

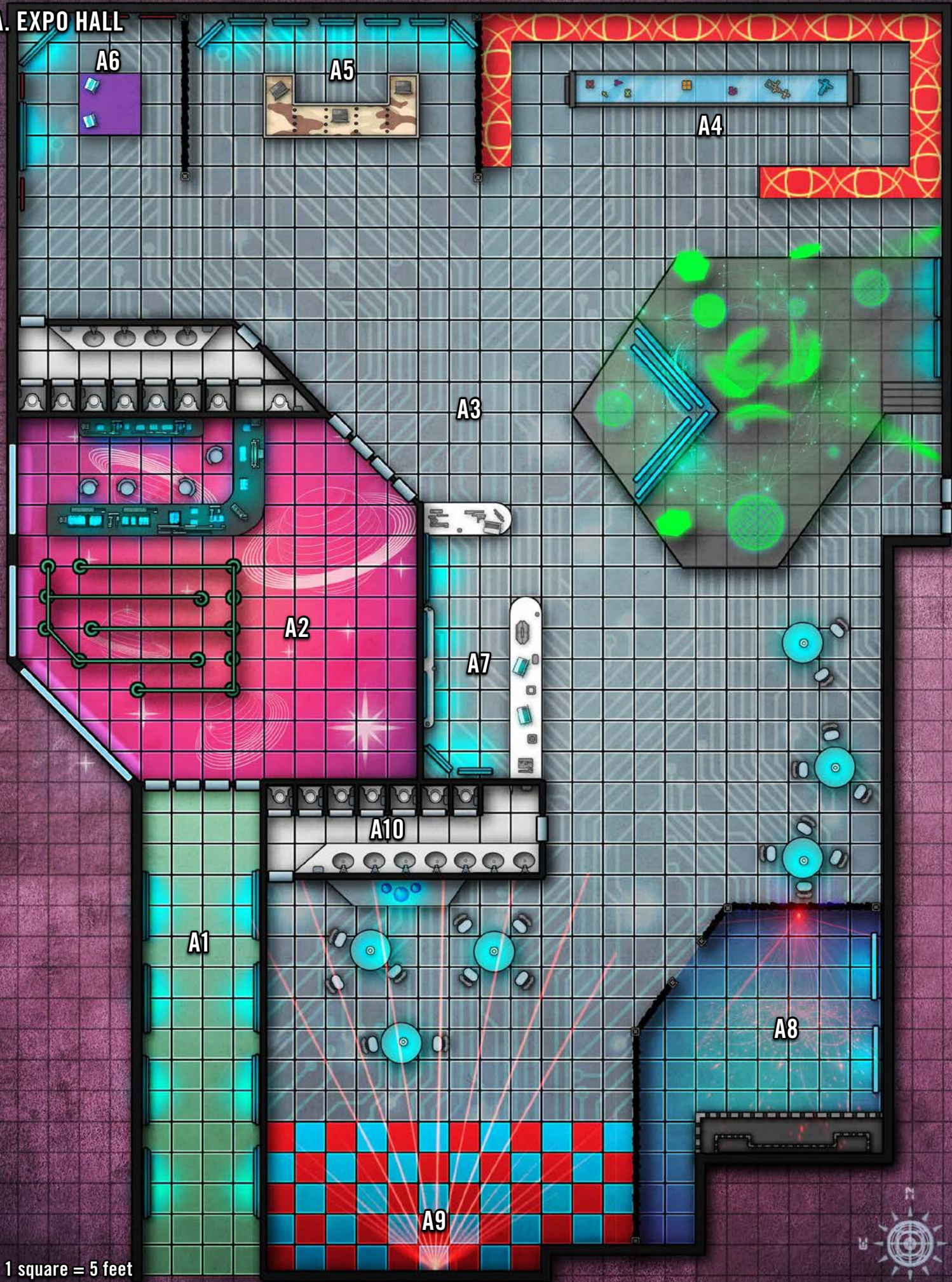
STARFINDER

A dynamic illustration featuring the Starfinder Four and the Hardlight Harlequin. The Starfinder Four consists of three adult characters and a small child. On the left is a purple-furred wolf-like character in a brown and black tactical suit. In the center is a human character with pale skin and dark hair, wearing a blue and gold uniform, holding a glowing orange ring. On the right is a large, orange, insect-like character with a helmet and a sword. In the foreground is a small, round, yellow character with a flower on its head. Above them is a large, translucent, green, crystalline face with glowing eyes. The background is a dark, futuristic cityscape with blue and green energy beams and glowing circles.

THE STARFINDER FOUR
VS.
THE HARDLIGHT HARLEQUIN

BY LYZ LIDDELL AND LANDON WINKLER

A. EXPO HALL



1 square = 5 feet





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THE STARFINDER FOUR VS. THE HARDLIGHT HARLEQUIN

TABLE OF CONTENTS

PART 1: LOADING SCREEN

3

Eager to attend the HACTech expo to check out the latest in holographic entertainment, the Starfinder Four arrive to find that something is terribly wrong at the convention center!

PART 2: HAC AND SLASH

4

The Starfinder Four traverse the expo floor, rescuing attendees from the threats of video game characters come to life. All the while, they are taunted by the devious Hardlight Harlequin.

PART 3: GAME OVER

9

By making their way into the HACTech server room, the Starfinder Four can confront the Hardlight Harlequin and purge the malicious code that threatens to digitize everything!

PREGENERATED CHARACTERS

12

This section provides statistics for the four Starfinders who star in this adventure: the bolida soldier Chox, the android technomancer ErrOr, the raxilite operative Gliko, and the vlaka solarian Ritta Aufenren.

The Starfinder Four vs. the Hardlight Harlequin is a Starfinder Adventure designed for four 4th-level members of the Starfinder Society. This adventure is designed for play in the Starfinder campaign setting, but it can be easily adapted for use with any setting.

This book refers to several other Starfinder products, yet these additional supplements are not required to make use of this book. Readers interested in references to Starfinder hardcovers can find the complete rules of these books available online for free at paizo.com/sfrd.

Alien Archive 2 AA2

ON THE COVER

The Starfinder Four—the bolida Chox, the android ErrOr, the raxilite Gliko, and the vlaka Ritta Aufenren—stand poised to face off against the Hardlight Harlequin in this amazing cover by Raymond Sebastien.





ABOUT THIS ADVENTURE

Welcome to Free RPG Day 2021! When an unsanctioned experiment run by a gaming corporation goes haywire and threatens to transform an entire moon into a computer simulation, there's only one ship close enough to save the planet from being digitized. There's just one problem: the crew are untested Starfinders returning from a training mission who planned to attend the expo for some much-needed leisure time. Now it's up to them to defeat a twisted comic-book villain come to life through the mishap—an amalgam of a physical person and a hologram, calling himself the Hardlight Harlequin!

The adventure assumes the players take on the roles of the four pregenerated characters found on pages 12–15 of this book. Alternatively, they can create their own 4th-level characters using the *Starfinder Core Rulebook* and any of the PC races found in the *Starfinder Alien Archive* volumes. Even if the players create their own characters, the background information accompanying the pregenerated characters can provide the players with hooks and connections to the plot of this adventure. In either case, the PCs are newly recruited members of the Starfinder Society.

ADVENTURE BACKGROUND

HACTech is a relatively small company compared to corporate giants like AbadarCorp, and though they are well known for several popular pieces of holographic technology and VR games, they aren't an industry leader. Jaype Meriandrew, the company's Chief Technical Officer, has a plan to change that. He's had several teams working day and night for months to create the most realistic HAC (holographic amusement chamber) simulation ever, blending tangible hardlight projections with bleeding-edge VR technology to create an experience that truly blends the physical and virtual. Working with code from HACTech's most popular game, *Champion Squad* (based on the comic book series of the same name), Jaype believes he has succeeded. He plans to unveil his simulation in a surprise reveal at HACTech's annual "HACTexpo," a small showcase hosted on the corporation's moon-based HQ and expo facility. The show is open to gamers and reporters alike to garner buzz for upcoming releases.

