

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-10 TIER 1-4



The Half-Alive Streets

BY MARA LYNN BUTLER





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HOW TO PLAY

Starfinder Society Scenario #1-10: The Half-Alive Streets is a Starfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/starfinderSociety.



Table of Contents

The Half-Alive Streets	3
Appendices	19
Map	21
Chronicle Sheet	23

GM RESOURCES

The Half-Alive Streets makes use of the *Starfinder Core Rulebook* and *Starfinder Alien Archive*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at paizo.com/sfrd, and the relevant rules from the *Alien Archive* volumes are reprinted at the back of the adventure for the GM's convenience.

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags see Chapter 1 of the *Starfinder Society Roleplaying Guild Guide*. This adventure has no scenario tags.



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THE HALF-ALIVE STREETS

BY MARA LYNN BUTLER



Several months ago, a shirren family made a tragic mistake in a last-ditch attempt to save its failing business. They ran a small cybernetic augmentation clinic, with **Theskell** (CN female shirren technomancer) crafting the technology, the medically trained **Kinnakt** (LN host shirren) handling the implantation, and the merchant **Vrisken** (CN male shirren envoy) acting as their salesperson and promoter. But like many new businesses, they struggled, not managing to sell more than a few augmentations a month. They had set up shop in Absalom Station's competitive Freemarkets, an open-air sales district in the Ring sponsored by AbadarCorp. Their early floundering and low sales jeopardized their business permit; with many competitors clamoring for a spot in the markets, failing to make a profit usually resulted in expulsion in favor of likelier prospects. Vrisken came up with an idea to cut their costs by producing more components more quickly: purchase an illegal assembly ooze (*Starfinder Alien Archive* 16). This biotechnological creature, capable of assembling and disassembling technology with its nanite composition, could replicate nearly any materials they needed. They scraped together the credits to smuggle the banned creature onto the station. Aware that the ooze could not replicate the quality of materials required, Theskell tampered with its programming. Tragically, upon its activation after the modifications, the ooze immediately consumed the nearest technological item: a suit of armor—with Kinnakt inside. The changes in programming and absorption of organic material induced the ooze to produce biotech augmentation components, rather than the merely cybernetic ones Theskell intended. Distraught at the loss of their partner and desperate to salvage something out of the situation, the two surviving shirrens began to sell the resulting augmentations.

The assembly ooze's flexible nature, and the fresh tissue it used to construct the biotech components, allowed the augmentations to graft themselves to the recipients, eliminating the need for a biotech surgeon. These "autoimplantations" healed quickly—far more quickly than usual, with the results nearly invisible to the naked eye and with little maintenance required. The promise of a quick recovery and easy concealability made the clinic popular with underworld figures who needed to return to the streets soon without showing weakness and with social groups that stigmatized augmentations. But normal biotech implants require medical supervision to ensure the recipient's metabolism adjusts properly,

Where in the Universe?

The Half-Alive Streets takes place on Absalom Station, primarily in the peripheral region of the station known as the Ring. After receiving their mission brief in the Lorespire Complex, the PCs conduct their investigation in the AbadarCorp-sponsored Freemarkets, where nearly anything can be found for the right price. For more information on Absalom Station, see *Starfinder Adventure Path #1: Incident at Absalom Station*.

and these flawed implants continued to grow and mutate after implantation, sapping the life from their recipients in the process. Without Kinnakt to recognize the problem, Theskell and Vrisken sold nearly a dozen augmentations before realizing anything was wrong. In a matter of weeks, this malfunction killed the augmented and reanimated them as biotech zombies. The first indication of trouble came in the form of an animated corpse breaking into their house. Theskell quickly realized the augmentations were at fault, and Vrisken was equally quick to point out that if they reported the problem to the authorities, they would be arrested and imprisoned. As their sins came home to roost, Vrisken closed the clinic and tried to make it look like one of the Freemarkets' many failed businesses, while Theskell fortified the house. They hope that by holding tight and destroying the zombies as they return, they can take care of the problem on their own.

SUMMARY

The PCs meet with Venture-Captain Arvin, who has recently obtained an intriguing biotech augmentation from the gray-market pawnbroker Julzakama. Julzakama acquired the augmentations from some vesk gangers, who killed the augmentation's original owner. He learned from his sellers that the augmentation came from the Freemarkets. Hoping to find the source of this new technology, Arvin asks the PCs to investigate the Freemarkets. The PCs follow a trail of ailing augmentation recipients in the

halfling community to discover that the flawed biotech is killing its owners, eventually reanimating them as biotech zombies. Computer records recovered from the most recent victim, a low-level underworld hacker named Shenge, identify the culprits: the proprietors of the Renew-You augmentation clinic. Upon reaching this shirren family's residence, the PCs find the building already under siege by even more biotech zombies. It's up to the PCs to discover where the augmentations came from and stop a horde of technological undead from overwhelming Absalom Station!

GETTING STARTED

The PCs gather in Absalom Station at the Lorespire Complex, where **Venture-Captain Arvin** (N male damaya lashunta mystic) has contacted them with a mission. Read or paraphrase the following.

A large vesk in a muscle shirt sits at a table in the small reception room, messily consuming the various laid-out refreshments. Venture-Captain Arvin stands on the opposite side of the table, visibly annoyed at the vesk, and turns toward the arriving Starfinders with some relief. "Thank you for your quick response. Some new technology has come to the Society's attention"—the vesk clears his throat loudly, and Arvin's eyebrow twitches in irritation—"from our... contact Julzakama. If you would..."

The vesk, Julzakama, stands, pulling a battered gym bag out from under the table. "Feast your eyes on this little gemling." He reaches into the bag and removes what appears to be a severed human hand. Julzakama waves the limb then offers it to Arvin to shake.

Arvin declines the offered limb, rubbing his temples, and explains. "As you might have guessed, this is a prosthetic limb. It's a standard cybernetic augmentation, but this one was made with a new type of biotech, so well grafted that it's almost undetectable without magic. Its special features are just as well hidden." Arvin takes the hand from Julzakama to demonstrate a nearly invisible compartment large enough to conceal a knife, several data drives, or a small toolkit. "Such technology would be invaluable for covert and diplomatic operations, and the Society would like to find the specialist who crafted and installed it. But therein lies the difficulty. Julzakama, if you could explain the... circumstances of this discovery?"

Julzakama holds up his hands, saying, "Now, I wasn't personally involved. Some vesk workers known to some of my customers got in a territorial dispute with some manlings. Stuff happened, one of these guys turned his winnings over to my

customer to settle a bet, and here we are." Julzakama gestures at the hand, smiling ingratiatingly, and continues, "I thought you Starfinders might be interested."

"Indeed, we are." Arvin folds his hands behind his back. "Julzakama tells me that his acquaintances' rivals had been known to acquire their gear from gray-market operations in the Freemarkets. As that is our only lead so far, I'd like you to investigate the area; even if none of the listed clinics are the source, they may have more information on who is."

The PCs have an opportunity to ask Venture-Captain Arvin some questions before getting under way. Feel free to have Julzakama answer questions, though adjust the responses to match his far less formal speech.

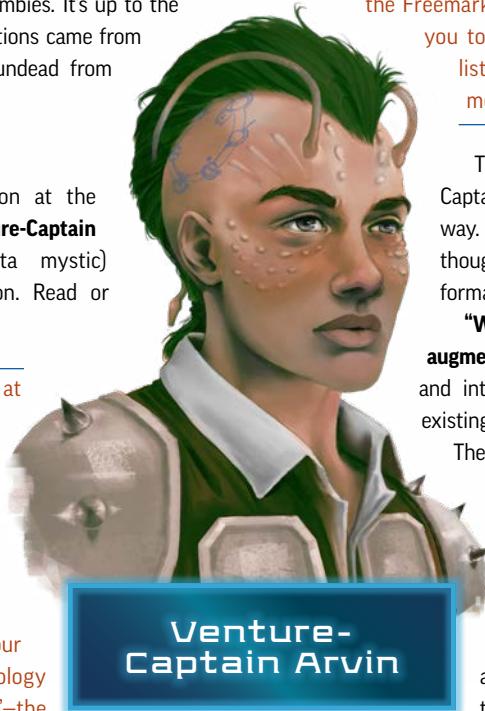
"What can you tell us about biotech augmentations?" "They work by modifying DNA and integrating biological components to improve existing functions or add entirely new abilities. They're similar to cybernetics that you've likely seen used throughout the Pact Worlds and some can mimic standard technological enhancements. I've never seen any as well concealed as this, however. Unfortunately, each biotech implant is customized to its recipient's physiology and genetic structure, so we can't simply transfer this one to someone else. This customization also makes it extremely difficult

to reverse-engineer. If we want Starfinders to have access to such augmentations, we need to find whoever created them."

"Where should we get started in the Freemarkets?" "If I recall correctly, there's a directory of businesses near the entrance that's updated monthly; you could check that for augmentation clinics. The Markets have a high turnover rate, though; businesses open and close all the time. It might be worth your time to check with the Markets' AbadarCorp representatives for an updated list of operating permits."

"Could AbadarCorp be involved?" "I doubt they're involved directly with the augmentations, or they'd be running an advertising campaign. The church sponsors the Freemarkets out of the belief that expanding the free market expands their views of civilization. They do regulate the markets and conduct inspections, so their records may be a reliable source of information."

