

STARFINDER

STARFINDER ADVENTURE PATH: DRIFT HACKERS

STARFINDER ADVENTURES

The *Drift Hackers* Adventure Path can be run or played to gain specific benefits for the Starfinder Society Organized Play campaign.

Key Differences from Scenarios

Starfinder Adventure Paths have variable playtimes. They don't contain faction-related elements, nor are they designed for play by characters over a wide range of levels. They sometimes include pregenerated characters tailored and themed to the adventure. While not required, we recommend using these provided characters, as they strengthen players' immersion in the story.

Starfinder Adventure Paths don't assume the characters are members of the Starfinder Society. *Drift Hackers* is therefore offered outside of the standard Organized Play environment; characters don't need to conform to the standard Organized Play requirements laid out in the *Guide to Organized Play: Starfinder Society*.

Applying Credit

Players who play through *Drift Hackers* as well as GMs who run the adventure can apply the adventure's Chronicle Sheet to any of their Starfinder Society Organized Play characters of the indicated levels. Players and GMs must decide which character to apply credit to when they receive the Chronicle Sheet. Each Chronicle Sheet gives 3 Experience Point(s), 5 Reputation with one faction, and credits as listed on the Chronicle Sheet. A character can also attempt one Day Job roll to earn income per XP earned, using a skill bonus from the character receiving credit. In addition, players and GMs receive Achievement Points, which they can use to purchase Starfinder Society character upgrades. This adventure is not repeatable, therefore an individual may earn a Chronicle Sheet once as player and once as GM for the adventure.

Players earn access to the items and options listed on the Chronicle Sheet through their actions during the adventure. If the PCs don't discover an item or fulfill the conditions described in the adventure to gain access to an option, cross that option off each player's Chronicle Sheet. If a PC gains access to an option presented on the Chronicle Sheet that can only be obtained by one member of the party, they earn that option on the Chronicle Sheet for all members of their group.

SANCTIONED CONTENT KEY

Adventure	Level Range
<i>A Light in the Dark</i>	7-10
<i>Clockwork Demons</i>	9-12
<i>Into the Dataverse</i>	11-14

ABOUT THE STARFINDER SOCIETY

The Starfinder Society is a worldwide science fantasy living campaign that puts you in the role of an agent of the Starfinder Society. The Society is a group of explorers who travel out into the galaxy in search of lost knowledge and technologies, bringing what they learn back with them to share with the people of the Pact Worlds.

In an organized play campaign, characters exist in a common setting shared by tens of thousands of other gamers from around the world. Paizo's Organized Play programs, including Starfinder Society and Pathfinder Society, are campaigns produced by Paizo and used by a volunteer community of organizers and GMs in more than 36 countries on six continents.

Participants in the Starfinder Society can take their characters to any public Starfinder Society event anywhere in the world, and any Game Master can gather a group of players to run through dozens of different pre-made adventures. It's a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Players and GMs both earn special Achievement Points for participating, which they can use to buy special options for their characters on paizo.com. GMs earn double Achievement Points rewards for the games they run. For more information on the Starfinder Society, on how to read the attached Chronicle Sheet, and to find games in your area, check out the campaign's homepage at starfindersociety.club.

STARFINDER SANCTIONING



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -7	GM Name:	GM Faction:
Adventure Name:		
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved: <input type="checkbox"/> Acquisitives <input type="checkbox"/> Advocates <input type="checkbox"/> Cognates <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Manifold Host <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers _____		Reputation Earned:

Faction:			
Character Name:	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dead?
	<input type="checkbox"/> Advocates	<input type="checkbox"/> Manifold Host	<input type="checkbox"/> Infamy
Org Play #: -7	Level	<input type="checkbox"/> Cognates	<input type="checkbox"/> Second Seekers
		<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders <input type="checkbox"/> Replay Used

Faction:			
Character Name:	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dead?
	<input type="checkbox"/> Advocates	<input type="checkbox"/> Manifold Host	<input type="checkbox"/> Infamy
Org Play #: -7	Level	<input type="checkbox"/> Cognates	<input type="checkbox"/> Second Seekers
		<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders <input type="checkbox"/> Replay Used

Faction:			
Character Name:	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dead?
	<input type="checkbox"/> Advocates	<input type="checkbox"/> Manifold Host	<input type="checkbox"/> Infamy
Org Play #: -7	Level	<input type="checkbox"/> Cognates	<input type="checkbox"/> Second Seekers
		<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders <input type="checkbox"/> Replay Used

Faction:			
Character Name:	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dead?
	<input type="checkbox"/> Advocates	<input type="checkbox"/> Manifold Host	<input type="checkbox"/> Infamy
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		<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders <input type="checkbox"/> Replay Used