In reality, however, Jaype's program has had minimal testing, and those tests haven't revealed the fact that the program is

THE STARFINDER FOUR VS. THE HARDLIGHT HARLEQUIN

effectively a ticking time bomb. When Jaype launched his program at the height of the expo, it interacted with the myriad other pieces of technology connected to the hall's network and caused a cascading failure the likes of which has never been seen before.

In addition to several small explosions and the loss of power in parts of HACTech HQ, the accident fused Jaype with one of the game's villains, the Horrible Harlequin. His mind was overwhelmed by the game's code, but he developed incredible powers that combine his technomantic magic with holograms; he has essentially become a living video game character who now calls himself the Hardlight Harlequin. This twisted fusion of man and code has begun to overwrite physical reality to create the best virtual reality game the galaxy has ever seen. The berserk software continues to run out of control, magically digitizing more and more of the surrounding building and threatening to turn the whole moon into a holographic simulation.

Luckily, someone was able to put out a call for help.

PART 1: LOADING SCREEN

After each player has chosen or created their character, read or paraphrase the following to get started.

The past week was grueling for new recruits. Venture-Captain Suulhu-Huur was adamant that Starfinders need to be prepared for anything and put you through a series of training missions on the oceanic planet of Arniselle, sometimes back-to-back and without warning. But you survived and succeeded, and not only are you headed home for some well-earned rest, but you've managed to slip in a treat along the way: a stop to attend the last day of this year's HACTexpo—the show that announces some of the best holographic amusement chamber games. The week of training meant you missed the opening ceremonies and the biggest announcements, but there's still time to try out some new game demos and maybe even score some last-day deals on new tech.

The moon where HACTech has its headquarters and expo center comes into sight on the viewscreen. A splash of the distinctive lights of civilization illuminates a spot on the otherwise bland and featureless rock. The starship's comm unit crackles—but instead of landing instructions, it emits a piercing screech. An accompanying haptic alert vibrates chitin, bone, and the ship's bulkheads. The vidscreen flashes red, and emergency lights flash throughout the ship. It's an emergency distress signal!

The screech ends, replaced with a tinny, frantic voice interrupted by bursts of silence and static that's automatically transcribed on the vidscreen. "Anyone hearing—smess—help! Everything's—haywire, the software—out of control, digitizing—if we don't—the entire moon! Please—one—help!"

At first it seems like another unannounced training exercise—but a quick scan confirms the signal's validity, and it's coming from the HACTexpo!

THE STARFINDER SOCIETY

This adventure assumes the heroes are new members of the Starfinder Society, an organization of explorers and historians based on Absalom Station in the Pact Worlds—the center of the Starfinder setting. The Society was originally formed to try to uncover the cause and events of the Gap, a period of time ending about 3 centuries ago from which all records and memories have been magically wiped away. In the years since its formation, the Starfinder Society has shifted its focus somewhat from exploring the past to exploring an entire galaxy suddenly accessible due to a new means of faster-than-light travel via a magical plane called the Drift.

The Starfinders might respond in several ways. The most common reactions are described below.

Contact the Starfinder Society and Ask for Guidance:

The PCs' current location is too far from either the training facility or Absalom Station to reach the Society's leadership and receive a response in a timely manner—at this distance, it could take days for a message to reach its destination and possibly even longer to receive a reply. But the PCs have just spent a week learning to approach atypical situations, and they should readily recall that when two-way communication isn't an option, standard procedure is to send a message informing the Society of the situation and the agents' plans. The characters can easily send such a message from the ship's comm unit.

Try to Contact the Moon: The moon is within range of the starship's comm unit, but attempts to respond to the distress signal or otherwise make contact are met with silence, static, or automated voice mail responses.

Examine the Moon More Closely: PCs who examine the moon via the ship's vidscreen see an increasingly strange sight. The terrain surrounding the HACTech expo center is flickering with impossible static, while digitized asteroids that have no business being there appear from nowhere, flying across the vidscreen before vanishing into a burst of pixelated color. Across the moon's cratered surface, jagged patches of digitized terrain appear as pits of lava and rivers of colorful bubbling liquids that start and end abruptly. A bizarre mix of static, lo-fi loops of high-energy technopop, ominous chords from a simulated pipe organ, and an unending cackle of over-the-top villainous laughter flood the comm frequencies, all cutting in and out unpredictably. Scanning the moon with the ship's sensors results in contradictory outputs: the moon is both completely fine and not there at all.

See If There are Other Ships around to Help: After a quick pass with the ship's scanners, it seems that the only other ships in the vicinity are those docked on the moon for the expo itself. While two private security shuttles are docked among them, they're powered down and don't respond to any attempts to contact them.

STARSHIP COMBAT

The Starfinder RPG has a robust starship combat system where each player participates by taking a role on the ship. Many of the options presented as part of **Event 1** correspond to these roles. Dodging the asteroids would normally be performed by the pilot, while gunners could blast them to make a clear path. Helping another character is the kind of action taken by the captain, while the engineer handles tasks related to the ship's engines and repair. Most tasks using Computers and Perception fall to the science officer.

GOING IN

After the PCs have performed their initial reconnaissance, they should realize that there's something terribly wrong at the HACTexpo, and they're the only ones who can help. The HACTech expo center and corporate HQ has an attached spaceport, with digital signage and automated messages to direct incoming traffic. Though the messages and signage are flickering and occasionally insensible (with alliterative warnings against anyone attempting to land), the PCs' path is clear.

EVENT 1: ASTEROID EVASION (CR 4)

The starship's descent to the moon is disrupted by hardlight asteroids, which the PCs will need to dodge to land safely. Read or paraphrase the following.

Asteroids hurtle through the space lanes, tumbling ominously while well-placed dramatic lighting sets them in sharp contrast to the darkness of space and the surface of the moon behind them. Here and there one flickers, fading out of existence while others manifest at the edges of the vidscreen. They seem too perfectly crafted to be real; any asteroids this close to the moon ought to fall to the surface rather than zipping around dramatically. With a ship-shaking jolt, one of the strange rocks nicks the starboard weapons turret, setting off proximity alerts across the bridge. Strange as they are, these asteroids seem plenty solid. Time to take evasive action!

During their approach to the landing platform, each character can perform one action to help avoid the hardlight asteroids. You can provide the players with the list of actions and let them choose, or have each player describe how their character is helping and ask for the most appropriate skill checks for that activity. Let the players get creative, using the skills and DCs below as guidelines, but a single skill or attack roll should be used by only one character.

Dodge the Asteroids: With a successful DC 16 Piloting check, a PC can navigate the ship through complicated evasive maneuvers to avoid the asteroids.

Shoot the Asteroids: A character can blast the rocks apart using the starship's weaponry with a successful ranged attack roll against an AC of 16.

Hack the Asteroids' Code: By scanning the makeup of the asteroids, a PC can disrupt the code to lessen their impact with a successful DC 16 Computers check.

Plot a Safe Course: By analyzing the asteroids' paths and discerning patterns in their movement, a PC can plot a safer course between them with a successful DC 16 Perception check.

Push the Engines: With a successful DC 16 Engineering check, a PC overcharges the ship's thrusters to charge through the asteroids as fast as possible.

Help Another Character: Instead of taking an action themselves, a character can help another character by encouraging them using Diplomacy or reminding them of the dire consequences of failure using Intimidation. With a successful DC 15 check of either skill, the character receiving aid gains a +2 bonus to their check or attack roll, but they can gain this bonus only once.

The asteroids' collisions with the ship make for a particularly rough descent, dealing 6d8 nonlethal bludgeoning damage to each PC as they're knocked around the bridge. Reduce this amount by 2d8 for each action (to a minimum of no damage) the PCs successfully performed, other than helping another character.

Development: Once the PCs land, they easily spot signs that direct them toward the wide, carpeted walkway leading to the expo center's main entrance.

PART 2: HAC AND SLASH

The HACTexpo is a relatively small show, limited to only a few hundred attendees and journalists. The space itself is a large hall divided into several different areas by partitions and stanchions. Use the map on the inside front cover for this part of the adventure.

