STARFINDER

DRIFT HACKERS
ADVENTURE PATH

PLAYER'S GUIDE

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DRIFT CRISIS

STARFINDER

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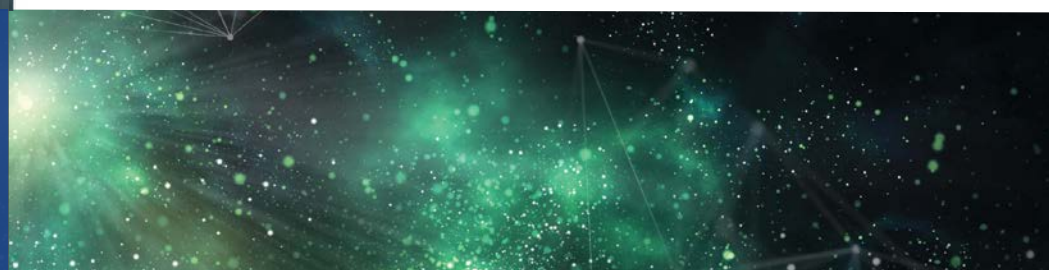

PLAYER'S GUIDE

None of you are strangers to adversity. You're all veterans of adventure to some degree—not yet legendary heroes of myth whose names are whispered throughout the galaxy, but far from novices taking their first few steps into a wider world. However, like the rest of the galaxy, none of you have dealt with such a wide-reaching catastrophe as the Drift Crisis. Several months have passed since the Drift Crash began the upheaval, and speculation has run rampant on infospheres throughout the Pact Worlds and Veskarium about its possible causes and remedies. Will answers ever emerge? Can the Drift be restored to what it once was? Or are these throttled Drift travel times and constant interruptions in communications and shipping the new normal for every sapient being that relies on this form of faster-than-light travel?

In the Drift Hackers Adventure Path, you play a group of spacefarers who are given a chance to get to the bottom of the Drift Crisis mystery. While you don't need to be experts in Drift studies, you will likely be motivated to end this catastrophe, as it has negatively affected just about everyone in the galaxy. This is your opportunity to become heroes!

Some general considerations about what kinds of characters are appropriate to a Drift Hackers campaign can be found below. Following that are several types of specific crews (each granting a different benefit) you should choose if you're creating characters specifically for this Adventure Path. For groups who have participated in previous Adventure Paths or standalone modules together, see Connecting Adventures on page 41 for ideas on how to bring those characters forward. Finally, this guide presents a handful of new armor upgrades and weapons inspired by the events of the Drift Crisis.

CHARACTER CONSIDERATIONS

The Drift Hackers Adventure Path begins with your starship traveling through the Drift. You can build your own tier 7 starship or ask your GM to provide the statistics for the ATech Vector that are included on the inside covers of this volume. As the name of this Adventure Path suggests, you can safely assume that you'll be spending a lot of time in the Drift while dealing with problems technomagical in nature. As such, there are some character options that might cause you to be less effective than you would like.

The Drift is another plane of existence that has its own set of rules. Most of these won't affect the way your character interacts with the world, with one exception: while most magic functions normally in the Drift, magic is unable to transport creatures or material in or out of the Drift. Spells and abilities like *shadow walk* and *plane shift* simply fail to work in the Drift, as do summoning spells and abilities. A character who focuses on summoning will likely find themself a bit frustrated by this restriction.

A character who solely relies on mind-affecting effects might be stymied in a few places during this Adventure Path, unless they have the ability to affect creatures that aren't normally susceptible to those effects. Like many Starfinder adventures, there's always the chance you'll face off against robotic or mindless undead foes. This isn't to say that you'll be completely ineffectual, however, as Drift Hackers will feature its share of beings with brains.

Characters skilled in Computers and Engineering are likely to shine in certain situations, but that doesn't mean your group should neglect skills like Culture, Diplomacy, and Mysticism. After all, the Drift is the domain of the god Triune, and its devotees are as interested in solving the Drift Crisis as anyone, if not more! A group of characters who are all focused on combat and technical skills might miss out on some interesting roleplaying opportunities along the way.

THE CREW

If you're bringing entirely new characters to the Drift Hackers Adventure Path, concentrate on building the party as a team rather than just as individuals. You're about to be thrust into a situation where unity and teamwork are paramount, so you should know how you act as a crew.

Below are some options for the nature of your crew, and how they might use their collective background to their advantage. Before your group begins making characters, work together to choose one of them, or work with your GM to create your own type of team. Each crew type includes a small benefit.

CORPORATE RESEARCH TEAM

You work for a corporate entity that pays well for scientific research of all kinds (possibly Frozen Trove Labs, an augmentation manufacturer out of Triaxus). They often crew ships and stations with a mix of researchers and engineers of several different vocations to help encourage innovation among their staff. That's where you all come in. You might not all do the same kind of research, but as a team, you can put your minds together to solve almost any problem. You might even already be studying the challenges caused by the Drift Crisis with an eye for an eventually profitable resolution.