AbadarCorp figures prominently in the background of the investigation, and Venture-Captain Arvin specifically asks that the PCs exploit any connections they have. If any of the players earned the AbadarCorp Respect boon by working with Philt in *Starfinder Society Scenario #1-02: Fugitive on the Red Planet*, the GM should suggest the PC equip that boon. Otherwise, this scenario encourages PCs to slot any boons that might assist in an investigation on Absalom Station.



Venture-Captain Arvin

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture check to recall knowledge or a Diplomacy check to gather information, the PCs might know about the Freemarkets on Absalom Station. They know the information whose DC is less than or equal to the result of their checks.

10+: The Freemarkets are the Ring's open-air retail space, where small businesses of all sorts showcase their products and services. AbadarCorp sponsors the area; the corporation's religious doctrine mandates that they encourage the growth of free enterprise. It's relatively easy to get a business permit, so many entrepreneurs get their start there.

15+: Most of the Freemarkets' businesses are temporary operations, working out of stalls or carts. The most successful make enough of a profit to secure permanent stores or are acquired by larger corporations. Some manage to hold their spots in the Freemarkets long-term, while the failures melt away.

20+: While the majority of businesses in the Freemarkets are legitimate enterprises, fly-by-night operations and scam artists take advantage of regulation loopholes. If caught and shut down, they simply lie low for a time and then acquire new permits under false identities.

ENTER THE FREEMARKETS

Once the PCs leave the Lorespire Complex for the Freemarkets and arrive at their destination, read or paraphrase the following.

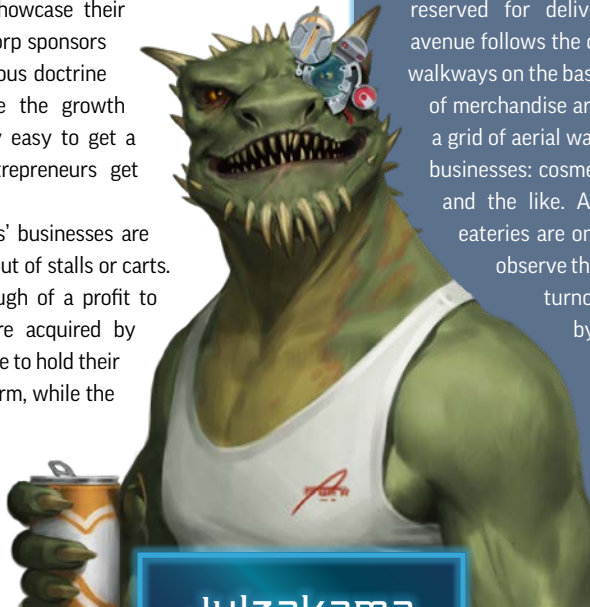
Gilded doors separate the Freemarkets from the previous station sector. The entrance area contains a sizable shrine to Abadar to the right; to the left, an office issues permits, takes complaints, and receives petitions. Through the entry zone, a giant signboard with a directory of businesses offers onlookers a way to locate their desired merchandise.

The walkways are laid out in an orderly manner, with lifts and staircases at regular intervals leading to the Markets' three retail levels. Kiosks sporting AbadarCorp logos offer carts for rent and advertise delivery services. Other businesses promote themselves in a riot of lights, music, and recorded ad pitches. Businesses are not grouped by type; food stalls operate next to jewelry stores, and specialists repair high-end electronics next to secondhand clothing racks.

The PCs should explore the Freemarkets looking for places that sell biotech augmentations. Julzakama reported that the augmentation's original owner had been killed in the attack in

Freemarkets Background

There are no large vehicles in the Freemarkets; all internal transport is handled at the Markets' lowest level, reserved for delivery and maintenance. The main avenue follows the curve of the station, with four other walkways on the base level. Most goods and larger items of merchandise are on this level. The second level has a grid of aerial walkways and contains mostly service businesses: cosmeticians, spellcasters, tax preparers, and the like. Aside from street-food stalls, most eateries are on the third level, where patrons can observe the hustle and bustle from above. High turnover prevents sorting of businesses by type. The entire market consists of small businesses that focus on the working to lower-middle classes; entrepreneurs with more upscale aspirations usually have the connections and capital to afford permanent locations in more exclusive areas. That being said, trend followers of all income brackets frequent the Markets looking for the next flavor of the week, and savvy financiers do so seeking up-and-comers they can sponsor at other locations or hire directly.



Julzakama

which it was acquired by his contacts, so the PCs might want to look into gang murders to identify the victim, as well as making general inquiries about biotech clinics. As the PCs explore the market, they have several opportunities to find leads. If they examine the directory board, there are five business names that appear to be biotech-related: BioBoost, the Cytech Clinic, Metagenesis, Renew-You, and Synthathesia.

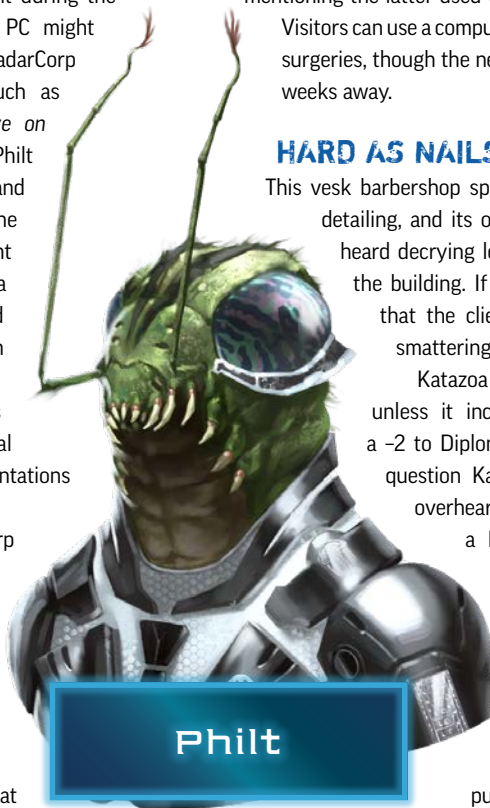
The PCs can narrow down their list by engaging with any of the following encounters—listed as “stops” below—as they search the Freemarkets. This list of encounters assumes the PCs move along the Markets' main walkway on the second level, where most services are located. They may wish to skip encounters to follow any particularly promising leads.

Development: The PCs' inquiries should ultimately lead them to Renew-You. In the process, they have the chance to pick up some of the following information about it: that the clinic formerly specialized in cybernetics, not biotech; that several persons with biotech augmentations have gone missing in the area, and AbadarCorp is investigating; and the Renew-You clinic owners were a shirren family with recent financial and personal difficulties.

MR. PHILT

A well-dressed shirren AbadarCorp representative, **Philt** (N male shirren envoy; see page 19), walks the markets on a quiet, informal inspection tour and can appear at any point during the PCs' walkthrough of the Freemarkets. A PC might recognize Philt if she encountered the AbadarCorp representative in a previous scenario (such as *Starfinder Society Scenario #1-02: Fugitive on the Red Planet*). If approached by the PCs, Philt informs them that the directory is outdated, and only three of the clinics listed (BioBoost, the Cytech Clinic, and Metagenesis) have current permits. He confides that he is investigating a number of customers who have disappeared in the past two weeks. Should the PCs mention they are looking for recipients of biotech augmentations, he consults AbadarCorp's records via tablet and confirms that several of the missing people had biotech augmentations installed recently.

If any of the PCs slotted the AbadarCorp Respect boon, Philt grants those PCs temporary authorization to assist in his inquiry and gives each an AbadarCorp insignia that provides a +5 bonus to Diplomacy and Intimidate checks involving people associated with the Freemarkets. Philt makes an additional appearance later in this adventure, provided at least one PC slotted this boon.



THE CYTECH CLINIC

The Cytech Clinic performs cybernetic augmentations, not biotech, but its owner directs the party to Metagenesis and Renew-You, mentioning the latter used to perform cybernetic augmentations.

Visitors can use a computer terminal to schedule augmentation surgeries, though the next available appointments are several weeks away.

HARD AS NAILS

This vesk barbershop specializes in horn grooming and scale detailing, and its owner, **Katazoa** (N male vesk), can be heard decrying local gang violence even from outside the building. If the party decides to enter, they see that the clientele is predominantly vesk with a smattering of other reptilian humanoids.

Katazoa is slightly skeptical of the party unless it includes at least one vesk (PCs take a -2 to Diplomacy checks if it doesn't). If the PCs question Katazoa about the gang activity they overheard him discussing and succeed at a DC 16 Diplomacy check (DC 20 in Subtier 3-4), Katazoa describes the fatal gang fight that brought the augmentation to "that lowlife" Julzakama. It took place not far from the Freemarkets' entrance, and AbadarCorp's officials were not pleased with the negative publicity. Katazoa is disgusted by the lack of discipline shown by the vesk gang,

which he thinks contributes to poor species relationships on the station. He encourages the PCs to report any information they have gathered to the AbadarCorp representative who is investigating some recent troubles (see Mr. Philt above).

SYNTHATHESIA

Synthathesia is taped off, with an official Freemarkets sign saying it is under investigation for suspected illegal drug sales. Another sign, from Absalom Station's public health department, requests that any former customers contact them. Several fliers promising inexpensive legal aid in personal-injury cases or criminal defense have been taped to the building. This shop is a red herring, and a PC can determine as much by succeeding at a DC 12 Diplomacy check to gather information from locals about the ongoing drug investigation and how the shop never dealt in augmentations.