After entering, the heroes can proceed through the expo hall in whatever order they'd like. Many areas provide them with clues and resources to help them better understand what happened here and how to stop the Hardlight Harlequin. A group can proceed to Part 3 of this adventure if they understand what they need to do and have access to the HQ, even if they haven't explored all areas of Part 2.

TAUNTING THE HEROES

The Hardlight Harlequin can monitor the PCs' actions in the expo hall, using feeds from security cameras and magical observation. His control over the hardlight projectors, vidscreens, and other technology means he can appear almost anywhere to interact with them, much like he does with the auto-greeter holoprojection at the main entrance. However, the villain is convinced that the PCs are members of the fictional Champion Squad, determined to interrupt his plans to create the greatest video game the galaxy has ever seen, and his interactions are typical for a villain of his character: taunting the heroes for being too late or too slow, proclaiming his grand plans, assuring them of their doom, and so forth. You can use the Hardlight Harlequin's appearances as needed throughout the hall to guide PCs

who get sidetracked, to fill in pieces of the story, and to egg the party onward through the adventure. While the adventure assumes the Hardlight Harlequin can't manifest weapons, foes, or hazardous effects except where noted, you can incorporate such effects if the PCs are having too easy a time, using the existing hazards and creatures as guidelines.

A1. EXPO HALL ENTRANCE (CR 4)

Dim, flickering lighting extends along the walkway from the spaceport to the expo hall, but the vidscreens lining the hall seem to be working just fine. Each flashes between advertisements for various HACTech products and clips of high-octane animated action scenes from the Champion Squad comic book series.

Anyone who succeeds at a DC 22 Perception check while watching the clips notices that they all end just as the villain stands poised to clinch victory over the heroes.

Trap: The Hardlight Harlequin hijacked the automated greeting hologram, using it to set a trap in the expo center's main entrance. The trap triggers when any creature approaches within 10 feet of the doors, beginning with the normal greeting script before shifting dramatically. If the projectors are disarmed before the projection activates, the attack is instead a harmless illusion.

When the trap is triggered, read or paraphrase the following.

An android with a friendly face and a neat HACTech polo flickers into view in front of the doors. "Welcome to the HACTexpo!" Their words appear over their head in a subtle subtitling system. "Registration and Will Call are just ahead. If you've pre-registered, you'll find the expo hall to your right, and you—"

The android's voice dissolves into a screech of static as their image flickers and scrambles. The light resolves into a different figure, a male gnome wearing a jester's outfit, complete with belled hat. He waves an enormous pair of scissors and picks up where the android left off. "—won't stop me this time, Champion Squad! I'm going to create the greatest game the galaxy has ever seen, and everyone will know the Hardlight Harlequin created it!" He concludes with a burst of shrill laughter.

The laughter grows in intensity until it threatens to rend flesh in addition to eardrums.

AUTO-GREETER TRAP

XP 1,200

Type technological; Perception DC 26; Disable Engineering

CR 4

DC 21 (disable hardlight projectors) or Computers DC 23 (disconnect projectors from the network)

Trigger location; **Reset** 1 minute

Effect amplified laughter (4d6 So); Fortitude DC 15 half; multiple targets (all targets within 20 feet of the entrance); onset delay (1 round)

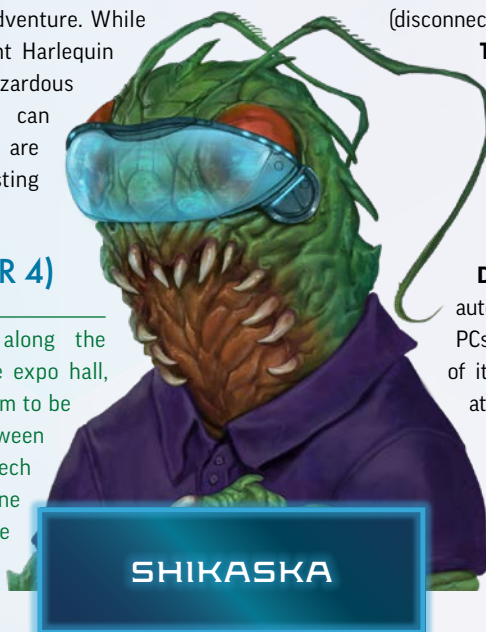
Development: If not disabled, the auto-greeter trap also activates if the PCs try to leave the building. The threat of its sonic damage has stopped expo attendees from fleeing. As a result, most of the attendees have found hiding places throughout the expo hall. As long as the trap remains functional, the survivors aren't willing to risk exiting the building, but once the trap is disabled, the PCs can lead attendees to the relative safety of the spaceport.

A character who succeeds at a DC 20 Culture or Profession (vidgamer) check recognizes the gnome jester as looking similar to the Horrible Harlequin villain from the Champion Squad comic book and video game series, but that villain is a human. Otherwise, the details are surprisingly similar, down to the iconic oversized scissors.

A2. REGISTRATION AND WILL CALL

Attendees normally have to stop at this room to either register for the event or pick up pre-registered badges. After Jaype's program failed spectacularly, the registration staff and a dozen attendees took shelter behind the large registration desk. When the PCs enter, the group's de facto leader peeks out from her hiding space and furtively gestures at them to approach. **Shikaska** (LN female shirren) is the HACTech employee responsible for the registration area and can explain to the heroes that things went dreadfully wrong when the company's CTO, Jaype Meriandrew, unveiled his brand-new game at the showcase event the night before. Several small explosions left parts of the facility without power, and the remaining games and software have all gone haywire, with digital projections overwriting reality. She doesn't know where Jaype is (or what happened to him), but she knows that most those who survived the disaster and have taken shelter throughout the facility.

If the heroes have disabled the trap at the expo entrance, Shikaska volunteers to shepherd her group of attendees to safety and then return to the registration area so she can help others flee. She's not willing to accompany the PCs into the rest of the expo hall, however, and she doesn't have any idea what's causing the strange digital manifestations or how to stop them.



A3. CENTRAL HUB (CR 4)

The HACTexpo centers around an enormous holographic display in the main hall. When the heroes enter the expo hall, read or paraphrase the following to set the scene.

The HACTech expo hall has descended into chaos. Intermittent illumination flickers through the broad, open space as the industrial lights spark and flare unpredictably. The various displays and booths for HACTech games and partner companies are abandoned, but holoprojectors and vidscreens vie for attention throughout the empty room. Far stranger, the scenes shown on screen seem to be spilling over into reality: enormous batlike creatures shriek and swoop through the hall from a gothic-themed booth in one corner, while a group of soldiers in Pact Worlds-branded military armor dash along one wall, shouting commands to one another while artillery fire blazes around them. In some areas, the floor glows in bright, blocky patterns, walls display pixelated textures that shift abruptly, and otherwise mundane objects flicker in and out of reality between bursts of static. The smell of burnt electronics pervades the air, and the noise of the different displays is punctuated by the occasional pop or sizzle of frying circuitry.

The hall showcases a raised platform with enormous holodisplays surrounding a holographic amusement chamber with transparent walls, so the user is visible from the entire hall. The displays now show a surprisingly realistic rendition of four superheroes dashing toward a space station's power core, where a colorfully dressed villain laughs maniacally, one hand on an enormous lever.

Captions on the screens mirror his words. "You're too late, Champion Squad!" the villain cackles, throwing the lever. "The galaxy's best game has already begun!" An instant later, the display scrambles into static and starts the loop over from the start.

At a normal show, it would cycle through demos and previews of all the newly announced and upcoming games, but now it's stuck on the intro sequence of Jaype's newest project-turned-disaster. The tiered stage holds a few unfortunate bodies of HACTech staff and journalists who had crowded up to see the project's unveiling and unwittingly put themselves at the front line of the chaos that ensued. Fortunately, most of the other attendees were able to find cover and hide—some of them beneath the hub's raised stage, where the fabric skirting hides them from view.

Double doors along the east wall behind the stage lead to HACTech HQ but requires a keycard to open. See Part 3 for more details on how the Pathfinders can get inside.

