Fantasy Grounds - Starfinder RPG - Dead Suns AP 1: Incident At Absalom Station (SFRPG) Download] [Xforce Keygen]

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About This Content

Starfinder Adventure Path: Incident at Absalom Station (Dead Suns 1 of 6)

By **Robert G. McCreary**

A Ship Without a Crew

When a brutal gang war breaks out on a docking bay in Absalom Station, the player characters are recruited by the Starfinder Society to investigate the unexpected bloodshed. Delving into the station's seedy Spike neighborhoods, the heroes confront the gangs and discover that both were paid to start the riot and that the true conflict is between two rival mining companies battling over a new arrival in orbit around the station: a mysteriously deserted ship and the strange asteroid it recovered from the Drift. To head off further violence, the heroes are asked to investigate the ship and discover what happened to its crew, as well as the nature of the asteroid it tows. But what the players find there will set in motion events that could threaten the entirety of the Pact Worlds and change the face of the galaxy forever...

This volume of Starfinder Adventure Path launches the Dead Suns Adventure Path and includes:

"Incident at Absalom Station," a Starfinder adventure for 1st-level characters, by Robert G. McCreary.
A gazetteer of Absalom Station, by James L. Sutter.
Magical relics inspired by the lost planet Golarion, by Owen K.C. Stephens.
An archive of new alien creatures, by Jason Keeley and Robert G. McCreary.

Statistics and deck plans for a new starship designed just for the player characters, plus details on a new planet in the Codex of Worlds, by Robert G. McCreary.

This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:

- All maps resized and set up with a preset grid to make combats easy to manage

- Individual area descriptions linked to maps, containing new encounters, treasure parcels and descriptions for just that area

- Tokens for each encounter are all pre-placed in starting locations on the map. You can edit these on the fly.

- Drag and drop treasure parcels and Encounter XP that is easily awarded to your players to keep the game moving ahead

- All the images and handouts from the book available to share with your players as you need them

Released on January 18, 2018. Designed for Fantasy Grounds version 3.2.2 and higher.

Requires: This content requires an active license or subscription for Fantasy Grounds to download and use and the Starfinder Ruleset.

Title: Fantasy Grounds - Starfinder RPG - Dead Suns AP 1: Incident at Absalom Station (SFRPG)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 9 Feb, 2018

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

A.01.06. The Arms

Visitors to Absalom Station disembark along one of the station's protruding Arms, which house dozens of different docks and bays ranging from force-walled, atmosphere-filled hangars you can fly your ship into to more conventional airless bays or, if your ship is larger, docking tubes and mooring clamps. Docks are assigned by Absalom Traffic Control, y ing clamps. Docks just a question of space, as different dock characteristics. A ship full of gilled kalo, for likely prefer to dock near the flooded cham while most well-off merchant captains wou sun than pay Little Akiton's unofficial "dock their cargo walk away on its notoriously cri

The Arms consist of more than just docks, in spaceports anywhere, the corridors lea center are lined with everything a spacer might need, from lodging and entertainm markets and shops. Many traders coming bother to leave the Arms, and the resider sprung up to support these services are a contain facilities or whole neighborhoods find the station's humanocentric living con Government-run quarantine centers left c Stardust Plague still operate here, now us to screen travelers of unfamiliar species.

- The Arms Neighborhood: Fogtown
- The Arms Neighborhood: Puddles
- The Arms Neighborhood: Vesk Quar
- The Arms Notable Site: Click-Clack Ci
- The Arms Notable Site: Cosmonaster
- The Arms Notable Site: Eyeswide Aç
- The Arms Notable Site: Fardock

A.01.06.01. The Arms Nei

This neighborhood takes its name from its thick, multicolored atmosphere tailored to natives of the gas giant worlds Bretheda and Liavara. Nevertheless, other species visit frequently, making use of communal breathing masks in the airlocks in order to interact with representatives from the various Brethedan biotech companies or negotiate for gas-mining or research rights on Liavara.

A.01.07.07. The Eye Nota

A familiar sight on newsfeeds across the system, the stepped dome of the Plenara is the capitol building of the Pact Worlds. Inside its walls, representatives from every member world debate fiercely and publicly as part of the Pact Council, hear concerns from citizens and lobbyists, and maintain the web of alliances that binds them all together. While most issues are decided in the vast Council Chamber, particularly contentious ones are "kicked upstairs" to the Star Chamber at the dome's highest point, where the six members of the Directorate can look out over the entirety of the Eye as they decide the fate of the Pact Worlds.

A.01.10. The Armada

Absalom Station's unofficial fifth sector isn't actually on the station at all - it's the so-called Armada, a vast and shifting swarm of ships, both transient and permanent, that constantly orbits the station. By spurning the station's docks but still remaining nearby, the crews of the Armada's ships can gain many of the benefits of living on Absalom Station without being subject to more than the most basic laws and taxes. Ships constantly raft together to make black-market deals, and some of these conglomerations have become permanent, forming tiny space stations in their own right. Still, the majority of Armadans are simply independent ship crews who feel safer keeping to themselves or aren't interested in paying recurring docking fees. The government of Absalom Station is content to let ships remain in the Armada indefinitely so long as their crews don't cause trouble, as they appreciate the convenience and safety of having some of their less savory elements separated from innocent citizens by a mile of hard vacuum.

- The Armada Notable Site: King Curney's Kasbah
- The Armada Notable Site: Simar Communion
- The Armada Notable Site: Valor's Heart

Image: Akata

COMBAT TRACKER

	Name	Init	HP	SP	RP	Tmp	Sbd	Wnd
	Akata 1	25	18	0	0			
	Effects: (Aberration traits)	(SAVE:2,Will)	(IMMUNE: cold)	(IMMUNE: disease)	(IMMUNE: poison)	(RESIST: 5 fire)			
	Akata 2	25	18	0	0			
	Effects: (Aberration traits)	(SAVE:2,Will)	(IMMUNE: cold)	(IMMUNE: disease)	(IMMUNE: poison)	(RESIST: 5 fire)			
	Akata 3	25	18	0	0			
	Effects: (Aberration traits)	(SAVE:2,Will)	(IMMUNE: cold)	(IMMUNE: disease)	(IMMUNE: poison)	(RESIST: 5 fire)			
	Dr		17	0				
	Zyzzyzk	10	14	0	0			
	Slag	9	16	0	0			

3.05.09. Encounter: Bridge

CR 4   XP 1200

Token #   Name
3 Akata

Placement: ✓ ✓ ✓

Akata

MEDIUM ABERRATION

STATISTICS

	Str	Dex	Con	Int	Wis	Cha
Abilities	12	14	18	2	12	10
	1	2	4	4	1	0

Skills   Acrobatics +5, Athletics +5, Stealth +10

Other Abil.   deaf, hibernation

ECOLOGY

Environment   any

Organization   solitary, pair, pack (3–11), or colony (12–30)

SPECIAL ABILITIES

Blindsense (Ex) [life, scent]

Darkvision (Ex)

Deaf (Ex)

Hibernation (Ex)

No Breath (Ex)

Susceptible to Salt Water (Ex)

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