

Each attempt at a skill, check off a box next to the skill, they get harder pass or fail. If you run out of boxes, keep upping the DC by 2.

Sense Motive DC 10

Learn one skill or task that will influence an NPC, plus one more skill or task for every 5 above the DC.

Aid Another DC 10

Use the same skill to give another PC a +2 on their check.

Iteration-177 Successes:

Iteration-177 is immune to mind-affecting effects

Talking about a Starfinder mission (on a chronicle), always DC 17:

Diplomacy
Bluff

-or-

Appropriate Profession Skill:

DC 17 DC 19 DC 21 DC 23 DC 25

Discussing magic and religion – Mysticism skill:

DC 17 DC 19 DC 21 DC 23 DC 25

Naiaj Successes:

Aid another grants +4 with Naiaj

Demonstrate competence in the field with:

Computers:

DC 17 DC 19 DC 21 DC 23 DC 25

Engineering:

DC 17 DC 19 DC 21 DC 23 DC 25

Piloting:

DC 17 DC 19 DC 21 DC 23 DC 25

Convince Naiaj of the value of cunning words over combat

Diplomacy:

DC 21 DC 23 DC 25 DC 27 DC 29

Royo Successes:

Obvious cybernetic augmentations or touting the value of computer based research grants a -2.

Hold your own in a discussion with scholars:

Culture:

DC 17 DC 19 DC 21 DC 23 DC 25

Life Science:

DC 17 DC 19 DC 21 DC 23 DC 25

Mysticism:

DC 17 DC 19 DC 21 DC 23 DC 25

Physical Science:

DC 17 DC 19 DC 21 DC 23 DC 25

Profession check in a non-digital or historical field

DC 17 DC 19 DC 21 DC 23 DC 25

Ykris (and Jhireu) Successes:

Repeatedly addressing the host and not Ykris or showing revulsion at the parasite grants a -2.

Gossip about the Starfinder Society:

Culture:

DC 17 DC 19 DC 21 DC 23 DC 25

Discuss his work in cybernetics and biotech augmentation

Life Science:

DC 17 DC 19 DC 21 DC 23 DC 25

Medicine:

DC 17 DC 19 DC 21 DC 23 DC 25

One PC can volunteer to experience the parasite. DR would prevent the attempt. Success grants one automatic success.

Zo! Successes:

Obvious cybernetic augmentations or touting the value of computer based research grants a -2.

Demonstrate your abilities for a possible new project:

Acrobatics:

DC 17 DC 19 DC 21 DC 23 DC 25

Athletics:

DC 17 DC 19 DC 21 DC 23 DC 25

Bluff (flashy moves):

DC 17 DC 19 DC 21 DC 23 DC 25

Showy display with a weapon:

AC 15 AC 17 AC 19 AC 21 AC 23 AC 25

Icon Theme only - Profession check

DC 17 DC 19 DC 21 DC 23 DC 25

Automatic success for demonstrating knowledge of *Salvation's End* (having a chronicle sheet for this character for SFS Scenario 1-00, "Claim to Salvation"). Once per PC.

Round Counter

First half:

Half time: Discuss with Luwazi

Second half:

Four player adjustment, add the two rounds in red.

Electrovore

CR: 2

N Small magical beast

Initiative: +4

Senses: darkvision 60 ft; lowlight vision; **Perception:** +12

DEFENSE

HP: 23 **RP:** 3

EAC: 14

KAC: 14

Fort: +3 **Ref:** +7 **Will:** +1

Immunities: Electricity

OFFENSE

Speed: 30 feet; fly 30 feet (Ex, average)

Melee: tail slap +9 (1d4+3 B; critical siphon)

Offensive Abilities: electrical discharge (1d6+2 E, plus staggered, Reflex DC 13 half)

STATISTICS

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

Skills: Acrobatics +7; Athletics +7; Stealth +12; Survival +12

SPECIAL ABILITIES

Electrical Discharge (Ex): As a standard action, an electrovore can spend 1 resolve point to discharge some of its stored electrical energy as a powerful attack. All creatures within 10 feet of the electrovore take 1d6+2 electricity damage and are staggered for 1 round. A target can attempt a DC 13 Reflex save to take half this damage and negate the staggered effect.

