

STARFINDER ADVENTURE PATHS



STARFINDER SOCIETY ORGANIZED PLAY

The Dawn of Flame Adventure Path may be played as part of the Starfinder Society campaign for credit. These adventures are produced for a wider audience than just the Starfinder Society, and are thus structured differently from scenarios. The specific rules changes needed for receiving Starfinder Society credit when playing these adventures are presented here.

KEY DIFFERENCES FROM SCENARIOS

This Starfinder Adventure Path consists of six chapters, each roughly three times the length of a standard scenario, and can take months or even years to complete. They do not contain specific faction-related elements, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventure Paths do not assume the characters are Starfinders. GMs and players are encouraged to create a reasonable plot hook for their characters' participation.

LEGAL STARFINDER SOCIETY CHARACTERS

All players must use an existing Starfinder Society character (without modification) within the legal character levels range for the specific Dawn of Flame adventure being played.

For the adventures "Fire Starters", "Soldiers of Brass", and "The Blind City", if you do not have a character in the correct level range, you may use a Starfinder Society pregenerated character, available at paizo.com. Due to the level range, "Sun Divers", "Solar Strike", and "Assault on the Crucible" cannot be played with a pregenerated character.

Alternatively, if you are participating in the Dawn of Flame Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the adventures as if you had played a pregenerated character. In this case, GMs running the Adventure Path are not bound to the rules of the Starfinder Society campaign when running the campaign. Starfinder Society characters and characters from an ongoing Adventure Path campaign may not play in the same 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

As mentioned in the *Starfinder Society Guide to Play*, if you have already played an Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the Adventure Path in order to meet a minimum PC requirement, but if you have already received a player Chronicle sheet for these adventures for any of your PCs, you do not earn any additional rewards beyond having a good time.

APPLYING CREDIT

All players receive a Chronicle sheet unless, at the GMs discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Starfinder Society character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a pregenerated character must hold the Chronicle sheet until his character reaches the level of the pregenerated character, at which point he applies the Chronicle sheet to that character.

A GM who runs any adventures from the Dawn of Flame Adventure Path may likewise apply the Chronicle sheet to one of her Starfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time the Adventure Path adventure is completed and the Chronicle sheets are filled out.

Playing each distinct adventure of the Adventure Path from beginning to end earns a character 3 XP, 5 Reputation, and 5 Fame. Reputation must be applied to a faction you possess an associated champion Faction boon for.

If a character is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 credits, 1 XP, 1 Reputation, and 1 Fame. If a character participates in more than 2/3 of the adventure, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead so that everyone may receive the full award.

Players who do not complete each game session earn 1/3 fewer credits, 1 fewer XP, 1 fewer Reputation, and 1 fewer Fame for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer credits, 1 fewer XP, 1 fewer Reputation, and 1 fewer Fame for each session missed. In both cases, players earn a minimum of 1/3 credits, 1 XP, 1 Reputation, and 1 Fame.

As always, each player may receive credit for each Adventure Path volume once as a player and once as a GM, in either order. Players must accept a Chronicle sheet for their characters the first time they play an adventure. A player may replay an adventure at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure.

RUNNING MULTI-SESSION ADVENTURES

Since Adventure Path adventures are multi-session events, Starfinder Society characters may not be used in other Starfinder Society events until they receive a Chronicle sheet for the adventure. GMs are advised to work with players who miss the final session of the adventure in order for those players to receive their Chronicle sheets.





Starfinder Adventure Path #13: Fire Starters

Character Chronicle #

A.K.A. _____	_____	_____	_____	_____		SUBTIER <input type="checkbox"/> Normal			
Player Name	Character Name	Organized Play #	Character #	Faction		1-2	2,160		
Items Found During This Scenario						SUBTIER <input type="checkbox"/> Normal			
<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>						SUBTIER <input type="checkbox"/> Normal			
						-	-		
						-	-		
						-	-		
All subtiers						MAX CREDITS			
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)		Starting XP					
				+	GM's Initials	XP Gained (GM ONLY)			
				=	Final XP Total				
				Initial Fame					
				Fame Gained (GM ONLY)					
				-	Fame Spent				
				Final Fame					
				Starting Credits					
				Credits Garnered (GM ONLY)					
				+	GM's Initials	Day Job (GM ONLY)			
				-	Credits Spent				
				Total					
Reputation						EXPERIENCE			
Faction _____ Reputation _____	Faction _____ Reputation _____	Faction _____ Reputation _____	Faction _____ Reputation _____	Faction _____ Infamy _____					

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #
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Starfinder Adventure Path #14: Soldiers of Brass

Character Chronicle #

A.K.A. _____	_____	_____	7
Player Name	Character Name	Organized Play #	Character #

This Chronicle sheet grants access to the following:

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.

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:

- 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.

