



STARFINDER ADVENTURE PATH: FLY FREE OR DIE

STARFINDER ADVENTURES

The volumes of the *Starfinder Adventure Path: Fly Free or Die* 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. *Fly Free or Die* 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 *Fly Free or Die* 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, therefore an individual may earn a chronicle 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

SANCTIONED CONTENT KEY

Adventure	Level Range
<i>We're No Heroes</i>	1-4
<i>Merchants of the Void</i>	3-6
<i>Professional Courtesy</i>	5-8
<i>The White Glove Affair</i>	7-10
<i>Crash and Burn</i>	9-12
<i>The Gilded Cage</i>	11-14

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.

STARFINDER SANCTIONING

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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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)			<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"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A

Faction:			
Character Name:		<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-7	Level	

Faction:			
Character Name:		<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-7	Level	

Faction:			
Character Name:		<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-7	Level	

Faction:			
Character Name:		<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-7	Level	

Faction:			
Character Name:		<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-7	Level	

Faction:			
Character Name:		<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-7	Level	

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Starfinder Adventure Path #35: Merchants of the Void

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
Adventure Summary						
Now operating as independent cargo runners, you met a rival crew as you conducted odd jobs throughout the Veskarium. You took a brief turn as bounty hunters and attempted a jailbreak in order to collect on the reward money, but found that a sinister organization was targeting you and your associates.						
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.						
If you complete all 6 volumes of Fly Free or Die, you earn the following boon: Grifter .						
All Levels				Levels 5-6		
enforcer armor I (level 5; 3,100 credits; <i>Armory</i> 68) field tactical shield (level 5; 2,500 credits; <i>COM</i> 126) sheet lightning pistol (level 5; 3,000 credits; <i>Armory</i> 45) tactical chitinblade (level 4; 1,890 credits; <i>Armory</i> 52) vesk brigandine II (level 5; 2,650 credits; <i>Armory</i> 71)				swagger handcannon (level 6; 4,350 credits; <i>Armory</i> 44) tactical doshakari (level 6; 4,300 credits; <i>Near Space</i> 149)		
Reputation						
Faction		Reputation		Faction		Reputation
Faction		Reputation		Infamy		
MAX CREDITS						
LEVELS		<input type="checkbox"/> Normal Max Credits				
3-4		4,380				
LEVELS		<input type="checkbox"/> Normal				
5-6		12,255				
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: Z5AK

Character Name				Organized Play #		Character #		Faction	
Adventure Summary									
Your loyal friend cashed in and asked your crew for a favor, leading you to the aquatic world of Entha. There, you saved the crew of a flooding base and exposed EJ Corp's exploitation of a sapient species. Your efforts led to the successful preservation of the species, but you may have made more enemies in the process.									
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.									
If you complete all 6 volumes of Fly Free or Die, you earn the following boon: Grifter .									
All Levels									
Levels 7-8									
commander ceremonial plate (level 7; 7,350 credits)					aphelion laser pistol (level 9; 14,820 credits)				
personal submersible (level 7; 7,200 credits; <i>Armory 78</i>)					soprano singing spear (level 8; 9,500 credits; <i>Armory 51</i>)				
red star plasma pistol (level 7; 7,200 credits)									
silver AbadarCorp travel suit (level 7; 7,250 credits)									
Reputation									
Faction		Reputation		Faction		Reputation			
Faction		Reputation		Infamy					