Benefit: Members of the Corporate Research Team can use any of the following skills to aid one another with any

other skill on this list: Computers, Engineering, Life Science, Medicine, and Physical Science.

ENTERTAINMENT TROUPE

You can't name all the venues your group has performed at, but the gigs play out in your head on repeat every night. The time you opened for Strawberry Machine Cake, the time you partied all night with Abysshead, the contract signing with Zo! Media to produce your reality vidfeed documentary, and the gladiatorial spectacle on Akiton are all highlights of your career. Though the Drift Crisis has delayed some of your gigs and canceled others, you've set aside some time for a creative retreat where you can all create some new art. After that, it will only be a matter of time before the troupe rises to the fame you all seem destined for.

Benefit: Every member of the Entertainment Troupe is a constant innovator, always looking for new ways to employ their skills to give greater performances. Each character can use an entertainment-based Profession skill to create a diversion or to change an NPC's attitude instead of Bluff or Diplomacy.

PILGRIM OF WEYDAN

FREE TRADERS

No corporation holds your leash. No government claims your allegiance. You're free to fly through the dark places between the worlds and stations, delivering your goods and maybe even helping people wherever you see fit. You each relish the freedom to be your own boss, and your only ties are to your ship and your crew—you trust no one like you do each other as a result. The Drift Crisis has put a small damper on your business, as it's difficult to get cargo to its destination in a timely manner, so you all are traveling to a major trade hub in the Vast in the hopes of picking up a job.

Benefit: You have some cargo in the hold that never got sold. Each PC can have two consumable items (such as grenades or serums) of 7th level or lower without spending credits on them. These items must be chosen during character creation.

MERCENARIES

Former military personnel and adventure seekers have a way of finding each other in the vastness of space. Grizzled veterans reconnect with their passion for combat while adrenaline seekers of all kinds learn the hard lessons from expert combatants without giving years of their lives to military organizations. Your crew is a mix of combat styles and experiences, but whenever your clients hire your vessel for an operation, they have complete confidence you'll get the job done. That's why you can charge so many credits for even the simplest of contracts. If there's a job to do, there's only one team to do it: yours. A contact has pointed you to a war-torn area in the Vast that might be in need of your services, so that's where you all are heading.

Benefit: Once per day, as long as at least three members of a Mercenaries crew are participating in the fight and they aren't surprised, each PC gains a +1 circumstance bonus to their initiative roll.

PILGRIMS OF THE FAITH

You and your fellow crew members follow a single religion. Whether your deity is one of peace and diplomacy such as Hylax, or discovery and freedom such as Weydan, you all travel the stars seeking a way to serve the faith. You've had both successes and failures over the time you've been together, and the shared triumph and adversity has served draw your crew closer together. However, you aren't necessarily interested in converting others to your faith, and even understand the occasional need to work with congregations of other religions to advance the cause of your own god.

Benefit: On your travels across the galaxy, you have encountered numerous civilizations and know the benefit of being able to speak clearly to one another. Once per day, each member of the Pilgrims of the Faith can cast *share language* as a spell-like ability.

CONNECTING ADVENTURES

Of course, you and your group might have already been through several adventures together, which means you're all already familiar with one another's quirks and foibles. Some Adventure Paths and modules bring characters up to 7th level, and if you've played any of them, you can gain the benefit listed below. If, on the other hand, you've played more homebrewed adventures, work with your GM to choose one of the benefits listed in this article that best fits with your group.

AGAINST THE AEON THRONE

While returning from Azlanti space to Absalom Station, you're contacted again by the Stewards. This time, Major Deepadra Evosco meets you in person to congratulate you for successfully keeping the *rune drive* out of the hands of the likes of Sardat Zolan Ulivestra. You've heard news of the Drift Crisis during your time in the Azlanti Star Empire and have experienced some issues on your return trip to the Pact Worlds.

A few months later, you receive another message from the major. She tells you that a Stewards probe recently came across wreckage of an Azlanti starship in the Drift. Moments after it transmitted this information to Peacewatch, it was engulfed in a storm of energy that tore it to pieces. Major Evosco isn't sure if the probe's destruction was the result of continuing Drift Crisis events or something else related to the Azlanti Star Empire, and she's asking you to take your vessel to the site in question to investigate.

Benefit: The Stewards have awarded you each a small stipend of 4,000 UPBs as a discretionary fund.

