Act 1: The players are recruited by a group of renowned scientists and explorers to explore and map a strange and mysterious place known as the Multiversal Maze. The players are given specialized equipment and training to help them navigate the various worlds and dimensions of the Multiversal Maze. They are also given a powerful and ancient device known as the Portal Key, which is said to be able to open portals to other worlds and dimensions.

Act 2: The players enter the Multiversal Maze and begin their exploration. They encounter strange and alien worlds, each with their own unique challenges and dangers. They also encounter other travelers and explorers in the Multiversal Maze, some of whom are friendly and helpful, and others who are hostile and treacherous. As the players explore deeper into the Multiversal Maze, they begin to uncover the secrets of the ancient conspiracy that lies at the heart of the maze.

Act 3: The players discover that the Multiversal Maze was created by an ancient and powerful race of beings known as the Creators, who fled their own dying world a long time ago and have evolved beyond being planetary. The Creators used the maze as a way to experiment on and study the various worlds and dimensions of the multiverse. The Creators are still alive and active, and they are seeking to use the Multiversal Maze to create a new and perfect reality in which they can control every aspect of existence.

However, the players soon learn that the Portal Key does not actually provide access to a multiverse as the Creators claim. Instead, it opens wormholes to a limited set of planets that have been carefully selected and manipulated by the Creators to fit their own needs and desires. The players must use all of their skills and resources to uncover the truth about the Portal Key and the Multiversal Maze, and stop the Creators from achieving their terrible plan.

Top of Form

**Captain Marcus:**

Marcus is a former member of the Absalom Station security force. He's a skilled marksman and hand-to-hand combatant, and is always ready to jump into action when the team needs backup. He met the rest of the crew while working security on Absalom Station. He was assigned to protect Zara, who was investigating a series of strange occurrences on the station, and they quickly formed a bond. Marcus joined the team permanently and quickly rose to captain. He's a bit of a loner and keeps to himself most of the time, but he's fiercely loyal to his friends and will do whatever it takes to protect them.

Medium humanoid (human), lawful good Armor Class 14 (light armor) Hit Points 16 (3d8 + 3) Speed 30 ft.

**STR 8 (-1) DEX 12 (+1) CON 12 (+1) INT 14 (+2) WIS 14 (+2) CHA 14 (+2)**

**Skills:** Perception +4, Pilot +5, Survival +4 Saving Throws: Intelligence +4, Wisdom +4

Marcus is a skilled engineer and excels in using technology to his advantage in combat. He is proficient in the use of energy weapons, such as laser rifles and plasma cannons.

**Weapons:**

Marcus's attack stats for a laser rifle are as follows:

Attack Bonus: +4 Damage: 1d8+2 energy damage Critical: 20/x2 Range: 100 ft.

In addition to his proficiency with energy weapons, Marcus is also skilled in the use of drones and robots. He has a proficiency bonus of +3 in Robotics and can repair or reprogram drones and robots to assist him in combat.

In close combat, Marcus relies on his quick thinking and resourcefulness to outmaneuver his enemies. He has a proficiency bonus of +2 in Acrobatics and can use his agility to dodge and evade attacks.

Dr. Ava:

Doctor Ava is a brilliant scientist who specializes in xenoarchaeology. She's spent her career studying ancient civilizations and their technologies, and is always eager to learn more. She met Zara while working on a research project on Absalom Station. The two of them quickly became friends and started working together on various projects. When Zara was assigned to investigate the strange occurrences on the station, Ava offered to help her. Together, they discovered that the occurrences were caused by an ancient artifact that had been buried on the station. Ava joined the team permanently after Zara asked her to help her find and study the artifact.

Medium humanoid (human), neutral good Armor Class 12 (light armor) Hit Points 10 (2d8 + 2) Speed 30 ft.

STR 8 (-1) DEX 14 (+2) CON 12 (+1) INT 16 (+3) WIS 16 (+3) CHA 14 (+2)

Skills: Medicine +5, Perception +5, Survival +5 Saving Throws: Intelligence +5, Wisdom +5

Doctor Ava is a highly skilled medical officer and combat medic. She is proficient in the use of energy weapons, such as laser pistols and stun guns, but prefers to use non-lethal force when possible.

Ava's attack stats for a laser pistol are as follows:

Attack Bonus: +4 Damage: 1d6+2 energy damage Critical: 20/x2 Range: 30 ft.

In addition to her proficiency with energy weapons, Ava is also skilled in the use of medical technology and first aid. She has a proficiency bonus of +4 in Medicine and can use advanced medical equipment to treat injuries and ailments on the battlefield.