SECOND TIME AROUND

This pawnshop is a more established business than most in the high-turnover markets. **Dot** (N female ysoki), a gossipy ysoki who has owned and operated this location for several years, making her a senior Freemarkets proprietor. She sells Freemarkets-branded gear that includes all equipment with an item level of 2 or less from the *Starfinder Core Rulebook*. A PC who succeeds at a DC 15 Diplomacy check (DC 18 in Subtier 3-4) gets Dot talking about recent events. Purchasing one or more items from the shop reduces the DC of this check by 4. If questioned about biotech clinics, Dot tells the PCs that several recent customers were raising money for such augmentations. She directs them to Metagenesis and Renew-You; she also mentions that the owners of Renew-You had financial issues before their business suddenly took off.

BIOBOOST

BioBoost specializes in nutritional supplements and "legal chemical enhancements." Its muscular salesperson, **Isidre** (LN female human), takes a slightly supercilious tone with the PCs if they bring up biotech or augmentations in general. Their shop provides customers with the means to improve their bodies through hard work and discipline, not "shortcuts" like augmentations.

METAGENESIS

Metagenesis focuses on broad-spectrum biotech augmentations, such as chameleon skin and gill sheaths, and personal upgrades that boost general performance (namely, ability modifier increases; see page 212 of the *Core Rulebook*). The owner, a verthani technomancer named **Chryson** (LN male verthani), is unfamiliar with the augmentation the PCs describe. If they thought to

bring the augmentation with them and allow him to examine it, he is able to tell them that the augmentation has an unusually high concentration of nanites in its construction. Under normal circumstances, most of the nanites used in biotech augmentations have a short life cycle. They are used to make changes to the body to help the biological components graft properly, and after this phase ends, they die off and are cycled into the body's waste within days. This augmentation has substantial sections made entirely of repair nanites with long life cycles, which is very unusual. Due to the customization that any biotech augmentation requires, however, he cannot tell the PCs anything more.

MANY PETALS CAFE

Several elderly shirrens play a strategy game on the patio of this small beverage shop, loudly discussing social goings-on in their community. They readily engage any PCs who look remotely interested in the conversation. If asked about biotech or missing persons, they tut-tut over the recent closure of a clinic by a young shirren family. They argue between themselves over whether the closure was due to the recent death of the family's host or to overly experimental technology they were trying to develop, but they eventually direct the PCs to the Renew-You augmentation clinic.

RENEW-YOU

The Renew-You clinic is a modular unit that resembles a shipping container. Although it is clearly older than the surrounding structures, it looks clean and well maintained. Metal doors are rolled down over the entrance and windows, and a neat sign reading "CLOSED INDEFINITELY" hangs over the posted business hours.

The clinic is bordered on one side by a temporarily vacant unit and on the other by an accountant's office closed for lunch. If a PC decides to attempt to enter the clinic, bypassing the shutters' physical locks requires the PC to succeed at a DC 15 Engineering check. Alternatively, a PC who succeeds at a DC 14 Strength check can force open the shutters. The inside of the clinic is divided into a reception area, an office, a small workshop, and an operating area. Searching the premises reveals that all computers and physical records have been removed. If a PC examining the operating room succeeds at a DC 18 Medicine check (DC 20 in Subtier 3-4), she knows there is less equipment than would be expected for an augmentation clinic. There are no traces of activity within the past week.

Creatures: A halfling child approaches the PCs as they emerge from the clinic or after the PCs have loitered in front of the clinic for several minutes if they don't enter. The boy, **Senndi** (NG male halfling), nervously asks the PCs if they are looking for the owners. If the PCs question Senndi and succeed at a DC 10 Bluff, Diplomacy or Intimidate check, Senndi admits that his mother received an augmentation at Renew-You but is now extremely ill. Very worried about his mother and reassured by the PCs' "official-like"

appearance, it doesn't take much to persuade him of the party's ability to help. He offers to lead them to his family's home so the PCs can question or examine his mother, Maija.

Development: The PCs have found the source of the augmentation, but their manufacturers remain mysterious. Senndi's family may have more information leading to them. Additionally, Senndi's offer to lead the party to his home gives the PCs an opportunity to examine one of these augmentations in operation.

Should the PCs fail to investigate Renew-You and scare off Senndi, or otherwise stop progressing in the investigation, then Philt or Venture-Captain Arvin can contact the PCs to direct them to the halfling apartment and keep the PCs on track.

Rewards: If the PCs fail to pinpoint Renew-You as the likely culprit and don't convince Senndi to take them to his home, then the PCs lose precious time in their investigation. If this occurs, reduce each PC's credits earned as follows.

Subtier 1-2: Reduce each PC's credits earned by 83.

Out of Subtier: Reduce each PC's credits earned by 125.

Subtier 3-4: Reduce each PC's credits earned by 167.

HALFLING APARTMENT

The halfling apartment complex is only a short distance from the Freemarkets. Read or paraphrase the following once the PCs enter the apartment.

Jumpsuits and equipment belts hang from pegs, crowding the entryway. Farther in, this cluttered apartment is dimly lit. To the right of the entryway is a small kitchen, where an older male halfling is preparing food while assisting two adolescents doing schoolwork at the table. To the left of the entryway is a common area, full of worn but comfortable-looking furniture. A heavy, wracking cough echoes from deeper in the apartment.

Creatures: Senndi's extended family—maternal grandparents, two uncles, and several cousins, all of which are halflings—lives in the apartment. A close friend of his mother's is staying temporarily to help during her illness. The coughing comes from Senndi's mother, **Maija** (NG female halfling), in the back room. Maija's limited ability to work has the rest of the family struggling to make ends meet. Under these stressful conditions, the tight-knit group is more reluctant than usual to trust outsiders; their starting attitude is unfriendly. If any PCs received the AbadarCorp insignia from Philt, then the halflings are more receptive and have a starting attitude of indifferent.

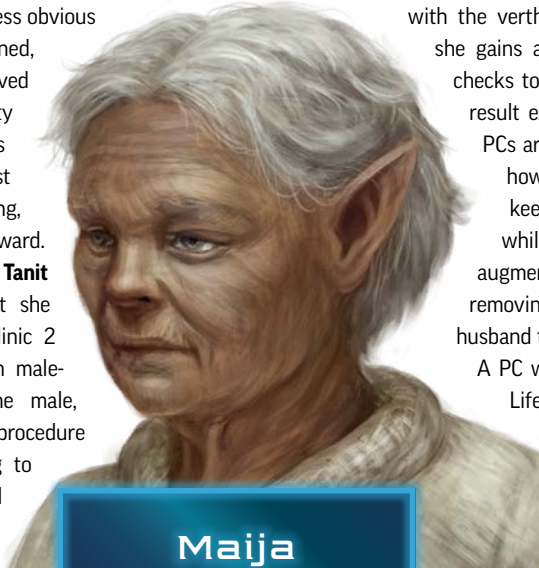
A PC who succeeds at a DC 14 Culture check knows that augmentations are stigmatized in halfling community; in the halfling family-centered culture, an ill halfling should be tended to by friends and family. Seeking out serious medical interventions like augmentation forces the acknowledgement that family and some good poultry soup can't cure all ills, and most halflings flinch at that thought.

Speaking with Maija's Friends and Family: Since augmentation is a sensitive issue with halflings, a PC must succeed at a DC

20 Diplomacy check (DC 24 in Subtier 3-4) to relax the halfling family enough to talk. Failure means that the halflings refuse to converse with the PCs, though the PCs are still free to speak with Maija directly. Senni's father, **Hermot** (LG male halfling), tells the PCs that Maija had damaged her lungs working long hours in a chemical plant and that she needed a variation of a respirator compounder (*Core Rulebook* 210) to continue providing for her family. A halfling acquaintance persuaded them to seek out a biotech augmentation, which would be less obvious than standard cybernetics. As it happened, this acquaintance had recently received his own augmentation—a high-density datajack—from the Renew-You clinic. This friend claimed his graft had taken almost immediately, without problems or scarring, and he had returned to work just days afterward.

Maija's friend and personal tender, **Tanit** (NG female halfling), tells the PCs that she accompanied Maija to the Renew-You clinic 2 weeks ago. Tanit explains that a shirren male-female couple operated the clinic. The male, whose name was Vriska, explained the procedure and booked the appointment. According to Vriska, his partner had personally crafted the augmentation with components from "a new source" that would enable rapid recovery. The female shirren performed the operation; Tanit saw her for only a moment and can't remember her name. Tanit then confirms that Maija's operation took less than an hour and that Maija was back to work in 2 days. A PC who succeeds at a DC 18 Medicine check knows that such a complex operation—adding an augmentation to support a failing organ—should have taken hours, and without magical aid Maija's recovery should have taken weeks. Should the PCs ask about magical healing, Hermot tells them that if they could have afforded it, they would have found a magical healer without resorting to augmentations at all. Tanit adds that the clinic didn't offer magical healing, but she thinks the shirren who handled the operation might be a technomancer—Tanit saw the shirren using magic (a *psychokinetic hand* spell) to manipulate tools as she prepared the room.