Creatures: Three ghostly winged creatures straight out of the Necromancer vidgame series swoop out of the related booth (area **A8**) toward the PCs. Though these terrifying batlike beasts began as hardlight projections digitized into reality through Jaype's out-of-control program, they are now entirely real.

CARRION BATS (3)

CR 1
XP 400 each

N Small animal

Init +4; **Senses** low-light vision; **Perception** +5

DEFENSE

HP 20 EACH
EAC 11; **KAC** 13

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

OFFENSE

Speed 15 ft., fly 60 ft. (Ex, average)

Melee wing +8 (1d6+3 B)

TACTICS

During Combat Each carrion bat attacks a different PC, using Spring Attack to buffet them with flyby wing attacks.

Morale The carrion bats are essentially simple beasts (and low-level enemies in the Necromancer games). Each carrion bat fights until reduced to 5 or fewer Hit Points and then retreats to area **A8**, where the dark energy there heals them.

STATISTICS

Str +2; **Dex** +4; **Con** +1;

Int -4; **Wis** +1; **Cha** -1

CARRION BAT

Skills Acrobatics +10 (+18 to fly), Stealth +5

Feats Spring Attack

Other Abilities no breath

A4. CHAMPION SQUAD (CR 5)

The *Champion Squad* HAC game is one of the expo's highlights, based on the prominent, popular, and expensive-to-license comic book series of the same name. Strangely, the heroes seem to be missing from the holographic demos throughout the booth, replaced by the comic's villains aggrandizing the Hardlight Harlequin. After several minutes of nonstop praise and adoration, a gnome in a bright jester's costume strolls onto the screen. His spoken words also appear in comic-style speech bubbles over his head. "Thank you, thank you, my loyal and admiring fans! Rest assured our future is a bright one, free from the meddling of troublesome interlopers... like these so-called 'heroes.'" His finger stabs out toward the viewer in accusation, and then he vanishes in a flash of light. A moment later, the demo starts anew.

Creatures: The booth's exclusive promo item this year was a devil-in-a-box with the Horrible Harlequin inside, armed with a comically large pair of scissors. Only a pair of these promo items remain in the booth, the rest having been claimed by other attendees on previous days and removed from the hall. During Jaype's digital takeover of reality, these remaining toys became weaponized, shifting the figure inside to resemble the Hardlight Harlequin and rendering his scissors devastatingly sharp. They attack anyone entering the booth.

WEAPONIZED DEVIL-IN-A-BOXES (2) CR 3

XP 800 each

HP 40 each (*Starfinder Alien Archive* 3 132)

Development: Collapsed in the booth's corner is the body of a slain lashunta programmer whose embroidered polo shirt names him Mairso Daradhol, lead developer for the Champion Squad product line. The keycard attached to his belt allows access to the HACTech HQ, including its server room.

Any character familiar with the *Champion Squad* comic book series or games realizes the Hardlight Harlequin is a variant of the Horrible Harlequin from the series. A character can access the data and game code of this booth's computers with a successful DC 23 Computers check, learning more about the technomagical phenomenon that's taking over the expo center—namely, that it's expanding rapidly and appears to be originating from the HACTech HQ server room.

A5. CALL TO HONOR (CR 4)

The stark, military-themed *Call to Honor* booth showcases an immersive, military-simulation first-person shooter game in which the main character, a decorated war hero, blasts their way through ravenous hordes of the fearsome insectile Swarm in high-action firefights. On one vidscreen, the game's promo loops take the form of an in-world recruitment

propaganda reel with old-fashioned closed captions, which is now periodically interrupted by the Hardlight Harlequin assuring viewers that the new game will give players a "true life-or-death experience."

Hazard: The action has escaped the game as several holographic soldiers appear briefly to open fire on anyone who steps within the booth.

NOT-SO-VIRTUAL FIREFIGHT CR 4

XP 1,200

Type technological; **Perception** DC 25; **Disable** Engineering DC 21 (to shift the game into tutorial mode) or Intimidate DC 21 (to command the holographic soldiers to stand down)

Trigger location; **Init** +9; **Duration** 10 rounds; **Reset** 1 minute

Effect machine gun fire +14 ranged (4d6 P); multiple targets (all targets in area A5)

Treasure: If the hazard is disabled, some of the equipment used by the soldiers remain, made real by the Hardlight Harlequin's reality-shaping program. These include four frag grenades II, two incendiary grenades II, and a mk 1 thermal capacitor.

A6. DOSHKO LEGENDS

Holograms in this booth feature lizardlike humanoids in heavy parade armor marching to a triumphant score, a seemingly normal promo vid for a game blatantly designed to appeal to the Veskarium's sense of military pride. In stark contrast to the displays, a living vesk in plastic replica armor peeks out from behind a line of projections along the back of the booth, carrying a doshko—the traditional vesk weapon—with brightly flaring blades that hiss with heat. He whispers, "Help! You've got to come help me! I didn't sign up for this at all!"

HACTech hoped to make inroads into the Veskarium with this "historical" game set during the history-absent Gap and featuring a cast of vesk heroes. Cowering within the booth is **Inkorne** (NG female vesk), an actor hired to stand around and look intimidating with a fancy-looking fake doshko. She desperately begs the PCs for help and offers the credstick with her payment for this gig if they escort her to safety. She has also watched people flee to other areas and can point the PCs toward a large group of survivors in the nearby restroom (area A10).

Treasure: The credstick Inkorne gives the PCs has 700 credits on it. The malicious code also turned Inkorne's doshko into a real weapon, though she has no idea how to use it properly. She happily gives the red star plasma doshko to the PCs if they ask.

A7. SENSORY DIVERSITY CONSULTANTS

This vlaka-owned company works with HACTech to incorporate a variety of accessibility options and alternative interfaces into their games.

This stylish booth sports a multitude of hardware options for HAC users with all manner of physical shapes, sizes, and abilities. Its visual displays feature customizable setting interfaces from a number of popular HAC titles, while a gentle voice at one edge of the booth clearly articulates a similar menu in audio format.

A wounded vlaka is taking cover in this booth, tucked neatly beneath one of the tables. **Aeru Wirgarah** (NG male vlaka^{AA2} mechanic) is a senior technician for SDC. The distance between his booth and the central hub (area **A3**) gave him enough time to react to the colossal failure of Jaype's program, during which he took cover and has since rewired some of the booth's equipment into impromptu defenses, plus an emergency transponder he used to send the distress signal that the PCs received.

Like many vlakas, Aeru is blind, but he's well aware of the chaos erupting around him. He is delighted to hear the PCs' approach and ducks out of his makeshift fort to draw their attention. He swiftly explains the disaster Jaype's program unleashed (he's aware of all the information presented in the Adventure Background on page 2), doubling his speech with signed Vlaka if there's a vlaka among the PCs. He also knows that Jaype—now technomagically modified to become the Hardlight Harlequin—has fled into the server room of HACTech's HQ, where the gnome is expanding the reach of his reality-replacing program. Aeru's access keycard to the HQ and server room was destroyed during the initial explosion, so he suggests hacking or blowing up the door instead. Alternatively, the PCs can try to find his colleague Mairso in the Champion Squad booth (area **A4**) and get his access card, but Aeru warns them he hasn't heard anything from the booth but the corrupted chatter of holographic demos since the disaster started. Though well-defended, he happily accepts an escort to safety if the PCs offer him one.

A8. THE NECROMANCER 157: DEAD AIR

This gothic booth is surrounded by tall walls of fluttering draperies of tattered black silk, made far creepier by the dim lighting in the expo hall. Startlingly cool breezes waft out from within. Near the entryway, a holoprojection of a undead humanoid dressed in a snazzy outfit and bearing a wide grin, holds a microphone and gestures toward the entrance. "Right this way, folks! Over two centuries of lost magic, upscale living, and haute couture will make your bones positively quiver with excitement, no matter how long you've been dead. Now available in your own HAC!" A holographic sign overhead flashes these last few words over and over.