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

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

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



Starfinder Adventure Path #37: The White Glove Affair

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
Adventure Summary						
After decrypting some data, you discovered an opportunity for the score of a lifetime. You took the chance to steal a valuable ship from the Kalistocrats, infiltrating their commerce barge and scaring off all competitors so you could win the auction. However, the arrival of an old enemy forced a quick retreat with your ill-gotten gains.						
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.						
If you complete all 6 volumes of Fly Free or Die, you earn the following boon: Gripter .						
All Levels		Levels 9-10				
aphelion laser pistol (level 9; 14,820 credits) Arquand horns (level 8; 8,400 credits; <i>Alien Archive</i> 2 13) autocartographer (level 9; 13,500 credits; <i>Armory</i> 98) clearweave II (level 9; 13,150 credits; <i>Armory</i> 68) dark blue rhomboid aeon stone (level 10; 18,000 credits) gold AbadarCorp travel suit (level 9; 12,100 credits) hoverskates (level 8; 8,500 credits; <i>Armory</i> 104) inertial cavitation pistol (level 8; 9,700 credits; <i>Armory</i> 41) mk 2 diffraction cloak (level 9; 12,500 credits; <i>Armory</i> 112) mk 3 summoning grenade (level 9; 2,000 credits; <i>Armory</i> 126) phantom assassin rifle (level 9; 14,900 credits; <i>Armory</i> 43) red dwarf captive-star amulet (level 9; 14,500 credits; <i>Armory</i> 120) revealing scope (level 9; 12,500 credits; <i>Armory</i> 60) telekinetic gloves (level 9; 13,500 credits; <i>Armory</i> 125) ultrathin switchblade (level 8; 9,100 credits; <i>Armory</i> 54) void dust (level 10; 2,550 credits; <i>Armory</i> 126) web grenade II (level 9; 3,950 credits; <i>Armory</i> 40) whisper sonic suppressor (level 8; 9,700 credits; <i>Armory</i> 51)		alabaster helix aeon stone (level 11; 30,000 credits; <i>Armory</i> 110) inspiration blazon (level 11; 23,500 credits; <i>Armory</i> 114) mk 1 magic resistor (level 11; 23,500 credits; <i>Armory</i> 84) ring of counterspells (level 11; 24,000 credits; <i>Armory</i> 116)				
Reputation						
Faction	Reputation	Faction	Reputation	Faction	Reputation	
Faction	Reputation	Infamy				
MAX CREDITS						
LEVELS		<input type="checkbox"/> Normal Max Credits				
7-8		17,505				
LEVELS		<input type="checkbox"/> Normal				
9-10		43,500				
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: 01FS



Starfinder Adventure Path #38: Crash and Burn

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>				9-10	43,500
Adventure Summary				LEVELS	<input type="checkbox"/> Normal
Despite your newfound wealth, your enemies were able to unite and send you tumbling back to poverty, stranding you on Absalom Station with nothing. You were able to call in enough favors to get a junker of a starship and take off after one of these enemies, and may have seized the chance to sentence her to a fate worse than death.				11-12	90,000
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.				LEVELS	<input type="checkbox"/> Normal
If you complete all 6 volumes of Fly Free or Die, you earn the following boon: Gripter.				-	-
				LEVELS	<input type="checkbox"/> Normal
				-	-
Experience				MAX CREDITS	
Starting XP					
+					
XP Gained (GM ONLY)					
=					
Final XP Total					
Credits				MAX CREDITS	
Starting Credits					
+					
Credits Garnered (GM ONLY)					
+					
Day Job (GM ONLY)					
-					
Credits Spent					
=					
Total					

All Levels		Levels 11-12	
elite deckhand domestic drone (level 10; 18,000 credits; Armory 101) enforcer armor II (level 11; 23,725 credits; Armory 68) heavy sap (level 11; 23,100 credits; Armory 53) hellhound-class blaze rifle (level 11; 23,200 credits; Armory 37) hovering mimic imager (level 11; 24,500 credits; Armory 105) invisibility detector (level 10; 17,000 credits; Armory 83)		None	
Reputation			
Faction	Reputation	Faction	Reputation
Faction	Reputation	Infamy	

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: N6YU



Starfinder Adventure Path #39: The Gilded Cage

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
Adventure Summary						
Your hour of reckoning has come, as Lord Sinjin himself set a six-figure bounty on each of your heads. Beset on all sides, you decided to take the fight to him, rather than run for the rest of your natural lives. You set a trap for the crime lord on a smuggler's moon, took control of his ship, and faced off in a final showdown against the man who's been manipulating you from the start.						
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.						
If you complete all 6 volumes of Fly Free or Die, you earn the following boon: Grifter .						
MAX CREDITS				<input type="checkbox"/> Normal Max Credits		
LEVELS				11-12		
				90,000		
LEVELS				<input type="checkbox"/> Normal		
13-14				240,000		
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		
Reputation						
Faction				Reputation		
Faction				Infamy		

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: KE7R