Unfortunately, Maija began feeling ill again 5 days ago. Tanit went to the clinic to ask about follow-up care but found it closed down. The family was unable to afford another doctor, Maija has been bedridden at home for the past 3 days. If the PCs offer to help get an effective replacement for Maija's bad biotech (an augmentation and procedure that costs 250 credits), her father names the halfling who had recommended biotech to them: Shenge, a "kinda shady" figure who nonetheless supports the local halfling community. Shenge has contacts in the gang underworld as well as the Freemarkets and would likely know how to find the owners of the Renew-You clinic. Shenge is located in a nearby workers' lodging camp.



Maija

Speaking with Maija: Maija lies resting in the apartment's larger bedroom, exhausted but lucid and able to answer the PCs' questions. She tells them much the same story as Tanit, though she was unconscious for the actual implantation. The only signs of the augmentation are small scars on either side of her trachea. A PC who succeeds at a DC 15 Medicine check (DC 18 in Subtier 3-4) and expends one basic medkit can remove the harmful augmentation, saving Maija's life. If a PC interacted with the verthani Chryson in the Freemarkets, she gains a +4 bonus to this check and to checks to identify the augmentation. If the result exceeds the DC by 4 or more, the PCs are able to show Maija's friend Tanit how to provide long-term care for her, keeping Maija comfortable for a week while the family finds a replacement augmentation. The PCs' succeeding at removing the device is enough for Maija's husband to reveal Shenge's location.

A PC who succeeds at a separate DC 15 Life Science or Medicine check (DC 16 in Subtier 3-4) knows that the augmentation was originally a set of adaptive biochains (*Core Rulebook* 211) mimicking a respirator compounder. However, the biochains have continued expanding unchecked like cancer within Maija's lungs. If the PC's result exceeds the DC by 4 or more, she knows this failure was due to the corrupted programming of the implant. The biochains had begun expanding into healthy tissue and creating unnecessary cells, draining Maija's life force in the process. Exceeding the DC by 6 or more raises the possibility that such an augmentation could reanimate a corpse if the recipient died.

Treasure: The halfling family is overly grateful if the PCs manage to save Maija from her rampant biotech augmentation or offer to replace them. Hermot points out that the family doesn't own much, but offers the PCs a few familial trinkets, including a *merciful* fusion seal (5th), a pair of *falcon boots* (*Starfinder Adventure Path #1: Incident at Absalom Station* 51) that belonged to a distant ancestor, and a bright gemstone worth 150 credits. In Subtier 3-4, the gemstone is a *least gluon crystal*.

Infamy: Any PC attempting to bargain for information in exchange for saving Maija's life gains 1 Infamy.

Development: The PCs should learn here that the biotech augmentations are dangerous. If the PCs manage to remove Maija's augmentation or give the halfling family the credits needed to have the augmentation replaced, then they also get a lead to another augmentation recipient: the halfling Shenge, who knows more about the shirren crafters. Hermot points out that Shenge lives in Lodging Camp 66, a nearby workers' lodging camp (see area **A** on page 10).

A. LODGING CAMP 66



1 square = 5 feet

Starfinder Flip-Mat: Urban Sprawl

If the PCs fail to help Maija or receive any useful information from the halfling home, then Philt or Venture-Captain Arvin can step in to keep the plot moving—with an annoyed tone if this is the second time they must help guide the PCs.

If the PCs purchase Maija a new augmentation or if they remove her existing augmentation and show Tanit how to care for Maija in the meantime, then each PC receives the Halfling Admittance boon on his Chronicle sheet.

Rewards: If the PCs fail to save Maija from her harmful augmentation or replace the defective unit, reduce each PC's credits earned as follows.

Subtier 1-2: Reduce each PC's credits earned by 88.

Out of Subtier: Reduce each PC's credits earned by 108.

Subtier 3-4: Reduce each PC's credits earned by 128.

A. LODGING CAMP 66

Foot traffic is low in this neighborhood, and most of the roughly dressed citizens ignore newcomers and expect to be ignored in return. Short halls connect several basic square lodging units together in simple patterns, while exterior areas with open tables and chairs act as communal gathering points. Few people walk the dirty streets here, and many of the doors are unnumbered with multiple locks installed.

Located on a half hour away from Maija's apartment, Lodging Camp 66 is one of several scattered camps throughout Absalom Station that provides basic housing for those unable to pay the heightened rates for proper station housing. The area contains several lodgings, and Shenge resides in a small housing unit (area **A2**) adjacent to a public restroom. PCs requiring directions to Shenge's specific dwelling can check with any of the local vendors, such as those marked in areas **A3** (a personal defense gun shop) or **A4** (a local clinic.)

The lodging camp is in a worse part of town. While Maija lived in a predominantly halfling area, this neighborhood is more mixed species. If the PCs inquire with locals about Shenge, most people rebuff the inquiries, having no knowledge of Shenge. The only people who speak up are Shenge's immediate neighbors, who complain about a rank odor that wafts in and out of the area—the result of air recyclers shuffling the air from Shenge's quarters.

A1. SHARED HOUSING COMPLEX (CR 2 OR CR 4)

This area contains six single-occupant dwellings crammed together. Each space is a ten-foot-cube chamber with a single door. Some of the chambers have armored windows, though each of these is covered by posters or shaded over by crude spray paint. A communal restroom unit is located near the center of the accommodations. The sealed entrance to one of the dwellings bears a battered nameplate that reads "Shenge. No solicitors."

This portion of the camp contains several single-occupant dwellings. Shenge resides in area **A2**, though the entrance to his home is trapped from the outside. The walls here are made of plastic, while the doors are steel entryways. Each of the windows marked on the map are made from transparent aluminum and covered from the inside to prevent prying eyes.

Trap: Shenge rigged his door to shock uninvited visitors.

SUBTIER 1-2 (CR 2)

SHOCKING DOOR TRAP **CR 2**

Type technological; **Perception** DC 23 (notice hidden shock plate); **Disable** Computers DC 18 (hack local power circuits) or Engineering DC 18 (disable shock plates)

Trigger touch (opening door); **Reset** manual

Effect arc of electricity (4d6 E); Reflex DC 13 half

SUBTIER 3-4 (CR 4)

ADVANCED SHOCKING DOOR TRAP **CR 4**

Type technological; **Perception** DC 26 (notice hidden shock plate); **Disable** Computers DC 21 (hack local power circuits) or Engineering DC 21 (disable shock plates)

Trigger touch (opening door); **Reset** manual

Effect arc of electricity (4d10+2 E); Reflex DC 15 half

A2. SHENGE'S APARTMENT (CR 3 OR CR 5)

The interior of this cramped dwelling reeks of death mixed with all manner of foul odors. Sweat-stained bedsheets lie half-draped on the floor, completely covering a three-foot tall lump on the floor while still clinging to the sides of the bed. A computer terminal and associated desk are bolted to the west wall.

This area is Shenge's personal dwelling. He kept a luxury item, in the form of a personal computer, here. He worked as a low-level hacker, offering equipment repairs and digital support for various underworld figures. When Shenge realized his augmentation was going wrong, he began running a background check on the clinic that sold and installed it. His computer is a tier 2 device (tier 3 in Subtier 3-4) that a PC can hack with a successful DC 21 Computers check (DC 25 in Subtier 3-4.) A lockout countermeasure activates after three failed attempts. A PC who succeeds at a DC 18 Perception check reveals Shenge taped a note with several access codes to the bottom of a desk drawer; discovery of these codes provides a +4 bonus to Computers checks to hack Shenge's computer.

Successfully hacking into the computer grants the PCs Shenge's appointment calendar for the past month, including several visits to the Renew-You clinic and a follow-up appointment with Vriska to discuss "promotional activities" at a residential address farther out in the Ring.

Behind a firewall, requiring a separate DC 21 Computers check (DC 25 in Subtier 3-4), an apparently suspicious Shenge stored a

dossier on his potential business partners, including Renew-You. He documented Renew-You's roller-coaster business trajectory: the family-run cybernetics clinic was on the verge of losing its operating permit when suddenly one of the owners died. Despite the mysterious death of its physician Kinnakt, the clinic switched to biotech augmentations of markedly improved quality. The clinic's two remaining owners began turning a profit and were considering expanding their business (hence consulting Shenge). However, Shenge's dossier notes that the owners abruptly closed shop last week.

Creatures: The lump under the bedsheets is Shenge's corpse. A PC who searches the body and succeeds at a DC 20 Perception check finds a datajack installed in Shenge's left wrist. The augmentation is well concealed. A PC who succeeds at a DC 15 Life Science or Medicine check confirms this augmentation as the cause of death; it appears that the circuitry connecting the datajack and Shenge's brain grew out of control, trying to connect to components it couldn't find.

After the PCs successfully investigate Shenge's body, or a few rounds after they fail and begin searching the room, the datajack's circuitry begins flashing to life as Shenge's body reanimates as a biotech zombie and attacks them.

SUBTIER 1-2 (CR 3)

SHENGE

CR 3

Cybernetic zombie (*Alien Archive* 114; see page 20)

N Small undead

HP 40

TACTICS

During Combat Shenge targets the closest enemy, using his slam attack if able or his integrated arc pistol.

Morale Shenge mindlessly fights until destroyed.