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Org Play #: -7	Level	<input type="checkbox"/> Cognates	<input type="checkbox"/> Second Seekers
		<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders <input type="checkbox"/> Replay Used

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Starfinder Drift Hackers Sanctioning Document © 2023, Paizo Inc.; Authors: Alex Speidel, Linda Zayas-Palmer, and Tonya Woldridge

Creative Directors • James Jacobs and Luis Loza

Director of Game Design • Jason Bulmahn

Director of Visual Design • Sonja Morris

Director of Game Development • Adam Daigle

Development Manager • Linda Zayas-Palmer

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Starfinder Adventure Path #49: A Light in the Dark [Drift Hackers 1 of 3]

Character Chronicle #

<p style="text-align: center;">Character Name _____ Organized Play # _____ Character # _____ Faction _____</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">LEVELS</td> <td><input type="checkbox"/> Normal Max Credits</td> </tr> <tr> <td style="text-align: center;">7-8</td> <td style="text-align: center;">17,505</td> </tr> <tr> <td style="text-align: center;">LEVELS</td> <td><input type="checkbox"/> Normal</td> </tr> <tr> <td style="text-align: center;">Out of Level</td> <td></td> </tr> <tr> <td style="text-align: center;">LEVELS</td> <td><input type="checkbox"/> Normal</td> </tr> <tr> <td style="text-align: center;">9-10</td> <td style="text-align: center;">43,500</td> </tr> <tr> <td style="text-align: center;">LEVELS</td> <td><input type="checkbox"/> Normal</td> </tr> <tr> <td style="text-align: center;">-</td> <td></td> </tr> </table>	LEVELS	<input type="checkbox"/> Normal Max Credits	7-8	17,505	LEVELS	<input type="checkbox"/> Normal	Out of Level		LEVELS	<input type="checkbox"/> Normal	9-10	43,500	LEVELS	<input type="checkbox"/> Normal	-	
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Out of Level																	
LEVELS	<input type="checkbox"/> Normal																
9-10	43,500																
LEVELS	<input type="checkbox"/> Normal																
-																	
Adventure Summary	MAX CREDITS																
<p>Alluvion appeared directly in your path on a trip through the Drift, accompanied by a message from an unknown source crying out for help. On a city that's physically crumbling and spiritually unraveling, you were thrust into the center of tensions between anxious factions of survivors. By agreeing to aid a desperate android priest of Casandalee looking for his missing colleagues, you started to heal those divides. You carried the favor of a community of ysoki scrappers outside of the Dark, then ventured into those murky streets to confront undead menaces and otherworldly spirits of hatred and anger, eventually restoring light and power to the cursed region.</p>																	
Boons	EXPERIENCE																
<p>Congratulations on completing the adventure! You've earned Starfinder Society Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions. This adventure grants access to the following unique Achievement Point boon: Drift Born.</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">Starting XP</td> </tr> <tr> <td style="text-align: center;">+</td> </tr> <tr> <td style="text-align: center;">XP Gained (GM ONLY)</td> </tr> <tr> <td style="text-align: center;">=</td> </tr> <tr> <td style="text-align: center;">Final XP Total</td> </tr> </table>	Starting XP	+	XP Gained (GM ONLY)	=	Final XP Total											
Starting XP																	
+																	
XP Gained (GM ONLY)																	
=																	
Final XP Total																	
Items	CREDITS																
<p>advanced tactical shield (17,250; item level 10; <i>Starfinder Character Operations Manual</i> 125) coruscator flare rifle (15,700; item level 10; <i>Armory</i> 37) driver seismic pick (12,600; item level 9; <i>Armory</i> 13) mk 2 diffraction cloak (12,500; item level 9; <i>Armory</i> 112) mk 2 plasma beads (12,500; item level 9; <i>Armory</i> 115) mk 3 blue elemental gem (level 9, 2,000 credits; <i>Armory</i> 112) ratfolk belt (12,250; item level 9; <i>Starfinder Pact Worlds</i> 201) white nanite hypopen (2,300; item level 9; <i>Armory</i> 106)</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">Starting Credits</td> </tr> <tr> <td style="text-align: center;">+</td> </tr> <tr> <td style="text-align: center;">Credits Gained (GM ONLY)</td> </tr> <tr> <td style="text-align: center;">+</td> </tr> <tr> <td style="text-align: center;">Day Job (GM ONLY)</td> </tr> <tr> <td style="text-align: center;">-</td> </tr> <tr> <td style="text-align: center;">Credits Spent</td> </tr> <tr> <td style="text-align: center;">=</td> </tr> <tr> <td style="text-align: center;">Total</td> </tr> </table>	Starting Credits	+	Credits Gained (GM ONLY)	+	Day Job (GM ONLY)	-	Credits Spent	=	Total							
Starting Credits																	
+																	
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Total																	
Reputation/Infamy																	
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For GM Only