The HAC experience at this booth is a licensed tie-in with a famous, critically acclaimed show that ran for nearly 2 centuries (and has generated almost as many game sequels as seasons), produced by the undead media mogul Zo!. This interactive entertainment experience is produced by a third party and available on basically every platform, including several HACTech consoles.

Treasure: A PC who casts *detect magic* or who succeeds at a DC 18 Mysticism check can tell that a ring in a glass case in the center of the booth emits a magical aura. This collector's item is engraved with the number 157 and Zo!'s signature on the band but has been transmuted by Jaype's rogue code into an actual in-game item—functioning as a *mk 1 ring of resistance*. The case can be broken open easily and the PCs can grab the ring without fear of alarm or reprisal.



AERU WIRGARAH

A9. HACTEACH

This area sports a spongy foam floor in high-contrast alternating squares, with bright decor and cheerful, boppy music. A holographic display shows a kasatha couple looking on proudly as their two children busily occupy themselves with glowing computer consoles and swirling magical effects. A soothing voice advertises the offerings, the words also appearing as colorful subtitles on the display. "Let HACTeach prepare your child for success in today's competitive world. Our unique Intro to Technomancy interactive learning tools put real computers and real spells into your child's hands for a bright future." Beneath the calm voice is a muffled sound of a crying child.

HACTech's educational arm, HACTeach, doesn't actually promise parents it'll turn their children into technomancers but strongly implies that it will. When Jaype's program began running amok, the staff in this booth responded quickly, repurposing the spell gems in the demo hardware into makeshift defenses. The booth appears perfectly normal from the outside, but anyone who tries to enter the space finds the effect is entirely an illusion placed over a barricade of tables.

The HACTeach staff harbor a small group of attendees in their haven here, including a number of children. The staff insist—correctly—that they're secure where they are, but they're extremely grateful if the PCs can escort them to safety, offering them leftover spell gems (see **Treasure** below). They can also point the PCs to another group of attendees taking shelter in the nearby restroom (area **A10**).

Treasure: The three spell gems the survivors give to the PCs contain the spells *daze monster*, *holographic image* (2nd level), and *knock*.

A10. RESTROOM

This all-gender bathroom has several stalls and a row of sinks. A dozen expo attendees are huddled in here, nearly senseless with fear. They fled the carrion bats that manifested in the Necromancer booth and have been hiding ever since. As soon as the PCs arrive, they frantically ask to be taken to safety.

Treasure: One of the survivors picked up a piece of the Necromancer booth as they ran, a glassy fragment of Eoxian-style ruins that has been transformed into a *least W-boson crystal*. It reacts subtly if a solarian comes near, and the survivor offers it up to the PCs in gratitude for their help.

PART 3: GAME OVER

Since HACTech's expo hall adjoins the corporate HQ, the PCs can attempt to debug the computers where Jaype's out-of-control software originated. Unfortunately, the Hardlight Harlequin has digitally overwritten the HQ's offices and server room, converting them into a maze of server towers and computer consoles all wired together to provide him more computing power. The heroes will need to make their way through this technological labyrinth to confront the Hardlight Harlequin and stop his program from overwriting the entire moon!

Locked doors along the expo hall's east wall (hardness 10, HP 15, break DC 20, DC 21 Engineering to disable) lead to the back corridors of the company's HQ. The doors can also be opened with a keycard (such as the one found in area **A4**).

Once through, the PCs can follow signs that lead to the server room, spotting along the way that several offices have transformed into highly pixelated versions of themselves.

B1. ENTRY (CR 5)

This small, brightly lit chamber normally functions as something of a waiting room, as guests and most employees weren't allowed to walk freely among the servers. An IT professional would sit at the desk in the northwest corner of the room to assist anyone who entered. Now, the room's eastern wall is gone, replaced by a vast, dark maze of humming computer equipment and chilly coolant fog. Three paths lead into the dim space beyond, each with thick bundles of cables in various patterns and colors running along them through the maze.

Creature: A guardian robot stands in a bay on the south wall. A PC who succeeds at a DC 24 Culture check recognizes the construct's style as being from the obscure survival game *Humans Hunted*, which centered around a deadly robot uprising. The robot doesn't activate until all PCs enter the maze or at least one PC brandishes a weapon against it.

GUARDIAN ROBOT

CR 5

XP 1,600

HP 70 (*Starfinder Alien Archive* 3 86)

Treasure: PCs can spot a subtle panel behind the desk with a successful DC 20 Perception check. Within is a collection of

emergency supplies. Its contents include an advanced medkit, a fire extinguisher, three *mk 1 serums of healing*, and two *mk 2 serums of healing*.

TRAVERSING THE MAZE

Three comically large bundles of cables start at area **B1**, weave through the maze in different directions, and end at area **B3**. Each has a specific color and pattern (one blue, one red-and-white striped, and one bundle of white and black cables). If the players don't think to follow the cables themselves, a character can infer a bit of the cables' significance with a successful DC 22 Computers or Perception check. The PCs will need to find the network node attached to each bundle of cables to more easily open the door at area **B3**.

B2. NETWORK NODE (CR 3 EACH)

Each area labeled **B2** follows the route of one the bundles of cables. They each feature a glowing cubical computer under a vidscreen. Each of these computers is a network node that is running a portion of the code the Hardlight Harlequin is using to rewrite reality, which a PC can identify with a successful DC 21 Computers check.

A PC can hack into each tier 2 computer with a successful DC 21 Computers check and tweak Jaype's program to provide a modicum of stability in its spiraling code base. Remember that attempting to hack a tier 2 computer requires two full actions, and if the PCs haven't disabled the node monitor (see Trap below), they risk triggering it again during this process. For each network node the PCs successfully hack, the DC to disable the lock on the door at area **B3** reduces by 10, and hacking all three nodes reduces the number of successes the PCs need to completely shut down the haywire program (see Deactivating the Code on page 11) by 1. When hacked, the computer's screen flickers black with bright-green text reading, "Simulation effectiveness reduced. Maximum capacity 80%. Refer to the main terminal to rebalance simulation parameters." A calm voice states the same aloud. The exact percentage depends on how many monitors have been disabled so far: each hacked computer reduces the simulation's effectiveness by 20%.

Trap: The monitor above each network node is controlled by the Hardlight Harlequin, allowing him to not only observe the PCs but speak to them and even attack them. His leering face appears on each screen when a character moves within 10 feet, loudly insisting that these "would-be heroes" aren't going to stop him from reaching his goal of creating the ultimate game, assuring them of their impending doom, and unleashing an attack to stop them (the particular effect is chosen randomly each time the trap is triggered, though the monitor flashes the listed color during the onset delay round). Destroying a monitor (hardness 5, HP 20, break DC 18) effectively disables the trap.

NODE MONITOR

CR 3

XP 800



Type technological; **Perception** DC 24; **Disable** Computers DC 19 (hack the terminal to lock out the Hardlight Harlequin) or Engineering DC 21 (disrupt the monitor's power supply)

Trigger location; **Reset** 1 round

Effect roll 1d4; 1: blue (coolant spray [2d10 C]; Reflex DC 14 half), 2: red (fiery explosion [3d6 F]; Reflex DC 15 half), 3: silver (metal shards +13 ranged [2d8+2 S]); 4: yellow (electrical arcs +12 ranged [1d12+5 E]); multiple targets (all targets within 10 feet); onset delay (1 round)

B3. SERVER OFFICE DOOR (CR 4)

While the Hardlight Harlequin has digitally expanded the server room far beyond its original confines, the main office and central computers are still behind a locked door, which has been enhanced by the wayward game code to be un-damageable and nearly impossible to open. A successful DC 50 Engineering check is required to open it. A PC who succeeds at a DC 18 Engineering check determines that the bundles of wires that lead here are feeding into the door's invincibility, and if the computers at the other end are shut down, the door might be easier to open.