SUBTIER 3-4 (CR 5)

SHENGE

CR 5

N Small undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE

HP 70

EAC 17; **KAC** 19

Fort +7; **Ref** +7; **Will** +6

Immunities undead immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +11 (1d6+8 B)

Ranged integrated static arc pistol +14 (1d6+5 E; critical arc 2)

Offensive Abilities self-destruct (1d6+5 E, DC 13)

TACTICS

Use the tactics from Subtier 1-2.

STATISTICS

Str +3; **Dex** +5; **Con** -; **Int** -; **Wis** +1; **Cha** +1

Scaling Encounter A2

Make the following adjustments to accommodate a group of four PCs.

Subtier 1-2: Reduce Shenge's Hit Points to 30 and remove his self-destruct ability. In addition, Shenge is off-kilter in the first round of combat due to his recent reanimation.

Subtier 3-4: Reduce Shenge's Hit Points to 50 and remove his self-destruct ability. In addition, Shenge is off-kilter in the first round of combat due to his recent reanimation.

Skills Athletics +16

Other Abilities mindless, unliving

Gear static arc pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Integrated Weapons (Ex) Shenge's ranged weapon is integrated into his body and can't be disarmed.

Self-Destruct (Ex) Shenge self-destructs when he is reduced to 0 HP, dealing 1d6+5 electricity damage to all creatures in a 10-foot-radius burst. A creature can attempt a DC 13 Reflex saving throw to reduce this damage by half. This ability destroys any cybernetic or technological components that could have been salvaged from Shenge.

Treasure: A PC searching Shenge's desk finds a total of 300 credits (800 credits in Subtier 3-4) across numerous unmarked credsticks—possibly payments from Shenge's underworld contacts for his services. A PC who succeeds at a DC 14 Perception check (DC 16 in Subtier 3-4) notices a hidden compartment in the back of the desk. The compartment contains two uninstalled augmentations: an ocucloak processor (*Alien Archive* 103) and a high density datajack.

Development: The PCs should now realize, if they weren't already certain, that the Renew-You augmentations are killing recipients and reanimating them as biotech zombies. The operators of Renew-You, where the augmentations were installed, must have some answers, and Shenge's computer should lead the party right to them. If the PCs fail to access Shenge's computer, they receive a message from Maija's friend Tanit. By contacting some of Shenge's acquaintances, Tanit was able to find the general area of the Ring where the clinic's owners reside. Alternatively, if any of the PCs slotted the AbadarCorp Respect boon, then Philt can provide the PCs the clinic owners' address (see the Unexpected Assistance sidebar on page 12 for more information).

Rewards: If the PCs fail to defeat the reanimated Shenge and find the treasures stored in his desk, reduce each PC's credits earned as follows.

Subtier 1-2: Reduce each PC's credits earned by 130.

Out of Subtier: Reduce each PC's credits earned by 171.

Subtier 3-4: Reduce each PC's credits earned by 213.

Unexpected Assistance

If any of the PCs have the AbadarCorp Respect boon slotted, Mr. Philt meets up with the PCs as they approach the shirren household and offers to assist with confronting the Renew-You staff. Philt connected the dots between the missing persons and the augmentation clinic on his own, and through corporate databases he found the owners' home address. His goal is to discover the exact role the clinic played in the disappearances, speak with the owners, and avert any negative press for the Freemarkets and AbadarCorp.

Mr. Philt's statistics can be found on page 19. He provides combat assistance in the final encounter of this adventure if one or more of the PCs have the AbadarCorp Respect boon slotted.

B. THE HALF-ALIVE STREETS

The search for the address recovered from Shenge takes the PCs to a remote part of the Ring, where old storage buildings have been converted into housing. While fashionable several decades ago, this type of neighborhood has since fallen into disfavor, with many buildings reverting to their original purpose. As the PCs draw near, they pass fewer and fewer people, more broken lights, and more poorly maintained buildings. After passing dozens more decrepit units, the PCs travel virtually empty streets.

This main stretch of street is roughly 20 feet wide with 5- and 10-foot-wide alleys crisscrossing some of the structures. The shirren household is the only occupied building in the vicinity. The other buildings are closed off and don't have anything of note inside. There are several waste disposal bins around the area, that a PC can enter to receive partial cover against ranged attacks.

Two steel doors admit access to the shirren household. The first is a main entrance door along the building's southern facing that opens towards the street. The second entrance is a back door that leads into the workshop space (area **B3**) The front door is locked with a simple lock that requires a PC to succeed at a DC 20 Engineering check to open. In Subtier 3-4, the lock is average quality and the DC increases to 25. The rear-door lock is a good quality lock in both subtiers and requires a PC to succeed at a DC 30 Engineering check to open.

Three ground-level windows can also be used as access points into the home. The shirrens barricaded the living-room windows with boxes and crates and shoved a refrigerator in front of the kitchen window. A PC can enter through the living-room windows by succeeding at a DC 14 Strength check. Similarly, a PC can enter through the kitchen window by succeeding at a DC 16 Strength check to knock down the refrigerator.

B1. STREET VIEW (CR 3 OR CR 5)

The buildings lining the outer edges of this twenty-foot wide street are boarded up and sealed. Occasional streetlights flicker, while up ahead, light seeps out of a single structure. Streams of light come from boarded-up windows, and the area's only occupied structure stands out like a sore thumb.

Creatures: As PCs approach their destination, they spot two biotech zombies shambling in front of the occupied household. The two are battering the barricaded windows, but they lack the coordination needed to break into the household. These zombies are the other recipients of the corrupted biotech—after their augmentations killed them, residual memories from the consumed host Kinnakt compelled them to seek out the shirrens' home here.

1d4 rounds after the PCs arrive, a third biotech zombie approaches from the same direction the PCs entered the area. Unless otherwise engaged, the zombie ignores the PCs and joins its kin in attempting to break into the house. 5 rounds after the PCs arrive, two more zombies approach. These biotech zombies are considerably weaker than Shenge; a PC who succeeds at a DC 15 Perception check notes the animating implants are beginning to break down the host bodies. If the PCs try to enter the house or otherwise interfere with the zombies, the biotech undead immediately attack.

SUBTIER 1-2 (CR 3)

DAMAGED BIOTECH ZOMBIES (2) CR 1

N Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE **HP 15 EACH**

EAC 11; **KAC** 13

Fort +3; **Ref** +3; **Will** +3

Immunities undead immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +5 (1d6+5 B)

Ranged integrated arc pistol +8 (1d6+1 E; critical arc 2)

Offensive Abilities self-destruct (1d6+1 E, DC 10)

TACTICS

During Combat The biotech zombies target any enemies

between them and the house that they are trying to enter, using their integrated pistols or slam attacks as appropriate.

Morale The biotech zombies are mindless creatures, so they fight to the death.

STATISTICS

Str +2; **Dex** +4; **Con** —; **Int** —; **Wis** +1; **Cha** +0

Skills Athletics +10

Other Abilities mindless, unliving

Gear static arc pistol with 2 batteries (20 charges each)

B. THE HALF-ALIVE STREETS



SPECIAL ABILITIES

Integrated Weapons (Ex) A biotech zombie's ranged weapon is integrated into its body and can't be disarmed.

Impaired Self-Destruct (Ex) A damaged biotech zombie's self-destruct ability has a 50% chance to fail.

Self-Destruct (Ex) A biotech zombie self-destructs when it is reduced to 0 HP, dealing 1d6+1 electricity damage to all creatures in a 10-foot-radius burst. A creature can attempt a Reflex saving throw to reduce this damage by half. This ability destroys any cybernetic or technological components that could have been salvaged from the zombie.

SUBTIER 3-4 (CR 5)

IMPAIRED BIOTECH ZOMBIES (2) CR 3

Cybernetic zombie (*Alien Archive* 114; see page 20)

N Small undead

HP 30 each

TACTICS

During Combat The biotech zombies target any enemies between them and the house that they are trying to enter, using their integrated pistols or slam attacks as appropriate.

Morale The biotech zombies are mindless creatures, so they fight to the death.

Scaling Encounter B1

Make the following adjustments to accommodate a group of four PCs.

Subtier 1-2: Reduce the HP of each damaged biotech zombie to 10, remove its self-destruct ability, and reduce the number of starting zombies by 1.

Subtier 3-4: Reduce the HP of each impaired biotech zombie to 20, remove its self-destruct ability, and reduce the number of initial zombies by 1.

SPECIAL ABILITIES

Impaired Self-Destruct (Ex) An impaired biotech zombie's self-destruct ability has a 50% chance to fail.

Rewards: If the PCs fail to defeat the biotech zombies, reduce each PC's credits earned as follows.

Subtier 1-2: Reduce each PC's credits earned by 100.

Out of Subtier: Reduce each PC's credits earned by 150.

Subtier 3-4: Reduce each PC's credits earned by 200.

Scaling Encounter B2

Make the following adjustments to accommodate a group of four PCs.

Both Subtiers: The two shirrens are fatigued from keeping watch for zombies.

B2. INSIDE THE HOUSE (CR 4 OR CR 6)

The interior of the household has a 10-foot-tall ceiling and several sectioned-off areas. Inside is an open-concept living room and dining room with a walk-in closet near the entrance, a sectioned-off kitchen, two bedrooms, and a restroom. The shirrens also have a simple workspace (area **B3**) that contains their illegally imported assembly ooze.