Ava is also highly trained in hand-to-hand combat and self-defense techniques. She has a proficiency bonus of +3 in Unarmed Combat and can use her martial arts skills to disarm and incapacitate her opponents.

Engineer Jin:

Jin is a former member of the Veskarium military. She and Marcus served together in the same unit, and the two of them quickly became friends. Jin is a skilled soldier and a natural leader, and Marcus looked up to her as a mentor. After they were discharged from the military, Jin and Marcus stayed in touch and continued to work together on various missions. When Marcus was asked to join Zara's team, he asked Jin to come along with him. Jin agreed, and the two of them joined the team as security and backup. Jin is fiercely loyal to her friends and will do whatever it takes to protect them. She's a no-nonsense kind of person and doesn't shy away from a fight.

Medium humanoid (human), chaotic neutral Armor Class 12 (light armor) Hit Points 10 (2d8 + 2) Speed 30 ft.

STR 8 (-1) DEX 14 (+2) CON 12 (+1) INT 16 (+3) WIS 14 (+2) CHA 14 (+2)

Skills: Perception +4, Repair +5, Survival +4 Saving Throws: Intelligence +5, Wisdom +4

WEAPONS:

Jin is proficient with simple weapons and firearms.

Jin carries a small blaster pistol, which he is proficient with.

Attack bonus: +3 (+1 base attack bonus, +2 dexterity modifier)

Damage: 1d6+2 energy damage (blaster pistol)

DEFENSES:

Jin has an armor class of 14 (10 + 2 dexterity modifier + 2 armor bonus).

Jin has a +2 bonus to saving throws against technology-based effects due to his high intelligence score.

FEATS:

Jin has the Tech Savvy feat, which allows him to use his intelligence modifier instead of his charisma modifier when making Persuasion checks to influence someone with technical knowledge or to repair or modify technical equipment.

EQUIPMENT:

Jin carries a small toolkit containing various tools and gadgets that he can use to repair or modify equipment.

Jin also carries a small blaster pistol and a set of basic mechanical armor for protection.

Top of Form

Soldier Zara:

Zara is a skilled investigator and a former member of the Starfinder Society. She's spent her career solving mysteries and uncovering hidden truths. She was assigned to investigate the strange occurrences on Absalom Station and quickly enlisted the help of Doctor Ava and Marcus. Together, they discovered the ancient artifact and formed a team to study it. Zara is driven and determined, and always puts the needs of her team first. She's a natural leader and always has a plan, even when things don't go as expected.

Medium humanoid (human), chaotic good Armor Class 14 (light armor) Hit Points 16 (3d8 + 3) Speed 30 ft.

STR 10 (+0) DEX 16 (+3) CON 12 (+1) INT 10 (+0) WIS 14 (+2) CHA 14 (+2)

Skills: Perception +4, Survival +4 Saving Throws: Dexterity +5, Wisdom +4

Zara is a skilled fighter and excels in close combat. She is proficient in a variety of weapons, but her preferred choice is a monoblade.

Zara's attack stats for a monoblade are as follows:

Attack Bonus: +6 Damage: 1d8+4 slashing damage Critical: 18-20/x2 Range: 5 ft.

Zara is also trained in the use of energy weapons, such as laser rifles and plasma cannons. She has a proficiency bonus of +4 with these weapons and can deal an additional 1d6 energy damage on a successful hit.

Additionally, Zara has a strong sense of survival and can take care of herself in dangerous situations. She has a proficiency bonus of +3 in Survival skills, and can often find her way out of tricky situations or find food and shelter in hostile environments.

Soldier Liam:

Liam is a former member of the Starfinder Society, a group of adventurers and explorers who travel the galaxy on behalf of the Pact Worlds government. He joined the society after a chance encounter with Zara, who was already a member at the time. Liam quickly became friends with Zara and the rest of the team, and they've been working together ever since. He's an expert in hacking and tech, and is always ready to lend a hand when it comes to repairing or modifying equipment. However, he has a bit of a reckless streak and can sometimes act without thinking things through, which has gotten him into trouble in the past. Despite this, he's a valuable member of the team and has proven himself to be a reliable ally.

Medium humanoid (human), lawful neutral Armor Class 14 (light armor) Hit Points 16 (3d8 + 3) Speed 30 ft.

STR 10 (+0) DEX 16 (+3) CON 12 (+1) INT 10 (+0) WIS 14 (+2) CHA 14 (+2)

Skills: Perception +4, Survival +4 Saving Throws: Dexterity +5, Wisdom +4