Trap: If a PC fails a check to disable the lock or tries to damage the door, automated defenses—enhanced by the Hardlight Harlequin—activate. A trio of laser turrets opens fire; each turret has EAC 15, KAC 19, Fort +7, Ref +4, hardness 5, and 15 Hit Points. The turrets are located above the door and at each corner of that wall. Destroying one turret reduces the damage dealt by 2d6+1.

SERVER OFFICE DEFENSES CR 4

XP 1,200

Type technological; **Perception** DC 26; **Disable** Engineering DC 20 (disable one turret)

Trigger location; **Init** +9; **Duration** 10 rounds; **Reset** none

Effect laser barrage +14 ranged (6d6+3 F); multiple targets (3 creatures within 10 feet of the door to area B4)

B4. BOSS FIGHT (CR 6)

The only light in this cramped room is the glow of several oversized computer screens centered around a single console, while the hum of cooling fans and crackle of electricity fills the air. Lines of code fill the screens, blinking and seemingly writing themselves at blurring speed. A monotone, automated voice chimes in. "Simulation active. Lunar digitization at 6% and climbing."

This office is where the Hardlight Harlequin has been modifying and "improving" the code for his out-of-control game. The code itself is running on the servers here, accessible only from this main terminal.

Creatures: The Hardlight Harlequin works furiously to expand his game and responds with violence to any interruption. Even in person, he's convinced the PCs are

members of the Champion Squad standing between himself and greatness, and he harangues them throughout the fight in true villain form. He brought one of the expo promo items—now a weaponized devil-in-a-box—into the server room with him. It fights beside him, working to distract and flank foes.

WEAPONIZED DEVIL-IN-A-BOX CR 3

XP 800

HP 40 (*Starfinder Alien Archive* 3 132)

HARDLIGHT HARLEQUIN CR 5

XP 1,600

CE Medium construct (magical, technological)

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

Perception +11

DEFENSE HP 65

EAC 17; KAC 18

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

Immunities construct immunities

Defensive Abilities codebound, digital glitch

OFFENSE

Speed fly 30 ft. (Su, perfect)

Melee oversized scissors +11 (1d4+6 S)

Ranged digitized pulse +13 (1d4+5 A, C, E, F, or So)

Spell-like Abilities (CL 5th)

At will—*holographic image* (1st level, DC 14)

TACTICS

During Combat The Hardlight Harlequin uses his digital pulse to scatter groups of opponents, then relies on digital glitch to move around the battlefield. If the PCs have accrued two or more successes to shut down the code base (see Deactivating the Code on page 11), he focuses his attention on anyone near the terminal.

Morale The Hardlight Harlequin fully expects to be put in prison for his crimes, only to escape and torment the heroes again. The idea of retreating never occurs to him so long as he has control of Jaype's body. Should the heroes successfully disable the game (see Deactivating the Code on page 11), however, Jaype returns to his senses and immediately surrenders.

STATISTICS

Str +1; **Dex** +5; **Con** —; **Int** +2; **Wis** +0; **Cha** +3

Skills Acrobatics +16 (+24 to fly), Bluff +11, Computers +16, Intimidation +11, Sleight of Hand +16

Languages Common, Eoxian, Vercite

Other Abilities unliving

SPECIAL ABILITIES

Codebound (Ex, Su) The Hardlight Harlequin can't be reduced to fewer than 1 Hit Point while the code base is still running. Each time he takes damage that would reduce him to fewer than 1 Hit Point, it instead counts as one success toward shutting down the software (see Deactivating the Code on page 11). The feedback from this causes the partially digitized room to begin falling apart, dealing 1d6 bludgeoning damage (DC 15 Reflex half) to

THE STARFINDER FOUR VS. THE HARDLIGHT HARLEQUIN

each creature other than the Hardlight Harlequin, and the Hardlight Harlequin regains 2d6+5 Hit Points. However, when the code is deactivated, the Hardlight Harlequin is immediately reduced to 0 Hit Points and Jaype falls unconscious.

Digital Glitch (Ex) When a creature damages the Hardlight Harlequin, he can teleport adjacent to them as a reaction, appearing in a puff of pixelated smoke. If the target wasn't already adjacent to him, that creature is flat-footed until the end of the Hardlight Harlequin's next turn.

Digitized Pulse (Ex) As a ranged attack, the Hardlight Harlequin can throw a ball of digitized matter up to 60 feet that deals energy damage of his choosing. On a hit, each creature adjacent to the target must succeed at a DC 15 Reflex save or take 5 damage of the same type.

DEACTIVATING THE CODE

To reverse the effects of the software that's rewriting reality across the HACTech HQ and the entire moon, the heroes will need to disrupt the code base running here. A character adjacent to the main terminal can attempt to do so as a full action; fully shutting down the software requires four successful DC 23 Computers checks. The terminal helpfully provides audio and visual feedback after each attempt, reporting on the percentage effectiveness of the simulation each time it changes. Remember that hacking all three of the network nodes at each area marked **B2** provides one success toward this goal, as does reducing the Hardlight Harlequin to 0 or fewer Hit Points.

Successfully shutting down the program reverts the HACTech HQ, expo center, and the digitized portions of the moon to their normal state as a wave of scrambled video and audio static spreads outward from the server office. It also "deletes" the Horrible Harlequin's personality from Jaype's consciousness, allowing the CTO to return to his senses, and reverts the devil-in-a-box to a harmless toy. Whenever this occurs, Jaype drops his weapon as he collapses into unconsciousness, exhausted from the ordeal.

CONCLUDING THE ADVENTURE

Once the PCs deactivate the malfunctioning software and the HACTech HQ and expo center returns to normal, the remaining survivors cautiously come out of hiding and flee the facility. All told, there were only a few casualties. Shikaska contacts the local authorities, who arrive not long after, along with a team of emergency medical professionals who can patch up any wounds the PCs received during their adventure, free of charge. While everyone is waiting, the survivors constantly thank the Starfinders for their heroics, with many of them offering up bags of convention swag and free HAC game downloads.

That same team of medics loads Jaype Meriandrew onto a gurney and wheels him into a medical transport, intending to take him to a high-end hospital-spa to recuperate. As they do, have each PC attempt a Perception check.

IN THE NEXT EXCITING ISSUE!

After putting their skills to use defeating the Hardlight Harlequin, the PCs are ready to test their mettle performing missions for the Starfinder Society. Players and GMs can continue their adventures in the Starfinder Society Roleplaying Guild, a worldwide science fantasy campaign. Players take the roles of Starfinder agents, while GMs can run published adventures, each 4-5 hours long, that tie into season-long stories. Learn more about the Starfinder Society and join today at starfindersociety.club.

The one who rolled the highest result spots a flicker of colorful digitization in Jaype's form as he is wheeled away—the Hardlight Harlequin might return in a sequel!



HARDLIGHT
HARLEQUIN

CHOX

Like many bolidas, Chox grew up in a small, insular mining community. One of the few sources of entertainment available was a collection of Champion Squad comics that sparked in Chox a desire to pursue similar adventures. After saving up enough money to travel, Chox left to join the Starfinder Society to go out and explore the galaxy. They delightedly spend their spare income collecting the comics that started them on their journey, and when a fellow Starfinder jokingly referred to them as "Captain Chox" in reference to the hero team's leader Captain Aero, the epithet soon became a beloved nickname.

Though curious about the world and eager to explore and perform heroic feats, Chox is at heart a shy introvert. They're a strong fighter, but outside of missions, they prefer to hole up in their quarters with the newest Champion Squad media.

CHOX

Agender bolida gladiator soldier 4 (*Starfinder Alien Archive* 20, *Starfinder Pact Worlds* 57)

LG Medium vermin

Init +4; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft., low-light vision; **Perception** +4

DEFENSE **HP** 34 **SP** 36 **RP** 6
EAC 17; **KAC** 19

Fort +6; **Ref** +1; **Will** +4

Defensive Abilities defensive ball; **Resistances** fire 5

CHAMPION SQUAD: THE GAME

The Champion Squad HAC game is widely regarded as one of the best adaptations of the comics. Chox is chomping at the bit to get a copy of the newest version and, they hope, one of the expo promo items.