DRIFT CRASHERS

The Drift Hackers Adventure Path is the obvious continuation of the events of the Drift Crashers Adventure Path. By now, you are all well aware of the dangers posed by the Drift Crisis. Your ship, the *Primorata*, and its crew have been through the proverbial wringer, but you've had a small respite on Absalom Station after escaping the Tesseract. Days later, though, you receive another dream message from the goddess Desna imploring you to return to the Drift and seek out the city of Alluvion, the center of Triune's worship. Unfortunately, the Song of Spheres can't provide exact coordinates to the mysterious, otherworldly metropolis, but she assures you that her influence will "make you shine like a beacon in the dark" for those who need your help. And so, well rested and eager to help, you've packed up your gear, boarded your ship, and set off on another adventure.

Benefit: Exposure to alternate dimensions and planar travel has given your crew a distinct advantage. Each crew member receives a +1 circumstance bonus to saving throws against effects created and spells cast by outsiders.

THE LIBERATION OF LOCUS-1

In the aftermath of the battle against the *Glaive of Remulis*, you returned to Locus-1 to a heroes' welcome. The station's Science Council showered you with gratitude and an opportunity to share in their research, though the triumph of the moment was slightly undercut by news of the Drift Crash. Not wanting to risk interstellar travel, you remained within the Locus system for the past few months, aiding in cleaning up the messes left behind by Lorkin Hass, the space pirates, and the Azlanti Star Empire. A few days ago, however, members of the Science Council approached you to ask you yet another favor. They handed you both digital and hard copies of all the data they've accumulated about the system and requested that you transport it to Absalom Station for safekeeping in these troubled times. You've heard that Drift travel is a bit safer now, but the ongoing Drift Crisis might still cause some problems, so you've outfitted your starship for the journey and set out with caution.

Benefit: The treasure trove of data from the scientists of Locus-1 grants each member of your crew a +2 insight bonus to Computers, Engineering, Physical Science, and relevant Profession skill checks to recall knowledge when using a computer with a copy of this data on it.

NEW GEAR

Though the Drift Crash was a disaster, such calamities often force the hand of innovation. New spells, new inventions, and, of course, new weapons were all byproducts of the Drift Crash. Even more advancements can be found at the crossroads of magic and technology.

During the Drift Crisis, companies have designed new tools to better facilitate search and rescue operations. Of course, those same devices found new life in military applications, and their usage has become more widespread than expected.

ARMOR UPGRADES

Initially developed for salvage missions in deep space, these new armor upgrades were the first to make it to the personal protection market thanks to the fast work of corporations like Arabani Arms and Ichihara Holdings, as well as dozens of smaller, independent armories throughout Near Space.

ENVIRONMENTAL FIELD

Many first-response crews installed *environmental fields* on their armor to provide small pockets of life support, helping them save lives when cutting injured people free from the twisted wrecks of ruined spacecraft.

ENVIRONMENTAL FIELD (MAGIC) — ARMOR UPGRADE

PRICE 9,000		**LEVEL** 8
CAPACITY 10		**USAGE** 1/ROUND
ARMOR SLOTS 1	**ARMOR TYPE** ANY	**BULK** –

You can activate an *environmental field* as a swift action to

gain the benefits of a *life bubble* spell until you spend another swift action to deactivate it or it runs out of charges. An *environmental field*'s charges fully replenish each day.

GRAVITON EMITTER

Graviton emitters were designed to operate in zero-G environments to assist in pulling apart or holding together the wrecked hulls of vessels damaged due to ejection from the Drift or collisions with space debris. While the upgrade is a power-hungry device, its miniature tractor array allows for nearly limitless applications.

GRAVITON EMITTER ARMOR UPGRADE

PRICE 7,500 **LEVEL** 7

CAPACITY 10 **USAGE** 1/ROUND

ARMOR SLOTS 1 **ARMOR TYPE** HEAVY, POWERED **BULK** L

With a graviton emitter, you can target an object of 50 bulk or less, or a Huge or smaller creature, within 20 feet as a standard action. You move the target up to 20 feet toward or away from you; it can attempt a Reflex save (DC = 13 + your Dexterity bonus) to negate this movement. If this movement would cause the target to move through a wall, object, or another barrier, the target creature stops moving but it doesn't fall prone or take damage. If the movement would push the target off a cliff, into a trap, or otherwise move it into an area of obvious danger, the target can attempt a second Reflex save to stop its movement or be moved into the dangerous space. Movement caused by a graviton emitter does not trigger attacks of opportunity.

WEAPONS

Several arms manufacturers have shown interest in creating weaponry with specialized applications derived from study of certain denizens of the Drift and newer unusual phenomena resulting from the Drift Crisis. Across the galaxy, spectra (*Starfinder Alien Archive 3* 102) found themselves ejected from their home plane during the Drift Crash. For the first time in centuries, scientists had easy access to these beings to study their forms and habits, though in some cases not without danger. Many got to see a spectra's defenses firsthand, and it was only a matter of time before weapons manufacturers began to create weaponry that emulated these attacks.