Siphon (Ex): Whenever an electrovore scores a critical hit against a living creature, a construct with the technological subtype, or a technological piece of gear, it siphons off a portion of the target's electrical energy. This restores 1 resolve point (up to its maximum of 3).

Identifying Electrovores (pg 133, CRB)

DC 13 Mysticism check (10 + (2 x 1.5) – assumes average monster)

For one piece of useful information such as special powers or vulnerabilities. Another piece of information for every 5 points by which the check exceeds the DC.

Four player adjustments:

- Reduce each electrovore's resolve points to 1
- Reduce the EAC and KAC of both electrovores by 2

Hit points:

#1

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#2

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Staggered (pg 277, CRB)

You may take a single move action or standard action each round, but not both. Nor can you take full actions. You can still take swift actions, but not reactions.

Triloteya

CR: 3

LE Medium Humanoid (Reptoid, shapechanger)

Initiative: +5

Senses: lowlight vision; **Perception:** +9

DEFENSE

HP: 34

EAC: 14

KAC: 15

Fort: +2 **Ref:** +5 **Will:** +6; +2 vs mind-affecting effects and poisons

Defensive Abilities: Evasion

OFFENSE

Speed: 40 feet

Melee: survival knife +9 (1d4+3 S), or claw +7 (1d4+2)

Ranged: static arc pistol +9 (1d6+3E; critical arc 2)

Offensive Abilities: Trick attack +1d8

Reptoid Spell-Like Abilities (CL 3rd)

1/day – charm person (DC 14), command (DC 14)

At will – daze (DC 13), telepathic message

STATISTICS

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

Skills: Bluff +14, Diplomacy +14, Disguise +14, Engineering +9

Languages: Common, Reptoid, Vercite

Other Abilities: change shape, operative exploits (uncanny mobility), specialization (spy)

Gear: casual stationwear, static arc pistol with 1 battery (20 charges), survival knife, *mk 1 serums of healing* (2), detonator, credstick with 586 credits

Identifying Reptoids (pg 133, CRB)

DC 20 Life Science check (15 + (2 x 1.5) – assumes rare monster)

For one piece of useful information such as special powers or vulnerabilities. Another piece of information for every 5 points by which the check exceeds the DC.

Four player adjustments:

- Triloteya has not brought her small arm to the event and must fight with her survival knife (or claws).
- Remove the bomb located in the center of the stage.

Hit points:

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Static arc pistol (20 charges, 2 charges per shot)

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Evasion (pg 93, CRB)

If you succeed at a Reflex save against an effect that normally has a partial effect on a successful save, you instead suffer no effect. You gain this benefit only when unencumbered and wearing light or no armor, and you lose the benefit when you are helpless or otherwise unable to move.

Trick Attack (pg 93, CRB)

As a full action, you can move up to your speed. Whether or not you moved, you can then make an attack with a melee weapon with the operative special property or with any small arm. Just before making your attack, attempt a Bluff, Intimidate or Stealth check with a DC equal to 20 + your target's CR (use a PC's level). If you succeed at the check, you deal 1d4 additional damage and the target is flat footed. The damage increases to 1d8 at 3rd level, to 3d8 at 5th level, and by an additional 1d8 ever 2 levels thereafter.

Specialization (Spy) (pg 95, CRB)

When you use Bluff to make a trick attack, you gain +4 to the skill check.

Uncanny Mobility (Ex) (pg 95, CRB)

When you make a Trick Attack, if you choose the target of your attack before you move, your movement doesn't provoke attacks of opportunity from that target. When you use your standard action to move, you can choose one creature; you don't provoke attacks of opportunity from that creature this movement.

Arc 2 (pg 182 CRB)

The attack's energy leaps to a second creature. This secondary target must be within 10 feet of your original target and must be the creature closest to the original target (you choose if multiple creatures are equidistant). Roll the amount of damage listed in the weapon's "Arc XX". The secondary target takes this damage (not multiplied by the critical hit), of whatever type the weapon deals.