



STARFINDER ADVENTURE: DRIFT CRISIS CASE FILES

STARFINDER ADVENTURES

The *Drift Crisis Case Files* can be run or played to gain specific benefits for the Starfinder Society Organized Play campaign.

Key Differences from Scenarios

Starfinder Adventures 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. They sometimes 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 Adventures don't assume the characters are members of the Starfinder Society. *Drift Crisis Case Files* is 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 the *Drift Crisis Case Files* as well as GMs who run the adventure can apply the adventure's Chronicle Sheet to any Starfinder Society Organized Play character of the indicated levels. Players and GMs must decide which character to apply credit to when they receive the Chronicle Sheet. The Chronicle Sheet gives 2 Experience Points, 4 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. This adventure is not repeatable, therefore an individual may earn a Chronicle Sheet once as player and once as GM for the adventure.

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.

SANCTIONED CONTENT KEY

Adventure	Level Range
"Charmed Life"	3-4
"Family Heirloom"	7-8
"Twisted Business"	10-11

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.

STARFINDER SANCTIONING



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -7	GM Name:	GM Faction:
Adventure Name:		
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		Reputation Earned:
Bonus Faction Goal Achieved: <input type="checkbox"/> Acquisitives <input type="checkbox"/> Advocates <input type="checkbox"/> Cognates <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Manifold Host <input type="checkbox"/> Second Seekers <input type="checkbox"/> Wayfinders		

Faction:			
Character Name:	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dead
	<input type="checkbox"/> Advocates	<input type="checkbox"/> Manifold Host	
Org Play #: -7	Level	<input type="checkbox"/> Cognates	<input type="checkbox"/> Infamy
		<input type="checkbox"/> Dataphiles	
		<input type="checkbox"/> Wayfinders	

Faction:			
Character Name:	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dead
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Faction:			
Character Name:	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dead
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Faction:			
Character Name:	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dead
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		<input type="checkbox"/> Dataphiles	
		<input type="checkbox"/> Wayfinders	

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Starfinder Adventure: Charmed Life

Character Chronicle #

Character Information				LEVELS	<input type="checkbox"/> Normal Max Credits
<div>Character Name</div> <div>Organized Play #</div> <div>Character #</div> <div>Faction</div>				3-4	2,920
Adventure Summary				LEVELS	<input type="checkbox"/> Normal
You were hired by socialite Ingrid to search for her missing friend, influencer and heiress Kym Testa, who went missing around the time of the Drift Crash and never returned home. By following her digital trail, you discovered that Kym was hiding a secret boyfriend, who she ran away with. Unfortunately, Kym's controlling father hired a team of ruthless Hellknights to bring her home. You faced a final showdown with your rivals after tracking Kym to a pirate hideout in the Diaspora. In the end, Red Eskil <input type="checkbox"/> survived or <input type="checkbox"/> died in the fight, and Kym <input type="checkbox"/> was returned to her father or <input type="checkbox"/> asked you to fake her death so she could live free.				-	-
Adventure Summary				LEVELS	<input type="checkbox"/> Normal
Congratulations on completing the adventure! You've earned Starfinder Society Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to new playable species, character options, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.				-	-
Items				EXPERIENCE	Starting XP
					+ XP Gained (GM ONLY)
					= Final XP Total
Reputation				CREDITS	Starting Credits
					+ Credits Gained (GM ONLY)
					+ Day Job (GM ONLY)
					- Credits Spent
				= Total	

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: BWCF



Starfinder Adventure: Family Heirloom

Character Chronicle #

Character Information				LEVELS	<input type="checkbox"/> Normal Max Credits
<div>Character Name</div> <div>Organized Play #</div> <div>Character #</div> <div>Faction</div>				7-8	11,670
Adventure Summary				LEVELS	<input type="checkbox"/> Normal
Edriad, a grandmotherly shirren, hired you to find a family heirloom that was stolen from her. The so-called heirloom was actually an artifact called the <i>Heretic Worm</i> , and it's highly coveted in spite of the fatal curse it carries. You tangled with a wealthy drow arms dealer and his bodyguards, corrupt Station Security officers, and more in the race to recover the <i>Heretic Worm</i> before it caused yet another death.				-	-
Adventure Summary				LEVELS	<input type="checkbox"/> Normal
Congratulations on completing the adventure! You've earned Starfinder Society Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to new playable species, character options, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.				-	-
Items				EXPERIENCE	
				Starting XP	
				+	
				XP Gained (GM ONLY)	
				=	
Reputation				CREDITS	
				Starting Credits	
				+	
				Credits Gained (GM ONLY)	
				+	
Faction Reputation				Day Job (GM ONLY)	
				-	
				Credits Spent	
				=	
				Total	

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: NU17



Starfinder Adventure: Twisted Business

Character Chronicle #

Character Information				LEVELS	<input type="checkbox"/> Normal Max Credits
<div>Character Name</div> <div>Organized Play #</div> <div>Character #</div> <div>Faction</div>				10-11	44,500
Adventure Summary				LEVELS	<input type="checkbox"/> Normal
Maro, an android who returned to Absalom Station after being presumed dead in the Drift Crash, hired you to win back a coin he traded under duress in exchange for safe passage home. Before you could close the case, Maro was arrested for murdering his former business partner, Semdrid. You searched for evidence of Maro's innocence and tracked the real murderer to an illegal starship dock where she was preparing to flee.				-	-
Adventure Summary				LEVELS	<input type="checkbox"/> Normal
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Items				EXPERIENCE	
				Starting XP	
				+	
				XP Gained (GM ONLY)	
				=	
Reputation				CREDITS	
				Starting Credits	
				+	
				Credits Gained (GM ONLY)	
				+	
Faction Reputation				Day Job (GM ONLY)	
				-	
				Credits Spent	
				=	
				Total	

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: 8MZB