All subtiers

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)

purple nanite hypopen (450; item level 5; *Starfinder Armory* 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; *Starfinder Armory* 69)
 yellow star solar brand (4,250; item level 6; *Starfinder Armory* 10)

Reputation

Faction _____	Reputation _____	Faction _____	Reputation _____
Faction _____	Reputation _____	Infamy _____	

MAX CREDITS	SUBTIER <input type="checkbox"/> Normal	3-4	4,380
	SUBTIER <input type="checkbox"/> Normal	-	-
	SUBTIER <input type="checkbox"/> Normal	-	-
	SUBTIER <input type="checkbox"/> Normal	-	-
EXPERIENCE	Starting XP		
	+	XP Gained (GM ONLY)	<small>GM's Initials</small>
	=	Final XP Total	
FAME	Initial Fame		
	+	Fame Gained (GM ONLY)	<small>GM's Initials</small>
	-	Fame Spent	
CREDITS	Starting Credits		
	+	Credits Garnered (GM ONLY)	<small>GM's Initials</small>
	+	Day Job (GM ONLY)	<small>GM's Initials</small>
	-	Credits Spent	
			=
Total			

For GM Only

EVENT _____	EVENT CODE _____	DATE _____	Game Master's Signature _____	GM Organized Play # _____
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Starfinder Adventure Path #15: Sun Divers

Character Chronicle #

A.K.A. _____	_____	_____	7	
Player Name	Character Name	Organized Play #	Character #	Faction
Items Found During This Scenario				
<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</i> Armory 117; limit 3)		mk 2 ability crystal (6,500; item level 7; limit 1)		
incendiary grenade III (2,800; item level 8; limit 2)		deflective reinforcement armor upgrade (7,500; item level 7)		
snub breaching gun (6,800; item level 7; <i>Starfinder</i> Armory 20)		tactical seeker rifle (6,040; item level 7)		
Reputation				
Faction _____	Reputation _____	Faction _____	Reputation _____	
Faction _____	Reputation _____	Infamy _____		
MAX CREDITS				
SUBTIER	<input type="checkbox"/> Normal			
5-6	12,255			
SUBTIER	<input type="checkbox"/> Normal			
-	-			
SUBTIER	<input type="checkbox"/> Normal			
-	-			
SUBTIER	<input type="checkbox"/> Normal			
-	-			
EXPERIENCE				
Starting XP				
+	<small>GM's Initials</small>			
XP Gained (GM ONLY)				
=				
Final XP Total				
FAME				
Initial Fame				
+	<small>GM's Initials</small>			
Fame Gained (GM ONLY)				
-				
Fame Spent				
Final Fame				
CREDITS				
Starting Credits				
+	<small>GM's Initials</small>			
Credits Garnered (GM ONLY)				
+	<small>GM's Initials</small>			
Day Job (GM ONLY)				
-				
Credits Spent				
=				
Total				

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #



Starfinder Adventure Path #16: The Blind City

Character Chronicle #

A.K.A. _____	_____	_____	7
Player Name	Character Name	Organized Play #	Character #

This Chronicle sheet grants access to the following:

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.

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.

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.

All subtiers

anarchic fusion seal (9th) (2,860; item level 9; limit 1)
arriver soul projector (15,000; item level 9; *Starfinder #16: The Blind City* 34)
aura goggles (9,000; item level 8; *Starfinder Alien Archive* 25)
called screamer decoupler (13,100; item level 8; *Starfinder Armory* 14)
clearweave II (13,150; item level 9; *Starfinder Armory* 69)

haste circuit armor upgrade (9,250; item level 8)
minor gluon crystal (11,500; item level 9)
mk 2 null-space chamber (12,250; item level 9)
red dwarf captive star amulet (14,500; item level 9; *Starfinder Armory* 120; limit 1)
refraction perforator pistol (13,000; item level 9; *Starfinder Armory* 16)

Reputation

Faction _____	Reputation _____	Faction _____	Reputation _____
Faction _____	Reputation _____	Infamy _____	

MAX CREDITS	SUBTIER <input type="checkbox"/> Normal	7-8	17,505
	SUBTIER <input type="checkbox"/> Normal	-	-
	SUBTIER <input type="checkbox"/> Normal	-	-
	SUBTIER <input type="checkbox"/> Normal	-	-
EXPERIENCE	Starting XP		
	+	XP Gained (GM ONLY)	<small>GM's Initials</small>
	=	Final XP Total	
FAME	Initial Fame		
	+	Fame Gained (GM ONLY)	<small>GM's Initials</small>
	-	Fame Spent	
CREDITS	Starting Credits		
	+	Credits Garnered (GM ONLY)	<small>GM's Initials</small>
	+	Day Job (GM ONLY)	<small>GM's Initials</small>
	-	Credits Spent	
			=
			Total

For GM Only

EVENT _____	EVENT CODE _____	DATE _____	Game Master's Signature _____	GM Organized Play # _____
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Starfinder Adventure Path #17: Solar Strike

Character Chronicle #

A.K.A. _____	_____	_____	7
Player Name	Character Name	Organized Play #	Character #

This Chronicle sheet grants access to the following:

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.

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.

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.

All subtiers

bombast handcannon (13,200; item level 9; *Starfinder Armory* 15)
 elite semi-auto pistol (18,200; item level 10)
 gellid ice carbine (12,400; item level 9; *Starfinder Armory* 16)
 incapacitator (14,200; item level 9)
 phantom assassin rifle (14,900; item level 9; *Starfinder Armory* 24)

pilot handcoil (24,000; item level 11; *Starfinder Armory* 15)
 tactical plasma sword (14,550; item level 9)
 vesk brigandine IV (23,500; item level 11; *Starfinder Armory* 69)
 violet phrenic scrambler (49,000; item level 13; *Starfinder Armory* 106; limit 1)

Reputation

Faction _____	Reputation _____	Faction _____	Reputation _____
Faction _____	Reputation _____	Infamy _____	

MAX CREDITS	SUBTIER <input type="checkbox"/> Normal	
	9-10	43,230
	SUBTIER <input type="checkbox"/> Normal	
	-	-
EXPERIENCE	SUBTIER <input type="checkbox"/> Normal	
	-	-
	SUBTIER <input type="checkbox"/> Normal	
	-	-
FAME	SUBTIER <input type="checkbox"/> Normal	
	-	-
	Starting XP	
	+	GM's Initials
	XP Gained (GM ONLY)	
	=	Final XP Total
CREDITS	Initial Fame	
	+	GM's Initials
	Fame Gained (GM ONLY)	
	-	Fame Spent
	Final Fame	
	Starting Credits	
+	GM's Initials	
Credits Garnered (GM ONLY)		
+	GM's Initials	
Day Job (GM ONLY)		
-	Credits Spent	
=	Total	

For GM Only

EVENT _____	EVENT CODE _____	DATE _____	Game Master's Signature _____	GM Organized Play # _____
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Starfinder Adventure Path #18: Assault on the Crucible

Character Chronicle #

A.K.A.	7		
Player Name	Character Name	Organized Play #	Character # Faction

This Chronicle sheet grants access to the following:

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 *Starfinder Adventure Path #14: Soldiers of Brass*), 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.

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 efreet 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.

1	2	3	4	5	6
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Once you check all of the above boxes, you can play an anassanois character (*Starfinder Adventure Path #17: Solar Strike* 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 *Starfinder Society Guide to Play*. 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.

Allowed Race: Anassanois (*Starfinder Adventure Path #17: Solar Strike* 55)

All subtiers

- | | |
|--|--|
| <p><i>advanced bane (fire outsiders) devastating cryopike</i> (48,640; item level 12; limit 1)</p> <p><i>advanced shell knuckles</i> (32,500; item level 12; <i>Starfinder Armory</i> 8)</p> <p><i>aurora arc pistol</i> (45,700; item level 13)</p> <p><i>defiant vorpal medium machine gun</i> (32,860; item level 11)</p> <p><i>devastating grindblade</i> (55,460; item level 13)</p> <p><i>d-suit IV</i> (45,800; item level 13)</p> <p><i>green nanite hypopen</i> (5,600; item level 12, <i>Starfinder Armory</i> 106; limit 2)</p> | <p><i>mantle of willpower</i> (37,00; item level 12)</p> <p><i>mk 2 thermal capacitor armor upgrade</i> (36,250; item level 12)</p> <p><i>mk 5 elemental gem (fire)</i> (16,000; item level 15; <i>Starfinder Armory</i> 112; limit 1)</p> <p><i>squad hardlight series</i> (30,750; item level 12)</p> <p><i>void hag robe</i> (25,000; item level 11; <i>Starfinder #18: Assault on the Crucible</i> 24)</p> |
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Reputation

Faction _____	Reputation _____	Faction _____	Reputation _____
Faction _____	Reputation _____	Infamy _____	

MAX CREDITS	SUBTIER <input type="checkbox"/> Normal	
	11-12	104,100
	SUBTIER <input type="checkbox"/> Normal	
	-	-
	SUBTIER <input type="checkbox"/> Normal	
	-	-
	SUBTIER <input type="checkbox"/> Normal	
	-	-
EXPERIENCE	Starting XP	
	+	<small>GM's Initials</small>
	XP Gained (GM ONLY)	
	=	
	Final XP Total	
FAME	Initial Fame	
	+	<small>GM's Initials</small>
	Fame Gained (GM ONLY)	
	-	
	Fame Spent	
	Final Fame	
CREDITS	Starting Credits	
	+	<small>GM's Initials</small>
	Credits Garnered (GM ONLY)	
	+	<small>GM's Initials</small>
	Day Job (GM ONLY)	
	-	
	Credits Spent	
	=	
	Total	

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #
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