Weaknesses light blindness

OFFENSE

Speed 40 ft., burrow 30 ft. (35 ft., burrow 25 ft. in armor)

Melee carbon steel curve blade +8 (1d10+10 S; critical bleed 1d6)

Ranged tactical acid dart rifle +4 (1d8+4 A & P; critical corrode 1d4) or stickybomb grenade I +8 (explode [10 ft., entangled 2d4 rounds, DC 10])

Offensive Abilities fighting styles (blitz), melee striker (+2), rolling charge

STATISTICS

Str 18 (+4); **Dex** 10 (+0); **Con** 15 (+2); **Int** 10 (+0); **Wis** 10 (+0); **Cha** 10 (+0)

Skills Acrobatics +3, Athletics +9, Culture +2, Intimidate +8, Perception +4; (reduce the DC of Culture checks when recalling information about entertainment combat, fighting styles, and gladiatorial traditions by 5)

Feats Cleave, Opening Volley, Quick Draw, Step Up

Languages Bolidan, Common, Raxi, Vlakan

(signed)

Gear officer ceremonial plate, carbon steel curve blade, tactical acid dart rifle with 10 darts, stickybomb grenades I (2), R2Es (5), titanium alloy cable (50 ft.), credstick (140 credits)

SPECIAL ABILITIES

Defensive Ball (Ex) As a move action, Chox can roll their body into a nearly impenetrable defensive ball. While rolled up this way, Chox can only uncurl themselves as a move action, take the total defense action, or use their rolling charge ability. If Chox takes the total defense action, their bonus to AC is increased to +5.

Rolling Charge (Ex) When rolled up in a defensive ball, Chox can charge without taking the normal charge penalties to their attack roll or AC, and they gain a +5 circumstance bonus to AC against attacks of opportunity during their movement. Chox can't make a melee attack at the end of their movement, but they can instead attempt either a bull rush or reposition combat maneuver against their target with a +4 circumstance bonus to the attack roll. Chox can't use this ability again until they take a 10-minute rest to recover Stamina Points.



ERROR

ErrOr awoke abruptly 23 years ago, alone in the dark abandoned tunnels of the Spike that extend below Absalom Station. Without family, friends, or resources, the android had no opportunities beyond those he could scavenge or steal. He quickly became known as a source for pirated software of any kind, ranging from educational materials to high-end HAC game modules. Eventually, one of ErrOr's endeavors caught up with him. Station security forces invaded his hideout, but the android slipped away. He erased all traces of his former life and looked to new opportunities with the Starfinder Society, where exploration and discovery often lead to the acquisition of gear and wealth—and no one cares where you come from.

ErrOr is an exceptional hacker and knows it, but he dislikes the competitive bragging that often accompanies it. Having long been a loner, working with others is a new experience for him, but he's found he enjoys the company. He takes a blunt, direct approach to conversations and solving problems—often with a grenade when a keyboard doesn't cut it.

ERROR

Male android outlaw technomancer 4

CG Medium humanoid (android)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

DEFENSE **HP** 24 **SP** 20 **RP** 6
EAC 17; **KAC** 17

Fort +1; **Ref** +5; **Will** +4; +2 vs. disease, mind-affecting effects, poison, and sleep

OFFENSE

Speed 30 ft.

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

Ranged tactical semi-auto pistol +6 (1d6+2 P) or
screamer grenade I +3 (explode [15 ft., 1d10 So plus
deafened 1d4 minutes, DC 15])

Technomancer Spells Known (CL 4th; ranged +6)

2nd (3/day)—*caustic conversion*, *invisibility*

1st (4/day)—*grease* (DC 16), *magic missile*, *overheat* (DC
16), *supercharge weapon*

0 (at will)—*daze* (DC 15), *detect magic*, *energy ray*,
mending, *psychokinetic hand*, *telepathic message*

STATISTICS

Str 10 (+0); **Dex** 17 (+3); **Con** 10 (+0); **Int** 18 (+4); **Wis** 10 (+0);
Cha 8 (−1)

Skills Acrobatics +7, Computers +12, Culture +8, Mysticism +8,
Perception +4, Physical Science +11, Piloting +10, Sense
Motive −2, Stealth +7; (reduce the DCs of Culture checks by
5 when recalling knowledge about the criminal underworld)

Feats Grenade Proficiency, Improved Initiative, Spell Focus

Languages Akitonian, Common, Eoxian, Kasatha, Raxi,
Shirren, Vesk, Vlakana (signed), Ysoki

Other Abilities constructed, magic hacks (energize spell), spell
cache (hacking kit), upgrade slot (quick-release sheath)

Gear basic lashunta tempweave, cestus battleglove, tactical

BEHIND THE CODE

ErrOr spent several years pirating and distributing HACTech's games before his abrupt career change. Now, he's looking forward to meeting the developers behind the products, eager to match wits with other programmers on his level.

semi-auto pistol with 9 small arm rounds, batteries (5, 20 charges each), screamer grenades I (2), *mk 1 ring of resistance*, *mk 1 serums of healing* (2), hacking kit, R2Es (5), credstick (285 credits)



LIVE PREVIEWS!

Gliko plans to try out all the new games premiering at the HACTexpo, broadcasting the experience and commentary to their fans. In addition to the remake of the classic *Call to Honor*, they're excited about a new combat-heavy game set in the Veskarium: *Doshko Legends*.

GLIKO

Gliko is curious, gregarious, and enthusiastic—traits that led them to join the Starfinder Society. What they lack in size and strength, they more than make up for with exceptional (and cybernetically enhanced) agility and smarts. They prefer to stay out of sight or out of melee range during confrontations, and they are quick to patch up anyone else who takes a hit.

The raxilite also boasts a semi-celebrity status as a competitive vidgamer. Gliko's favorite game—and the one they've won the most titles for—is the HACTech first-person shooter *Call to Honor*.

GLIKO

Agender raxilite icon operative (*Starfinder Alien Archive* 3 82)
NG Tiny plant

Init +6; **Senses** low-light vision; **Perception** +9

DEFENSE

EAC 15; **KAC** 16

HP 26 **SP** 24 **RP** 6

Fort +1; **Ref** +8; **Will** +4; +2 vs. mind-affecting effects, paralysis, poison, polymorph, sleep, stunned

Defensive Abilities evasion, limited plant benefits

OFFENSE

Speed 50 ft.

Melee survival knife +7 (1d4 S)

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

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with one-handed items)

Offensive Abilities debilitating trick, trick attack +1d8

STATISTICS

Str 6 (−2); **Dex** 18 (+4); **Con** 10 (+0); **Int** 16 (+3); **Wis** 10 (+0);

Cha 13 (+1)

Skills Acrobatics +14, Bluff +12, Computers +12, Culture +13, Diplomacy +5, Engineering +12, Intimidate +10, Medicine +12, Perception +9, Piloting +13,

Profession (vidgamer) +13, Sense Motive +9, Sleight of Hand +13, Stealth +14 (+15 when using trick attack); (reduce the DC of Profession [vidgamer] checks by 5 when recalling knowledge about other vidgamer icons or vidgamer culture)

Feats Improved Sidestep, Sidestep, Skill Focus (Acrobatics), Skill Focus (Stealth)

Languages Akitonian, Brethedan, Castrovelian, Common, Ghoran, Morlamaw, Raxi, Vercite, Vlakan (signed)

Other Abilities flowering or seeding (flowering), LFAN, operative exploits (field treatment [12 HP], uncanny mobility), specialization (ghost)

Gear casual stationwear, static arc pistol with 2 batteries (20 charges each), survival knife, *mk I serums of healing* (3), basic medkit, computer (tier 2, miniaturization), engineering kit, hacking kit, R2Es (5), credstick (52 credits); **Augmentations** minimal speed suspension

SPECIAL ABILITIES

LFAN (Ex) An LFAN, or Lifting Floret Activation

Network, is a biotech augmentation that looks like a cluster of artificial, prehensile "vines" attached to Gliko's brain system. The LFAN is as dexterous and strong as a human hand, and the vines can extend and retract, allowing Gliko to use one-handed items as if they were a Medium creature with a reach of 5 feet.