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: K6GI

For more information about the Starfinder Society Organized Play program, including how to use this Chronicle Sheet, visit starfindersociety.club



Starfinder Adventure Path #50: Clockwork Demons (Drift Hackers 2 of 3)

Character Chronicle #

		LEVELS	<input type="checkbox"/> Normal Max Credits
Character Name	Organized Play #	9-10	43,500
		LEVELS	<input type="checkbox"/> Normal
		Out of Level	
		LEVELS	<input type="checkbox"/> Normal
		11-12	90,000
		LEVELS	<input type="checkbox"/> Normal
		-	
MAX CREDITS			
Adventure Summary			
<p>To rebuild trust between the Triunite factions, you got their leaders to agree to a summit. A group of fanatical Architects turned a mission of diplomacy into one of rescue. As you facilitated the talks, the clockwork exhibits suddenly lurched to life and attacked! The factions all agreed that to restore Alluvion, the heretical interlopers within the Nexus must be ousted. To do so, you traveled up the river of elemental water called the Source to reach a secret entrance to the temple, where you dealt with Monitor, the implacable guardian of Triune's holy databases.</p>			
Boons			
<p>Congratulations on completing the adventure! You've earned Starfinder Society Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to new playable species, character options, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p>			
Items			
<p>advanced clockbaton (18,000; item level 10; <i>Clockwork Demons</i> 52) golemforged plating IV (24,800; item level 11) hovering mimic imager (24,500; item level 11; <i>Starfinder Armory</i> 105) minute countdown blade (18,500; item level 10; <i>Clockwork Demons</i> 52) strobe compliance ray (25,100; item level 11; <i>Armory</i> 62) tera data pistol (13,700; item level 9; <i>Clockwork Demons</i> 55) tera data rifle (level 10, 17,900 credits; <i>Clockwork Demons</i> 55)</p>			
Reputation/Infamy			
EXPERIENCE			
			Starting XP
+			XP Gained (GM ONLY)
=			Final XP Total
CREDITS			
			Starting Credits
+			Credits Gained (GM ONLY)
+			Day Job (GM ONLY)
-			Credits Spent
=			Total

For GM Only

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: JA78

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Starfinder Adventure Path #51: Into the Dataverse [Drift Hackers 3 of 3]

Character Chronicle #

<p style="text-align: center;">Character Name Organized Play # Character # Faction</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">LEVELS</td> <td><input type="checkbox"/> Normal Max Credits</td> </tr> <tr> <td style="text-align: center;">11-12</td> <td style="text-align: center;">90,000</td> </tr> <tr> <td style="text-align: center;">LEVELS</td> <td><input type="checkbox"/> Normal</td> </tr> <tr> <td style="text-align: center;">Out of Level</td> <td></td> </tr> <tr> <td style="text-align: center;">LEVELS</td> <td><input type="checkbox"/> Normal</td> </tr> <tr> <td style="text-align: center;">13-14</td> <td style="text-align: center;">240,000</td> </tr> <tr> <td style="text-align: center;">LEVELS</td> <td><input type="checkbox"/> Normal</td> </tr> <tr> <td style="text-align: center;">-</td> <td></td> </tr> </table>	LEVELS	<input type="checkbox"/> Normal Max Credits	11-12	90,000	LEVELS	<input type="checkbox"/> Normal	Out of Level		LEVELS	<input type="checkbox"/> Normal	13-14	240,000	LEVELS	<input type="checkbox"/> Normal	-	
LEVELS	<input type="checkbox"/> Normal Max Credits																
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Out of Level																	
LEVELS	<input type="checkbox"/> Normal																
13-14	240,000																
LEVELS	<input type="checkbox"/> Normal																
-																	
Adventure Summary																	
<p>At a terminal in the Nexus, you inserted your consciousnesses into the digital realm that represents all the information about the galaxy collected by Triune, including the code that controls the Drift. To cleanse the Dataverse, you battled digital creatures and aided some of the realm's peaceful programs to acquire access to the realm's center. Once there, you confronted Sovereign Trinity's powerful avatar to draw out the harmful code like poison from a wound. But to reboot and fully stabilize the Drift code, someone had to sacrifice their consciousness to act as an operator program. While this will end the Drift Crisis for good, the damage has been done; Triune and the Drift might never be the same!</p>																	
Boons																	
<p>Congratulations on completing the adventure! You've earned Starfinder Society Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions. This adventure grants access to the following unique Achievement Point boon: Blessing of Triune.</p>																	
Items																	
Reputation/Infamy																	

MAX CREDITS

EXPERIENCE

CREDITS

Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total
Starting Credits
+
Credits Gained (GM ONLY)
+
Day Job (GM ONLY)
-
Credits Spent
=
Total

For GM Only

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: 49IA

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