CRITICAL EFFECT: TELEPORT SLIP

The weapon's wielder can teleport adjacent to a different target within 10 feet and make another melee attack against that target at a –4 penalty; this does not require an action. The wielder can benefit from this critical hit effect no more than once per round.

WEAPON SPECIAL PROPERTY: HYBRID

A weapon with this special property is a hybrid item, incorporating both magic and technology into its design. It counts as a magical weapon and gains the analog weapon special property. It consumes ammunition and battery charges normally.

CODE GRENADES

Code grenades are technomagical weapons designed to attack technology with an incessant worm program and garbage coding, using the same port technology necessary for the targets to interface with living beings. This is not unlike a localized distributed denial-of-service attack on the targets in range.

Only constructs with the technological subtype are damaged by a *code grenade*'s electrical blast, and if they fail their Reflex saving throws, they're also staggered for the listed duration. In addition, if any creature wielding or wearing at least one piece of non-analog gear in the grenade's explosion radius fails their Reflex save, the malicious code affects their equipment, rendering them off-target for the listed duration. Constructs with the technological subtype are ever only staggered and not rendered off-target.

DUSK RIFLES

One of the few spectra encountered regularly on the Material Plane, iridias (*Alien Archive 3* 102) are Triune's messengers and sometimes visit remote worlds where the deity's original signal was lost. When necessary, an iridia can fire a freezing line of electricity from its hand. Weapon

SPECTRA BLADE

manufacturers have endeavored to mimic this beam with dusk rifles, slender longarms constructed of an opalescent material.

SPECTRA BLADES

A spectra blade is made of a lightweight, edged material that is as dark as the starlit skies, seeming to shimmer from within. In some places, they have become known as Drift blades or starswords in reference to their design and rarity.

VIBROWAVE GENERATOR

Sondrias (*Starfinder Alien Archive 4* 114) usually patrol the Drift to help stranded travelers, but when some were deposited on the Material Plane, these small, six-armed outsiders became less altruistic and more dangerous. Weapon engineers studied their ability to vibrate their razor-sharp talons into a sonic ranged attack, producing a heavy weapon known as a vibrowave generator. In addition to dealing sonic damage in a burst, it can push back foes on a critical hit.

CODE GRENADES

Grenades	Level	Price	Range	Capacity	Bulk	Special
Code grenade I	6	675	20 ft.	Drawn	L	Explode (2d6 E, special 1 round, 15 ft.)
Code grenade II	10	2,800	20 ft.	Drawn	L	Explode (6d6 E, special 1d4 rounds, 15 ft.)
Code grenade III	16	26,000	20 ft.	Drawn	L	Explode (12d6 E, special 1d4+1 rounds, 15 ft.)

SPECTRA BLADES (ONE-HANDED ADVANCED MELEE WEAPONS)

One-Handed Weapons *Uncategorized*	Level	Price	Damage	Critical	Bulk	Special
Spectra blade, iridia	3	1,500	1d6 S	—	1	Hybrid, operative, penetrating
Spectra blade, wyspiria	8	10,000	2d6 S	—	1	Hybrid, operative, penetrating
Spectra blade, sondria	13	52,000	4d6 S	Teleport slip	1	Hybrid, operative, penetrating
Spectra blade, aspecna	18	390,000	10d6 S	Teleport slip	1	Hybrid, operative, penetrating

DUSK RIFLES (TWO-HANDED LONGARMS)

Two-Handed Weapons *Shock*	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Special
Dusk rifle, static	2	900	1d4 C & E	60 ft.	—	20 charges	2	2	Hybrid, line, unwieldy
Dusk rifle, aurora	7	6,500	2d4 C & E	60 ft.	—	20 charges	2	2	Hybrid, line, unwieldy
Dusk rifle, storm	12	36,500	4d6 C & E	60 ft.	—	40 charges	4	2	Hybrid, line, unwieldy
Dusk rifle, tempest	17	260,000	8d6 C & E	60 ft.	—	40 charges	4	2	Hybrid, line, unwieldy

VIBROWAVE GENERATORS (TWO-HANDED HEAVY WEAPONS)

Two-Handed Weapons *Sonic*	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Special
Vibrowave generator, light	6	4,300	2d8 So	30 ft.	Push^{AR} (5 ft.)	20 charges	2	3	Blast, hybrid, unwieldy
Vibrowave generator, heavy	11	25,000	3d8 So	30 ft.	Push^{AR} (5 ft.)	40 charges	4	3	Blast, hybrid, unwieldy
Vibrowave generator, assault	16	175,000	7d8 So	30 ft.	Push^{AR} (10 ft.)	80 charges	4	3	Blast, hybrid, unwieldy

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