Limited Plant Benefits (Ex) Despite being a plant creature, Gliko doesn't gain the standard immunities associated with creatures of the plant type. Instead, they gain a +2 racial bonus on saving throws against mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning effects, unless the effect specifies that it is effective against plants.



RITTA AUFENREN

Ritta's earliest memories are of the sun on a planet far from the vlaka home world of Lajok, soaking up its warmth and drawing energy from it. She joined the Starfinder Society to feel the rays of the galaxy's other suns. Cooperative and team-minded, she works to bring people together to solve problems; she was surprised and grateful when her teammates devoted themselves to learning the signed Vlaka language to better communicate with her.

RITTA AUFENREN

Female vlaka solar disciple solarian 4 (*Starfinder Alien Archive* 2 134, *Starfinder Pact Worlds* 17)

NG Medium humanoid (vlaka)

Init +0; **Senses** blindsight (scent) 30 ft., darkvision 60 ft., deafened, low-light vision; **Perception** +11

DEFENSE **HP** 32 **SP** 32 **RP** 4

EAC 15; **KAC** 15

Fort +4; **Ref** +1; **Will** +5

Resistances cold 5

OFFENSE

Speed 30 ft.

Melee solar weapon +7 (1d6+7 S)

Ranged thunderstrike sonic pistol +4 (1d8+2 So; critical deafen [DC 12])

Offensive Abilities stellar revelations (black hole [20-ft. radius, pull 10 ft., DC 14], dark matter [DR 1/-], plasma sheath [+2 F in photon mode], supernova [10-ft. radius, 5d6 F, DC 14])

STATISTICS

Str 16 (+3); **Dex** 10 (+0); **Con** 10 (+0); **Int** 10 (+0); **Wis** 13 (+1);

Cha 14 (+2)

Skills Athletics +10, Diplomacy +9, Perception +11, Sense Motive +11

Feats Bodyguard, Toughness

Languages Common, Vlakan (signed)

Other Abilities buoy, cooperative, deaf, sidereal influence (Diplomacy, Sense Motive), solar manifestation (solar weapon), stellar mode

Gear defrex hide (infrared sensors), thunderstrike sonic pistol with 1 battery (20 charges), *clear spindle* aeon stone, *mk I serums of healing* (2), medpatches (2), R2Es (5), credstick (45 credits); **Augmentations** wyrmling dragon gland (15-ft. cone, 3d6 C, Reflex DC 11 half)

SPECIAL ABILITIES

Buoy (Ex) As a standard action, Ritta can spend 1 Resolve Point to restore 1 RP to an ally within 30 feet. Ritta can't use this ability again until she has taken a 10-minute rest to regain Stamina Points. This is a sense-dependent, mind-affecting ability.

Cooperative (Ex) Ritta gains a +2 bonus to skill checks for the aid another action and to attack rolls to provide harrying fire. A creature using the aid another action to assist Ritta gains a +2 bonus to the skill check.

SILENT GAMES

Ritta isn't as enthusiastic about HAC games as her colleagues, as most are difficult for her to interact with. HACTech's products are something of an exception, though, since the company prioritizes accessibility in their games, and she enjoys several of their titles in her spare time.

Deaf (Ex) A deaf vlaka has blindsight (scent) with a range of 30 feet, low-light vision, and the deafened condition (*Starfinder Core Rulebook* 275). However, this condition imposes no penalty to initiative rolls or opposed Perception checks that are not based on hearing. Ritta is naturally without hearing, so the condition can't be removed.



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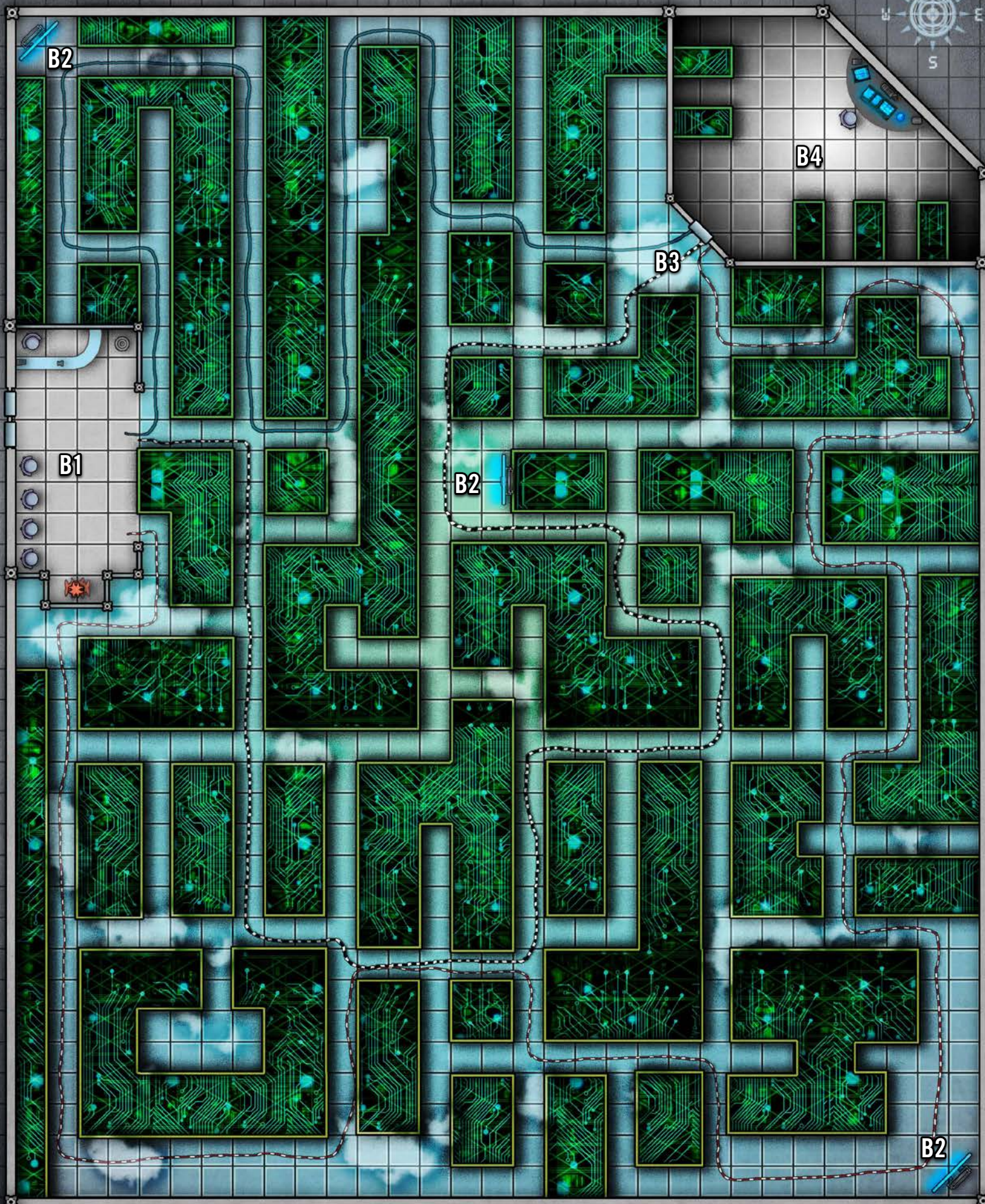
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B. SERVER ROOM



1 square = 5 feet

POWER UP!

Everyone across the galaxy enjoys the occasional diversion in a holographic amusement chamber, whether it's relaxing on a sandy beach or taking part in an action-packed adventure on a war-torn battlefield from the safety of home. But what happens when the digital settings and inhabitants of these simulations come to life and threaten a group of innocent fun seekers?

Thanks to some inadvertently malicious code created by a proud game designer, such a calamitous event has occurred on a small moon hosting an entertainment expo! The building is slowly but surely being digitized while the game designer's mind has been taken over by a comic-book villain. Only a group of newly recruited Starfinders can save the day!



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