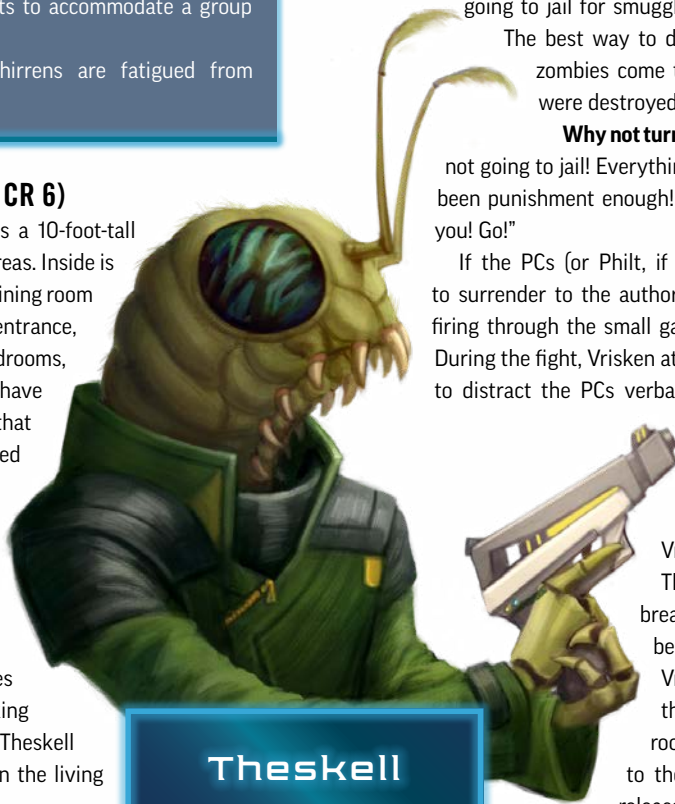
Creatures: The Renew-You clinics' shirren owners have barricaded themselves inside as they try to work out how to deal with the zombies. As the PCs approach, Vriskaen observes from the kitchen window, peeking from behind the refrigerator unit. Theskell watches from behind the crates in the living room and readies her spells.

Once the PCs have dealt with the biotech zombies, Vriskaen reveals his presence. He has taken position behind the kitchen refrigerator that's blocking the window. If the PCs attempt to establish dialogue, Vriskaen answers their questions through the window. Already on edge from hours of holding off the zombies, he is agitated and erratic, and so he consistently deflects responsibility for the creation of the zombies.

Where did you get the biotech augmentations? "The components—we just weren't fast enough, all right? That was the only problem. So...we imported some tech to help out. The ooze was just supposed to take apart and assemble tech, but it attacked Kinnakt! It ate them! Then started producing biotech implants, instead of what we'd programmed into it!"

Given the source, why did you implant them into your clients? "If we didn't use them, Kinnakt's death was for nothing! This way, Kinnakt helped save lives, like they would have wanted!"

What went wrong with the augmentations? "Something in the ooze's programming went wrong— that's why it attacked Kinnakt in the first place. The components it produced must have gone bad too. We didn't know! We couldn't have known; Kinnakt was the doctor, not me or Theskell!"



Theskell

Why didn't you try to help your patients? "We didn't know anything was wrong until the first undead showed up. By then it was too late to do anything for the rest!"

Why didn't you contact the authorities? "What would be the point? I told you, the patients were as good as dead already, us going to jail for smuggling wouldn't fix anything! The best way to deal with it was to let the zombies come to us and make sure they were destroyed."

Why not turn yourselves in? "No! We're not going to jail! Everything we've been through has been punishment enough! We're leaving—and so are you! Go!"

If the PCs (or Philt, if present) ask the shirrens to surrender to the authorities, then Vriskaen begins firing through the small gap in the blocked window. During the fight, Vriskaen attacks from range and tries to distract the PCs verbally. Theskell monitors the situation of the other windows. She uses the house's entrance hallway as a choke point. Vriskaen moves to cover Theskell once the house is breached. If the PCs appear to be gaining the upper hand, Vriskaen attempts to hold the PCs at bay in the living room, while Theskell retreats to the workspace (area **B3**) to release the assembly ooze. Guilt ridden, about their host's death and what they inadvertently did to their clients, the two shirrens nonetheless adamantly resist being turned in to the authorities.

SUBTIER 1-2 (CR 4)

VRISKAEN	CR 2
Male shirren envoy	
CN Medium humanoid (shirren)	
Init +2; Senses blindsense (vibration) 30 ft.; Perception +7	
DEFENSE	HP 23 RP 3
EAC 13; KAC 14	
Fort +3; Ref +3; Will +5	
OFFENSE	
Speed 30 ft.	
Melee survival knife +6 (1d4+2 S)	
Ranged static arc pistol +8 (1d6+2 E; critical arc 2)	
TACTICS	
Before Combat If given the opportunity to initiate combat, Vriskaen uses his dispiriting taunt improvisation to try to affect as many enemies as he can.	

During Combat Vriska maintains his distance while engaging the PCs from range, reverting to melee as a last resort. If the PCs target Theskell, he uses watch your step to assist her. Otherwise, he prefers to hide behind the partial cover of the windows to shoot at enemies attempting to enter the house.

Morale If Theskell is reduced to 5 Hit Points or fewer, Vriska surrenders.

STATISTICS

Str +0; **Dex** +2; **Con** +0; **Int** +1; **Wis** +0; **Cha** +4

Skills Bluff +12, Computers +7, Culture +7,

Diplomacy +12, Intimidate +7, Sense Motive +12

Languages Common, Shirren, limited telepathy 30 ft.

Other Abilities communalism, envoy improvisations (dispiriting taunt [DC 13], watch your step)

Gear kasatha microcord I, static arc pistol with 1 battery (20 charges), survival knife, personal datapad (tier 1 computer)

THESKELL CR 2

Female shirren technomancer
CN Medium humanoid (shirren)

Init +2; **Senses** blindsense (vibration) 30 ft.;

Perception +7

DEFENSE HP 21 RP 3

EAC 12; **KAC** 13

Fort +1; **Ref** +3; **Will** +5

OFFENSE

Speed 30 ft.

Melee survival knife +4 (1d4+2 S)

Ranged azimuth laser pistol +6 (1d4+2 F; critical burn 1d4)

Technomancer Spells Known (CL 2nd; melee +4, ranged +6)

1st (3/day)—*jolting surge*, *magic missile*

0 (at will)—*mending*, *psychokinetic hand*

TACTICS

During Combat Theskell uses her 1st-level spells on the PCs as often as she can. Once she's exhausted her spells—or if the PCs gain the upper hand—she withdraws to release the assembly ooze from its containment unit (see area B3) if Vriska hasn't already done so.

Morale Theskell fights to the death or until Vriska surrenders.

STATISTICS

Str +0; **Dex** +2; **Con** +0; **Int** +4; **Wis** +1; **Cha** +0

Skills Computers +12, Culture +7, Diplomacy +7, Engineering +12, Mysticism +7

Languages Common, Shirren, limited telepathy 30 ft.

Other Abilities communalism, magic hacks (countertech), spell cache (personal datapad)

Gear kasatha microcord I, azimuth laser pistol with 1 battery (20 charges), survival knife, personal datapad (tier 1 computer)

SUBTIER 3-4 (CR 6)

VRISKEN CR 4

Male shirren envoy

CN Medium humanoid (shirren)

Init +3; **Senses** blindsense (vibration) 30 ft.; **Perception** +10

DEFENSE HP 45 RP 3

EAC 16; **KAC** 17

Fort +5; **Ref** +5; **Will** +7

OFFENSE

Speed 30 ft.

Melee survival knife +6 (1d4+4 S)

Ranged thunderstrike sonic pistol +8 (1d8+4 So; critical deafen)

TACTICS

Before Combat If given the opportunity to initiate combat, Vriska uses his dispiriting taunt improvisation to try to affect as many enemies as he can.

During Combat Vriska maintains his distance while engaging the PCs from range, reverting to melee as a last resort. If the PCs target Theskell, he uses the watch out envoy improvisation to assist her against particularly threatening attacks. Otherwise, he prefers to hide behind the partial cover of the windows to shoot at enemies attempting to

enter the house.

Morale If Theskell is reduced to 5 Hit Points or fewer, Vriska surrenders.

STATISTICS

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

Skills Bluff +15, Computers +10, Culture +10, Diplomacy +15, Intimidate +10, Sense Motive +15

Languages Common, Shirren, limited telepathy 30 ft.

