions during the adventure. If the PCs don't discover an item or fulfill the conditions described in the adventure to gain access to an option, cross that option off of each player's Chronicle Sheet. If a PC gains access to an option presented on the Chronicle Sheet that can only be obtained by one member of the party, they earn that option on the Chronicle Sheet for all members of their group.

ABOUT THE STARFINDER SOCIETY

The Starfinder Society is a worldwide science fantasy living campaign that puts you in the role of an agent of the Starfinder Society. The Society is a group of explorers who travel out into the galaxy in search of lost knowledge and technologies, bringing what they learn back with them to share with the people of the Pact Worlds.

In an organized play campaign, characters exist in a common setting shared by tens of thousands of other gamers from around the world. Paizo's Organized Play programs, including Starfinder Society and Pathfinder Society, are campaigns produced by Paizo and used by a volunteer community of organizers and GMs in more than 36 countries on six continents.

Participants in the Starfinder Society can take their characters to any public Starfinder Society event anywhere in the world, and any Game Master can gather a group of players to run through dozens of different pre-made adventures. It's a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Players and GMs both earn special Achievement Points for participating, which they can use to buy special options for their characters on paizo.com. GMs earn double Achievement Points rewards for the games they run. For more information on the Starfinder Society, on how to read the attached Chronicle Sheet, and to find games in your area, check out the campaign's homepage at starfindersociety.club.



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Starfinder Adventure Path #13: Fire Starters

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
- 7						
This Chronicle sheet grants access to the following:						
<p>Psychic Studies (Personal Boon): You were present when a burst of psychic energy erupted from the depths of the sun when the Far Portal disappeared within it. You can only benefit from this boon if your character is telepathic in some way (such as possessing telepathy, limited telepathy, or possessing the phrenic adept archetype). You can choose to slot this boon in your Personal boon slot at any time to represent taking steps to overcome shock of the psychic burst and learn from the experience. If you do so, this boon becomes locked to your Personal boon slot and cannot be removed. When this boon is slotted, you count as having the Psychic Insight feat (<i>Starfinder #13: Fire Starters</i> page 44). If you have 10 or more class levels, then you also count as having the Psychic Sense feat (<i>Starfinder #13: Fire Starters</i> page 44).</p> <p>Savior of Asanatown (Social Boon): By stopping members of the Sunrise Collective, you ensured that Asanatown remained a free harbor within the Pact Worlds' Sun. Your reputation has begun to spread across the Burning Archipelago. When you slot this boon, you gain a +2 circumstance bonus on all skill checks made to influence creatures in or around the Pact Worlds' sun. In addition, while orbiting or inside the sun, you can make purchases from Asanatown and a courier will bring your requested goods within 1d8 hours as long as you aren't in an overly hostile environment. You still need to pay for your purchases as normal, but the delivery cost is free.</p>						
All Levels						
aufeis frost maul (1,240; item level 3; <i>Starfinder Armory</i> 11) cargo lifter powered armor (2,150; item level 4) graphite carbon skin (1,220; item level 3)						
mk 2 culinary synthesizer (1,200; item level 3; <i>Starfinder Armory</i> 129) ominous series-21 plasma guide (1,430; item level 2; <i>Starfinder Armory</i> 24) regimental dress I (1,450; item level 3; <i>Starfinder Armory</i> 69) spell amp of remove condition (700; item level 6; limit 1)						
Reputation						
Faction		Reputation		Faction		Reputation
Faction		Reputation		Infamy		

LEVELS	<input type="checkbox"/> Normal Max Credits
1-2	2,160
LEVELS	<input type="checkbox"/> Normal
-	-
LEVELS	<input type="checkbox"/> Normal
-	-
LEVELS	<input type="checkbox"/> Normal
-	-

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

CREDITS
Starting Credits
+
Credits Garnered (GM ONLY)
+
Day Job (GM ONLY)
-
Credits Spent
=
Total

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: TIJ5



Starfinder Adventure Path #14: Soldiers of Brass

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
This Chronicle sheet grants access to the following:						
<p>Deep Culture Institute Tenure (Social Boon): After you assisted the Deep Culture Institute (DCI) in retrieving their lost data, they offered you employment. This position works in tandem with your position in the Starfinder Society, and the DCI understand that you have other commitments. When you slot this boon, you gain a +2 bonus on all Culture, Diplomacy, Engineering, Life Science, Medicine, Mysticism, Physical Science and Sense Motive checks related to operating in or around a star or related to creature living within stars. In addition, when you slot this boon, at the end of an adventure, you can choose to use Culture, Life Science or Physical Science in place of Profession to make your Day Job check, representing your efforts working with the DCI on a research front.</p> <p>Knack for Investigation (Slotless Boon; Limited-Use): Your time spent pursuing the data heist against the DCI has led you to develop some form of intuition when it comes to investigating. Anytime you find yourself investigating either a crime scene or the site of some past event (such as the events that transpired in a centuries-old ruin) you can call upon this insight. You can use this insight in one of two ways:</p> <ul style="list-style-type: none">•You can check a box to reroll any one skill check related to the investigation. You can use this ability once per investigation.•You can check two boxes to have the GM provide you with a piece of information relating to the investigation that you would otherwise learn from a skill check. Using this ability only provides the information associated with the lowest successful DC result of that skill check. <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>						
All subtiers						
<div><div>cryo grenade I (1,220; item level 6; limit 2) freebooter armor II (4,720; item level 6) glove of storing (4,600; item level 6) mk 1 electrostatic field armor upgrade (3,000; item level 5) mk 1 null-space chamber (3,050; item level 5) mk 1 thermal capacitor armor upgrade (3,600; item level 5) mk 2 serum of healing (425, item level 5; limit 2)</div><div>purple nanite hypopen (450; item level 5; <i>Starfinder Armory</i> 106; limit 2) red star plasma rifle (4,600; item level 6) spell amp of invisibility (450; item level 5; limit 1) vesk brigandine II (2,650; item level 5; <i>Starfinder Armory</i> 69) yellow star solar brand (4,250; item level 6; <i>Starfinder Armory</i> 10)</div></div>						
Reputation						
<div><div>Faction Reputation</div><div>Faction Reputation</div><div>Faction Reputation</div><div>Faction Infamy</div></div>						
MAX CREDITS						
<div><div>LEVELS</div><div><input type="checkbox"/> Normal Max Credits</div><div>3-4</div><div>4,380</div></div>						
<div><div>LEVELS</div><div><input type="checkbox"/> Normal</div><div>-</div><div>-</div></div>						
<div><div>LEVELS</div><div><input type="checkbox"/> Normal</div><div>-</div><div>-</div></div>						
<div><div>LEVELS</div><div><input type="checkbox"/> Normal</div><div>-</div><div>-</div></div>						
EXPERIENCE						
<div><div>Starting XP</div><div>+</div><div>XP Gained (GM ONLY)</div><div>=</div><div>Final XP Total</div></div>						
CREDITS						
<div><div>Starting Credits</div><div>+</div><div>Credits Garnered (GM ONLY)</div><div>+</div><div>Day Job (GM ONLY)</div><div>-</div><div>Credits Spent</div><div>=</div><div>Total</div></div>						

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: Q0P6



Starfinder Adventure Path #15: Sun Divers

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
- 7						
This Chronicle sheet grants access to the following:						
<p>Gambling Edge (Social Boon): Your time in the Vestrani Gaming Complex has garnered you some understanding of gambling techniques. When you slot this boon, you gain a +3 bonus on all skill checks related to playing games of chance. In addition, if you have ranks in Profession (gambler), you can double the result of your Day Job earnings when making a Day Job check for Downtime. If you have 10 or more levels, then you instead triple the result of your Day Job earnings when using Profession (gambler).</p> <p>Polyfluid Understanding (Slotless Boon): Your time in the bubble-city of Noma allowed you to learn a bit about the miraculous polyfluid substance that operates much like Pact Worlds UPBs. Once you gain this boon, you can craft any of the polyfluid weapons and polyplate equipment found in <i>Starfinder #15: Sun Divers</i> on page 44. Engineering is the appropriate skill to craft this equipment and you must follow all standard rules on page 235 of the <i>Starfinder Core Rulebook</i>, but you count any UPBs you purchase as polyfluid, allowing you to craft these unique arms and armor. You can also use your understanding to craft these piece of equipment with a 10% discount.</p> <p>Your unlocking of polyfluid to the rest of the Pact Worlds also impacts all your current and future characters. All future characters you create can craft polyfluid weapons and polyplate equipment. However, future characters that do not possess this boon do not get the 10% discount in crafting cost.</p>						
All subtiers						
teleportation puck (1,500; item level 8; <i>Starfinder Armory</i> 117; limit 3)						
incendiary grenade III (2,800; item level 8; limit 2)						
snub breaching gun (6,800; item level 7; <i>Starfinder Armory</i> 20)						
mk 2 ability crystal (6,500; item level 7; limit 1)						
deflective reinforcement armor upgrade (7,500; item level 7)						
tactical seeker rifle (6,040; item level 7)						
Reputation						
Faction Reputation Faction Reputation						
Faction Reputation Infamy						

LEVELS	<input type="checkbox"/> Normal Max Credits
5-6	12,255

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

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

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

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

CREDITS
Starting Credits
+ Credits Garnered (GM ONLY)
+ Day Job (GM ONLY)
- Credits Spent
= Total

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: YJM2



Starfinder Adventure Path #16: The Blind City

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
				-	7	
This Chronicle sheet grants access to the following:						
<p><input type="checkbox"/> Eshtayiv's Scorch (Slotless Boon): By battling against the pyric beings on Ezrod, you somehow gained the smallest link with the mysterious entity known as Eshtayiv. You can activate this boon anytime you're knocked unconscious by an attack, which represents Eshtayiv reaching out in an attempt to claim you. Rather than spend Resolve Points to stabilize, you can instead choose to check the box on this boon and immediately gain 3d4+10 Hit Points. At the same time, creatures within 10 feet of you take 3d4+10 points of pyric fire damage (this ignores fire resistance and deals half-damage to creatures with fire immunity) though they can reduce this damage by half with a successful Reflex save (DC=10 + half your class level + your key ability score modifier). Once the box on this boon is checked, you cannot use this ability again.</p> <p>Once the box on this boon is checked you permanently gain the Dimly Illuminated supernatural ability: light within 10 feet of you increases by one step. Magical darkness decreases this light only if it's from a source with a CR or level higher than your level. Reduce your maximum Hit Points by 5 when you gain this ability.</p> <p>Otlo's Attention (Ally Boon): You've established a relationship with Otlo, an orocoran scholar. When you slot this boon, you can call upon Otlo's esoteric knowledge, combining it with the Deep Culture Institute's unique technological equipment to get answers to questions in short order. Once per adventure, you can call on Otlo to make a Life Science, Mysticism or Physical Science checks, using Otlo's bonus of +18. It takes 1d4 hours for the results of that information to reach you, regardless of your current location. Alternatively, you can remotely call upon Otlo to translate any Aklo-based writings you cannot decipher.</p>						
All subtiers						
<div><div><i>anarchic fusion seal (9th)</i> (2,860; item level 9; limit 1) <i>arriver soul projector</i> (15,000; item level 9; <i>Starfinder #16: The Blind City</i> 34) <i>aura goggles</i> (9,000; item level 8; <i>Starfinder Alien Archive</i> 25) <i>called screamer decoupler</i> (13,100; item level 8; <i>Starfinder Armory</i> 14) <i>clearweave II</i> (13,150; item level 9; <i>Starfinder Armory</i> 69)</div><div><i>haste circuit armor upgrade</i> (9,250; item level 8) <i>minor gluon crystal</i> (11,500; item level 9) <i>mk 2 null-space chamber</i> (12,250; item level 9) <i>red dwarf captive star amulet</i> (14,500; item level 9; <i>Starfinder Armory</i> 120; limit 1) <i>refraction perforator pistol</i> (13,000; item level 9; <i>Starfinder Armory</i> 16)</div></div>						
Reputation						
Faction		Reputation		Faction		Reputation
Faction		Reputation		Infamy		

LEVELS	<input type="checkbox"/> Normal Max Credits
7-8	17,505

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

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

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

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

CREDITS	
Starting Credits	
+	Credits Garnered (GM ONLY)
+	Day Job (GM ONLY)
-	Credits Spent
=	Total

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: ED2X



Starfinder Adventure Path #17: Solar Strike

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
- 7						
This Chronicle sheet grants access to the following:						
<p>Fire-Aligned Hull (Starship Boon): Your time venturing into the depths of the sun has provided insight in how to better protect your starship from fire-based attacks in future encounters. When you slot this boon, you make quick modifications to your starship that allow you to better protect against incoming laser weapons. Your starship takes 25% less damage (rounding up) from starship laser weapons. This boon can only be slotted once on a starship.</p> <p>Psychic Solidarity (Social Boon): Your time spent among the anassanois in the sun left a strong psychic impression on your mind, whether you're a natural psychic or not. When you slot this boon and are in psychic communication with a friendly creature, you gain a +1 bonus on Initiative checks. You also increase your bonus to attack rolls while flanking by an additional +1 if you're flanking with a friendly creature that you're in psychic communication with.</p> <p>Once per adventure, when this boon is slotted and you're in psychic communication with a nearby ally, you can reroll a single Will save against a mind-affecting effect. If you use this reroll and still fail the save, you become staggered for 1 round as psychic feedback overwhelms you.</p>						
All subtiers						
bombast handcannon (13,200; item level 9; <i>Starfinder Armory</i> 15)						
elite semi-auto pistol (18,200; item level 10)						
gellid ice carbine (12,400; item level 9; <i>Starfinder Armory</i> 16)						
incapacitator (14,200; item level 9)						
phantom assassin rifle (14,900; item level 9; <i>Starfinder Armory</i> 24)						
pilot handcoil (24,000; item level 11; <i>Starfinder Armory</i> 15)						
tactical plasma sword (14,550; item level 9)						
vesk brigandine IV (23,500; item level 11; <i>Starfinder Armory</i> 69)						
violet phrenic scrambler (49,000; item level 13; <i>Starfinder Armory</i> 106; limit 1)						
Reputation						
Faction Reputation Faction Reputation						
Faction Reputation Infamy						

LEVELS	<input type="checkbox"/> Normal Max Credits
9-10	43,230

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

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

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

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

CREDITS
Starting Credits
+ Credits Garnered (GM ONLY)
+ Day Job (GM ONLY)
- Credits Spent
= Total

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: 2128



Starfinder Adventure Path #18: Assault on the Crucible

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
- 7						
This Chronicle sheet grants access to the following:						
<p>Deep Culture Institute Speaker (Social Boon): Thanks to your actions, the Deep Culture Institute has become one of the most celebrated institutions in the Pact Worlds, and you've earned a prestigious position with the DCI. This position works in tandem with your position in the Starfinder Society, and the DCI understands that you have other commitments. When you slot this boon, you gain a +2 bonus on all Culture, Diplomacy, Engineering, Life Science, Medicine, Mysticism, Physical Science and Sense Motive checks related to operating in or around a star or related to creature living within stars. In addition, when you slot this boon, at the end of an adventure, you can choose to use Culture, Life Science or Physical Science in place of Profession to make your Day Job check, representing your efforts working with the DCI on a research front. If you also earned the Deep Culture Institute Tenure boon (see <i>Starfinder Adventure Path #14: Soldiers of Brass</i>), increase the skill bonus to +4, and when you make a Day Job check using Culture, Life Science, or Physical Science, you earn triple the credits you would normally earn.</p> <p>Savior of the Sun (Personal Boon; Limited-Use): Throughout your efforts to research the strange events within the sun, you've encountered a previously undiscovered civilization and stopped an efrete invasion. By completing the whole journey of the Dawn of Flame Adventure Path, you've impressed several anassanois enough that they seek the opportunity to leave the sun and join the Starfinder Society. Check a box below for each corresponding adventure in the Dawn of Flame adventure path that you have completed.</p> <div><div>1</div><div>2</div><div>3</div><div>4</div><div>5</div><div>6</div></div> <p>Once you check all of the above boxes, you can play an anassanois character (<i>Starfinder Adventure Path #17: Solar Strike</i> 55), beginning at 1st level as normal. In addition, you can select one ability score that is 14 or lower and increase it by 2 at the end of the character creation process. Other than access to this additional race, all character creation rules are the same as those outlined in the <i>Starfinder Society Guide to Play</i>. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character, and you must bring a copy of one of the rulebooks listed below to all sessions in which you place this character as if access to this race selection were granted by the Additional Resources list.</p> <p>Allowed Race: Anassanois (<i>Starfinder Adventure Path #17: Solar Strike</i> 55)</p>						
All subtiers						
<div><div>advanced bane (fire outsiders) devastating cryopike (48,640; item level 12; limit 1)</div><div>advanced shell knuckles (32,500; item level 12; <i>Starfinder Armory</i> 8)</div><div>aurora arc pistol (45,700; item level 13)</div><div>defiant vorpal medium machine gun (32,860; item level 11)</div><div>devastating grindblade (55,460; item level 13)</div><div>d-suit IV (45,800; item level 13)</div><div>green nanite hypopen (5,600; item level 12, <i>Starfinder Armory</i> 106; limit 2)</div><div>mantle of willpower (37,000; item level 12)</div><div>mk 2 thermal capacitor armor upgrade (36,250; item level 12)</div><div>mk 5 elemental gem (fire) (16,000; item level 15; <i>Starfinder Armory</i> 112; limit 1)</div><div>squad hardlight series (30,750; item level 12)</div><div>void hag robe (25,000; item level 11; <i>Starfinder #18: Assault on the Crucible</i> 24)</div></div>						
Reputation						
<div><div>Faction</div><div>Reputation</div><div>Faction</div><div>Reputation</div><div>Faction</div><div>Reputation</div><div>Infamy</div></div>						
MAX CREDITS						
<div><div>LEVELS</div><div>11-12</div><div>104,100</div></div>						
<div><div>LEVELS</div><div>-</div><div>-</div></div>						
<div><div>LEVELS</div><div>-</div><div>-</div></div>						
<div><div>LEVELS</div><div>-</div><div>-</div></div>						
EXPERIENCE						
<div><div>Starting XP</div><div>+</div><div>XP Gained (GM ONLY)</div><div>=</div><div>Final XP Total</div></div>						
CREDITS						
<div><div>Starting Credits</div><div>+</div><div>Credits Garnered (GM ONLY)</div><div>+</div><div>Day Job (GM ONLY)</div><div>-</div><div>Credits Spent</div><div>=</div><div>Total</div></div>						

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: ZQ06