Other Abilities communalism, envoy improvisations (dispiriting taunt [DC 15], watch out)

Gear basic lashunta tempweave, thunderstrike sonic pistol with 1 battery (20 charges), survival knife, personal datapad (tier 1 computer)

THESKELL CR 4

Female shirren technomancer

CN Medium humanoid (shirren)

Init +3; **Senses** blindsense (vibration) 30 ft.; **Perception** +10

DEFENSE HP 43 RP 3

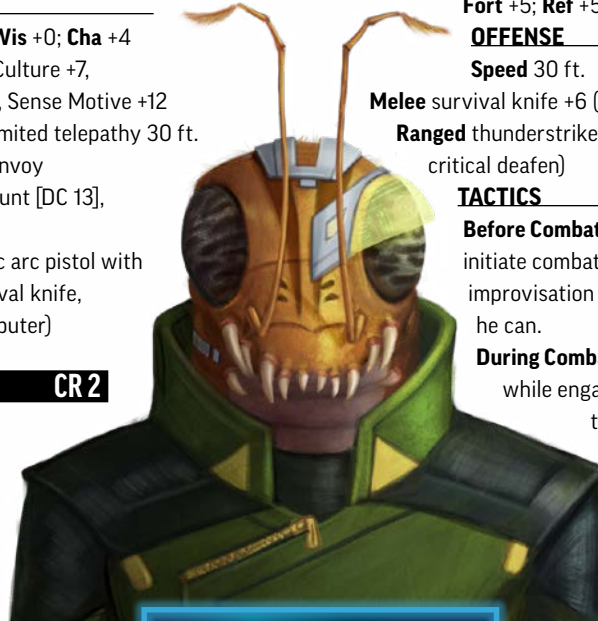
EAC 15; **KAC** 16

Fort +3; **Ref** +5; **Will** +7

OFFENSE

Speed 30 ft.

Melee survival knife +8 (1d4+4 S)



Vriska

Ranged corona laser pistol +10 (2d4+4 F; critical burn 1d4)

Technomancer Spells Known (CL 4th; melee +8, ranged +10)

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

1st (6/day)—*holographic image I*, *jolting surge*, *magic missile*

0 (at will)—*mending*, *psychokinetic hand*

TACTICS

Use the tactics from Subtier 1–2.

STATISTICS

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

Skills Culture +10, Computers +15, Diplomacy +10, Engineering +15, Mysticism +10

Languages Common, Shirren, limited telepathy 30 ft.

Other Abilities communalism, magic hacks (countertech) spell cache (personal datapad)

Gear basic lashunta tempweave, corona laser pistol with 1 battery (20 charges), survival knife, personal datapad (tier 1 computer)

Treasure: Along with the shirrens' personal equipment, there are 600 credits' worth of assorted credsticks and art pieces scattered throughout the house (1,200 credits' worth in Subtier 3–4).

Development: The PCs can unravel the full tragedy of Renew-You by interrogating the shirrens or checking unlocked computer records in the workshop (area **B3**). The family bought the assembly ooze, which had been smuggled onto the station by an unknown third party. Theskell attempted to rewrite the ooze's programming to create augmentation components to save their business. This resulted in the ooze consuming Kinnakt and producing the flawed biotech components. Records and billing statements identify the remaining carriers of the corrupted biotech; the PCs can pass this information along to

the authorities (if Philt has joined the party, he offers to do this) so that any recently augmented individuals can be saved, or their bodies destroyed.

Rewards: If the PCs fail to defeat or subdue Theskell and Vrisken, reduce each PC's credits earned as follows.

Subtier 1–2: Reduce each PC's credits earned by 139.

Out of Subtier: Reduce each PC's credits earned by 259.

Subtier 3–4: Reduce each PC's credits earned by 379.

B3. WORKSPACE (CR 1 OR CR 3)

The walls of this room are covered in metal boards with equidistant spacing for hanging tools. A workbench juts out from the western and northern facings of the area. A cylindrical container, guarded by cage of glowing red lasers, rests along the eastern wall. A large steel door exits to the south, while a smaller door to the north has a single one-way peephole looking out into the alley outside the house.

This is the workspace where the shirrens keep the assembly ooze contained. The energy shielding around the container can be bypassed with a successful DC 20 Engineering or Computers check (DC 25 in Subtier 3–4). Both Theskell and Vrisken have their datapads keyed to activate or deactivate the container's protective shielding. A PC making a successful DC 14 Computers check can obtain the deactivation code from either of the shirrens' datapads. Otherwise, the laser fence prevents creatures from accessing the container.

Creatures: An assembly ooze slops within the container inside the energy field. The ooze emerges and attacks the nearest armored creature as soon as the field is dropped, or if Theskell or Vrisken manage to deactivate the field.



SUBTIER 1-2 (CR 1)

ASSEMBLY OOZE CR 1

HP 17 (*Alien Archive* 16, see page 20)

TACTICS

During Combat The assembly ooze attacks the nearest armored creature with its pseudopod. If left unchecked, it uses its disassemble ability on any helpless creatures encased in armor—a process that takes 10 rounds but completely dissolves the creature wearing the armor along with the armor.

SUBTIER 3-4 (CR 3)

MODIFIED ASSEMBLY OOZE CR 3

N Medium ooze (technological)

Init +4; **Senses** blindsight (vibration) 60 ft., sightless;

Perception +8

DEFENSE HP 35

EAC 14; **KAC** 16

Fort +7; **Ref** +2; **Will** +4

Immunities ooze immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee pseudopod +11 (1d6+5 B)

Space 5 ft.; **Reach** 5 ft. (10 ft. with pseudopod)

Offensive Abilities disassemble

TACTICS

During Combat The ooze attacks the nearest armored creature with its pseudopod. If left unchecked, it uses its disassemble ability on any helpless creatures encased in armor—a process that takes 10 rounds but completely dissolves the creature wearing the armor along with the armor.

Morale The ooze attempts to withdraw if reduced to 5 Hit Points or fewer, but its lack of intelligence makes it unable to determine viable escape routes.

STATISTICS

Str +2; **Dex** +1; **Con** +4; **Int** —; **Wis** +0; **Cha** +0

Skills Athletics +13, Stealth +13

Other Abilities assemble, compression

SPECIAL ABILITIES

Assemble (Ex) In a process that takes 1 uninterrupted minute, an assembly ooze can craft a random piece of technological gear using its store of virtual UPBs (see disassemble below). An assembly ooze can craft a piece of technological gear of no more than 5 bulk with a cost equal to the number of virtual UPBs it spends, but with an item level no greater than its CR + 2 (5 for this modified assembly ooze). There is a 25% chance that a piece of gear an assembly ooze crafts has the broken condition. Roll 1d8 on the table below to determine what kind of gear the assembly ooze creates.

D8	GEAR
1	Basic or advanced melee weapon
2	Small arm or longarm
3	Heavy weapon or sniper weapon
4	Grenade
5	Ammunition
6	Light or heavy armor
7	Armor upgrade
8	Technological item

Disassemble (Ex) As a full action, an assembly ooze can engulf an unattended piece of technological gear of no more than 5 bulk and with an item level no greater than its CR + 2 (5 for this modified assembly ooze) within reach of its pseudopod. Unless the object succeeds at a DC 12 Fortitude saving throw, the ooze moves into that object's space and deconstructs it into its component parts. The assembly ooze gains a number of virtual UPBs equal to the gear's price in credits. An assembly ooze can hold a maximum number of virtual UPBs equal to 100 × its Constitution modifier (400 for most assembly oozes). In addition, if an assembly ooze succeeds at a grapple combat maneuver against a creature with the technological subtype, that creature takes 1d6+1 acid damage. The assembly ooze gains 1 virtual UPB for every point of damage it deals in this way.

Treasure: Upon destruction, the assembly ooze disgorges 800 UPBs (1,600 UPBs in Subtier 3-4.) In addition, the room contains an engineering kit and a hacking kit. In Subtier 1-2, the room also contains a *spell gem of invisibility*, a *spell gem of mirror image* and a minimal speed suspension augmentation. In Subtier 3-4, the room instead contains a *spell gem of dispel magic*, a *spell gem of probability prediction* and a cardiac accelerator augmentation.

Rewards: If the PCs fail to investigate this room and fail to either defeat the assembly ooze or keep it contained, reduce each PC's credits earned as follows.

Subtier 1-2: Reduce each PC's credits earned by 195.

Out of Subtier: Reduce each PC's credits earned by 294.

Subtier 3-4: Reduce each PC's credits earned by 393.

CONCLUSION

Once the situation is concluded, the PCs can return to the Lorespire Complex to report in. While Venture-Captain Arvin is disappointed that the augmentation technology isn't reliable or reproducible, he is glad the PCs were able to deal with the biotech monstrosities and prevent the creation of any more.

If the PCs succeeded, AbadarCorp is grateful to be spared negative publicity. The corporation is smart enough to not take credit and gives the Starfinder Society all the prestige associated with solving the missing-persons cases. If the PCs worked with Mr. Philt, they receive a personal thank-you message from the shirren, with the implication that they may be considered for future operations on AbadarCorp's behalf.

Finally, depending on how the PCs comported themselves toward Maija and her family, the halfling community may be impressed by the PCs' tactful assistance of Maija. Soon after the PCs file their reports, several halflings make inquiries about joining the Starfinder Society. This much-needed boost in recruiting helps put the PCs in Arvin's good graces and even earns them a personal commendation from the current First Seeker. So long as the PCs either removed Maija's augmentation safely or purchased a replacement for her, each PC earns the Halfling Applicant boon on their Chronicle sheet.

PRIMARY SUCCESS CONDITIONS

If the PCs put an end to the corrupted biotech upgrades, by either capturing or killing Vriskan and Theskell, they succeed in their

mission and each earn 1 Fame and 1 Reputation for any factions associated with their currently slotted faction boon. In addition, the PCs earn the AbadarCorp Augmentations boon on their Chronicle sheets.

SECONDARY SUCCESS CONDITIONS

The PCs succeed at their secondary success condition if they accomplish at least two of the following objectives: favorably impress the halfling community by removing Maija's augmentation or purchasing her a replacement, access Shenge's computer for information on the Renew-You clinic, or identify and destroy or capture the source of assembly ooze. This earns each PC 1 additional Fame and Reputation for any faction associated with her currently slotted faction boon.

APPENDIX 1: PHILT STAT BLOCKS

SUBTIER 1-2 (CR 1)

PHILT **CR 1**

Male shirren envoy

N Medium humanoid (shirren)

Init +2; **Senses** blindsense (vibration) 30 ft.; **Perception** +5**DEFENSE** **HP 17 RP 3****EAC** 11; **KAC** 12**Fort** +1; **Ref** +3; **Will** +4**OFFENSE****Speed** 30 ft.**Melee** survival knife +6 (1d4+2 S)**Ranged** azimuth laser pistol +8 (1d4+1 F; critical burn 1d4)**STATISTICS****Str** +1; **Dex** +2; **Con** +0; **Int** +1; **Wis** +0; **Cha** +4**Skills** Acrobatics +5, Bluff +10, Diplomacy +10, Sense Motive +10**Feats** Fast Talk**Languages** Common, Shirren, Vesk, limited telepathy 30 ft.**Other Abilities** communalism, envoy improvisations (clever feint)**Gear** second skin, azimuth laser pistol with 1 battery (20 charges), survival knife, credstick (400 credits)

SUBTIER 3-4 (CR 3)

PHILT **CR 3**

Male shirren envoy

N Medium humanoid (shirren)

Init +2; **Senses** blindsense (vibration) 30 ft.; **Perception** +8**DEFENSE** **HP 35 RP 3****EAC** 14; **KAC** 15**Fort** +1; **Ref** +3; **Will** +4**OFFENSE****Speed** 30 ft.**Melee** tactical dueling sword +7 (1d6+4 S)**Ranged** static arc pistol +11 (1d6+3 E plus stun; critical arc 2)**STATISTICS****Str** +1; **Dex** +2; **Con** +0; **Int** +1; **Wis** +0; **Cha** +4**Skills** Acrobatics +8, Bluff +13, Diplomacy +13, Sense Motive +13**Feats** Fast Talk**Languages** Common, Shirren, Vesk; limited telepathy 30 ft.**Other Abilities** communalism, envoy improvisations (clever feint, get 'em)**Gear** graphite carbon skin, static arc pistol with 1 battery (20 charges), tactical dueling sword, credstick (600 credits)

APPENDIX 2: STAT BLOCKS

ASSEMBLY OOZE

CR 1

N Medium ooze (technological)

Init +4; **Senses** blindsight (vibration) 60 ft., sightless;

Perception +7

DEFENSE

HP 17

EAC 11; **KAC** 12

Fort +3; **Ref** -1; **Will** +2

Immunities ooze immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee pseudopod +6 (1d4+3 B)

Space 5 ft.; **Reach** 5 ft. (10 ft. with pseudopod)

Offensive Abilities disassemble

STATISTICS

Str +2; **Dex** +1; **Con** +4; **Int** -; **Wis** +0; **Cha** +0

Skills Athletics +10, Stealth +10

Other Abilities assemble, compression

SPECIAL ABILITIES

Assemble (Ex) In a process that takes 1 uninterrupted minute, an assembly ooze can craft a random piece of technological gear using its store of virtual UPBs (see disassemble below). An assembly ooze can craft a piece of technological gear of no more than 5 bulk with a cost equal to the number of virtual UPBs it spends, but with an item level no greater than its CR + 2 (3 for most assembly oozes). There is a 25% chance that a piece of gear an assembly ooze crafts has the broken condition. Roll 1d8 on the table below to determine what kind of gear the assembly ooze creates.

D8	GEAR
1	Basic or advanced melee weapon
2	Small arm or longarm
3	Heavy weapon or sniper weapon
4	Grenade
5	Ammunition
6	Light or heavy armor
7	Armor upgrade
8	Technological item

Disassemble (Ex) As a full action, an assembly ooze can engulf an unattended piece of technological gear of no more than 5 bulk and with an item level no greater than its CR + 2 (3 for most assembly oozes) within reach of its pseudopod. Unless the object succeeds at a DC 12 Fortitude saving throw, the ooze moves into that object's space and deconstructs it into its component parts. The assembly ooze gains a number of virtual UPBs equal to the gear's price in credits. An assembly ooze can hold a maximum number of virtual UPBs equal to 100 × its Constitution modifier (400 for most assembly oozes). In addition, if an assembly ooze succeeds at a grapple combat maneuver against a creature with

the technological subtype, that creature takes 1d6+1 acid damage. The assembly ooze gains 1 virtual UPB for every point of damage it deals in this way.

CYBERNETIC ZOMBIE

CR 3

N Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

HP 40

EAC 14; **KAC** 16

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

Immunities undead immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +8 (1d6+5 B)

Ranged integrated static arc pistol +11 (1d6+3 E; critical arc 2)

Offensive Abilities self-destruct (1d6+3 E, DC 12)

STATISTICS

Str +2; **Dex** +4; **Con** -; **Int** -; **Wis** +1; **Cha** +1

Skills Athletics +13

Other Abilities mindless, unliving

Gear static arc pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Integrated Weapons (Ex) A cybernetic zombie's ranged weapon is integrated into its body and can't be disarmed.

Self-Destruct (Ex) A cybernetic zombie self-destructs when it is reduced to 0 HP, dealing an amount of electricity damage equal to 1d6 + the zombie's CR to all creatures in a 10-foot-radius burst. A creature can attempt a Reflex saving throw to reduce this damage by half. This ability destroys any cybernetic or technological components that could have been salvaged from the zombie.



Starfinder Society Scenario #1-10: The Half-Alive Streets

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Fame Earned _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles	
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders	
<input type="checkbox"/> A <input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D	

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

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Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

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Starfinder Society Scenario #1-10: The Half-Alive Streets

Character Chronicle #

A.K.A. _____ - 7

Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____

This Chronicle sheet grants access to the following:

AbadarCorp Augmentations (Social Boon; Limited Use): AbadarCorp has made you a special offer after you helped maintain the stability of their Freemarkets by keeping illegal augmentations off the streets. At the end of a scenario where you have this boon slotted, you can purchase one or more augmentations from the *Starfinder Core Rulebook* and receive a one-time 20% discount. If the item level of the augmentation is 8 or more, then you receive only a 10% discount on that augmentation. For each augmentation you purchase in this manner, check one of the boxes on this boon. Once you've checked all three boxes, you can no longer receive this discount on future purchases.

Halfling Admittance (Personal Boon; Limited Use): Your efforts on Absalom Station roused the attention of the station's halfling population. By assisting the halfling Maija and her family, you created a bond between Absalom Station's halflings and the Starfinder Society. As a result, several halflings have displayed an obvious interest in joining the Society. Select one of the following uses, and cross the other use off this Chronicle sheet.

New Character: You can play a halfling character, beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the *Starfinder Society Roleplaying Guild Guide*. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character.

Existing Halfling: You can apply this boon to an existing halfling character in you have that you earned from another source. You can increase one ability score that is a 14 or lower by 2. Cross this boon off your Chronicle sheet, but keep a copy with the character you apply this change to. A character can earn this benefit from this boon only once.

All Subtiers

Subtier 3-4

- azimuth laser pistol (350; item level 1)
- engineering toolkit (445; item level 2)
- falcon boots (3,000; item level 5; *Starfinder Adventure Path #1: Incident at Absalom Station 51*)
- hacking toolkit (445; item level 2)
- high-density datajack (2,600; item level 5)
- kasatha microcord I (460; item level 2)
- merciful fusion seal (5th) (792; item level 5)
- minimal speed suspension (1,900; item level 4)
- ocucloak processor (2,200; item level 4; *Starfinder Alien Archive 103*)
- spell gem of invisibility (450; item level 5; limit 1)
- spell gem of mirror image (450; item level 5; limit 1)
- static arc pistol (750; item level 2)
- survival knife (95; item level 1)

- basic lashunta tempweave (1,900; item level 4)
- cardiac accelerator (3,850; item level 6)
- corona laser pistol (4,270; item level 6)
- least gluon crystal (3,900; item level 6)
- spell gem of dispel magic (1,400; item level 8; limit 1)
- spell gem of probability prediction (1,400; item level 8; limit 1)
- thunderstrike sonic pistol (2,300; item level 4)

Reputation

Faction _____ Reputation _____ Faction _____ Reputation _____

Faction _____ Reputation _____ Infamy _____

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal Max Credits
	1-2	735
	SUBTIER	<input type="checkbox"/> Normal
	Out of Subtier	1,107
EXPERIENCE	SUBTIER	<input type="checkbox"/> Normal
	3-4	1,480
	SUBTIER	<input type="checkbox"/> Normal
FAME	-	-
	Starting XP	
	+	GM's Initials
	XP Gained (GM ONLY)	
CREDITS	=	Final XP Total
	Initial Fame	
	+	GM's Initials
	Fame Gained (GM ONLY)	
REPUTATION	-	Fame Spent
	Final Fame	
	Starting Credits	
	+	GM's Initials
Credits Garnered (GM ONLY)		
REPUTATION	+	GM's Initials
	Day Job (GM ONLY)	
	-	Credits Spent
	=	Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #