

# Yesteryear's Truth

## Subtier 3-4

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at [iammars21@gmail.com](mailto:iammars21@gmail.com).

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## A. Orbital Battle

### ADVANCED ORBITAL DRONE PLATFORM

TIER 2

Medium starship drone platform

**Speed** 8; **Maneuverability** average (turn 2)

**AC** 16; **TL** 16

**HP** 70; **DT** —; **CT** 14

**Shields** light 80 (forward 20, port 20, starboard 20, aft 20)

**Attack (Any)** drone launch

**Power Core** Pulse Gray (100 PCU); **Drift Engine** none; **Systems** advanced medium-range sensors, basic computer, mk 4 armor, mk 4 defenses; **Expansion Bays** drone bays

**Modifiers** Computers +4; **Complement** automated

#### CREW

**On-Board Computer** Computers +13 (2 ranks), Engineering +9 (2 ranks), Piloting +8 (2 ranks)

#### SPECIAL ABILITIES

**Automated (Ex)** An orbital drone platform has no crew, though it has an on-board computer that can perform most crew actions. The on-board computer can perform engineer, pilot, and science officer actions as if it has a crew of three. When an orbital drone platform takes a critical damage effect, use the table below.

D%	System	Effect
1-25	Sensors	Condition applies to all science officer actions.
26-50	Drone Launcher	The platform can only launch one drone every two rounds (glitching) or three rounds (malfunctioning). It cannot launch drones if the launcher is wrecked.
51-75	Engines	Condition applies to all pilot actions.
76-100	Power Core	Condition applies to all engineer actions, except hold it together and patch; a malfunctioning or wrecked power core affects other crew actions as usual.

**Drone Launch (Ex)** During the gunnery phase, an orbital drone platform can launch one orbital drones (see below), which appear in any adjacent hex at the start of the next round. The platform cannot control more than four orbital drones at a time. It ceases launching drones when four are active.

### ORBITAL DRONE

TIER —

Tiny starship drone

**Speed** 12; **Maneuverability** perfect (turn 0)

**AC** 18; **TL** 17

**HP** 25; **DT** —; **CT** 5

**Shields** basic 10 (forward 3, port 2, starboard 2, aft 3)

**Attack (Turret)** linked light laser cannons (4d4)

**Power Core** Micron Light (50 PCU); **Drift Engine** none; **Systems** basic computer, budget short-range sensors, mk 5 armor, mk 5 defenses;

**Expansion Bays** none

**Modifiers** Piloting +1; **Complement** automated

**Other Abilities** linked

#### CREW

**On-Board Computer** gunnery +6, Piloting +10 (1 rank)

#### SPECIAL ABILITIES

**Automated (Ex)** An orbital drone has no crew, though it has an on-board computer that can perform most crew actions. The on-board computer can perform pilot and gunnery actions as if it has a crew of two. When an orbital drone takes a critical damage effect, it instead loses 2 hull points.

**Linked (Ex)** An orbital drone is linked wirelessly to the platform that deployed it. An orbital drone can benefit from information gained and bonuses granted by science officer actions performed by that orbital platform.

# Orbital Battle Action Cheat Sheet

## Engineering Phase

**Divert** (Platform only: 1d20+9 vs. DC 13)

- Engines – +2 speed this round
- Science – +2 to science officer actions this round
- Weapons – irrelevant in this scenario
- Shields – Restore 5 points to the shields

**Hold It Together** (Platform only: 1d20+9 vs. 18)

One system is treated as if its critical damage condition were two less steps severe

**Patch** (Platform only: 1d20+9 vs. DC ?)

Remove critical damage from a system for an hour or until it is crit again. Number of actions necessary and DC is determined by how bad the system is malfunctioning. You can reduce the number of actions by 1 by increasing the DC by 5.

Glitching – 1 Action, DC 13; Malfunctioning – 2 Actions, DC 18; Wrecked – 3 Actions, DC 23

## Piloting Phase (Platform: 1d20+8; Drone: 1d20+10)

**Fly** (Both)

Move your speed. (Platform 8 (average, 2); Drone 12 (perfect, 0))

**Maneuver** (Platform 1d20+8 vs. DC 18)

Move your speed with increased maneuverability (Platform 6 (good, 1))

**Stunt** (Both)

Perform one of these stunts:

Back Off (DC 13), Barrel Roll (DC 13), Evade (DC 13), Flip and Burn (DC 18), Flyby (DC 18), Slide (DC 13), Turn in Place (no check needed)

## Science Officer

**Balance** (Platform only; 1d20+13 vs. DC 13)

Either shift SP from one quadrant to another or redistribute all SP evenly (excess in front). If shifting, each quadrant must have at least 10% of current SP.

**Scan** (Platform only; 1d20+13 vs. DC 15 (for Drake and Pegasus))

Learn the first unknown piece of info on this list. For every 5, get the next piece of info.

- 1. Basic Information:** Living crew complement and ship classification, size, speed, and maneuverability.
- 2. Defenses:** AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.
- 3. Weapon:** Information about one weapon, including its firing arc and the damage it deals, starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.
- 4. Load:** Information about how the starship's expansion bays are allocated and any cargo the starship might be carrying.
- 5. Other:** Any remaining ship statistics.

**Target System** (Platform only, benefits go to drones; 1d20+13 vs. DC 15 (for Drake and Pegasus))

Your next attack that hits that starship crits on 19-20. Choose a system, the first crit affects that system.

## Gunner

**Release Drone** (Platform only)

Put a drone in an adjacent hex at the start of the next round. Only four drones at once. (4-player adjustment: this can only be used every other round.)

**Shoot** (Drone only)

Attack with linked light laser cannon +6 (4d4, range 5)

## B. Desert Bluffs

### SAND BRUTE ALPHA

CR 5

[Red = 4-player adjustment]

NE Large animal

**Init** +0 [-2]; **Senses** low-light vision; **Perception** +11 [+9]

#### DEFENSE

HP 70

EAC 17; KAC 19

**Fort** +9 [+7]; **Ref** +9 [+7]; **Will** +4 [+2]

**Defensive Abilities** reflective hide

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +14 (1d6+10 P) [+12 (1d6+8 P)]

**Offensive Abilities** imposing roar

#### STATISTICS

**Str** +5; **Dex** +2; **Con** +3; **Int** -4; **Wis** +0; **Cha** +0

**Skills** Athletics +16 [+14], Intimidate +11 [+9], Stealth +11 [+9]

#### TACTICS

**During Combat** The sand brute begins combat with its imposing roar and then closes to engage the strongest-looking PC. It makes full attacks with its bite attack when possible, unless it has difficulty hitting with the -4 penalty.

**Morale** Out of hunger and desperation, the sand brute fights to the death.

#### SPECIAL ABILITIES

**Imposing Roar (Ex)** As a move action, a sand brute can emit a ferocious roar. Each creature within 60 feet of the sand brute must succeed at a DC 13 Will saving throw or be shaken for 1d4 rounds. A creature who succeeds at its saving throw is immune to the same sand brute's imposing roar for 24 hours. This is a mind-affecting, sense-dependent, fear effect.

**Reflective Hide (Ex)** A sand brute's hide can reflect lasers. The creature takes only half damage dealt by weapons in the laser group, and when struck by an attack from a weapon in the laser group as a reaction it can make a ranged attack with a +12 [+10] bonus against the EAC of an enemy within 15 feet. If it hits, the sand brute deals an amount of fire damage to that target equal to the damage it took. This ranged attack doesn't provoke an attack of opportunity.

## C2. Power Stations

### ADVANCED GHIRANI GUARDBOTS (2)

CR 3

[4-Player Adjustment = Red every other round]

N Medium construct (technological)

**Init** +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

#### DEFENSE

HP 40

**EAC** 14; **KAC** 16

**Fort** +4; **Ref** +4; **Will** +1

**Immunities** construct immunities

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +9 [+6] (1d6+5 B)

**Ranged** eye laser +12 [+9] (1d4+4 F; critical burn 1d4; range 30 ft.)

#### STATISTICS

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

**Skills** Acrobatics +15, Computers +8

**Other Abilities** unliving

#### TACTICS

**During Combat** The guardbots use the generators for cover, using their strafing fire ability when two or more PCs are adjacent to one another. If the PCs are also using the generators for cover and causing the guardbots to miss consistently, they move to engage the PCs in melee combat.

**Morale** The guardbots fight until they are destroyed.

#### SPECIAL ABILITIES

**Construct Immunities (Ex)** Constructs are immune to the following effects, unless the effect specifies that it works against constructs.

- Bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning.
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

**Eye Laser (Ex)** A ghibrani guardbot can fire laser beams from its eyes. This ranged attack has an increment of 30 feet and can't be disarmed.

**Strafing Fire (Ex)** As a standard action, a ghibrani guardbot can make a single ranged attack against AC 15 to apply the effects of harrying fire to two adjacent enemies. This action does not provoke an attack of opportunity. (The next ally to attack that enemy before your next turn gets a +2 bonus.)

**Vulnerability (Ex)** The creature takes half again as much damage (+50%) when it takes damage of a specific type. Creatures with a vulnerability to an effect that doesn't deal damage instead take a -4 penalty to saves against spells and effects that cause or use the listed vulnerability (such as enchantments).

**Burning** (for crit) You are on fire. As long as you have this condition, at the start of your turn each round before you take any actions (or attempt the Reflex saving throw described below), you take 1d4 point of fire damage. Fire damage from multiple sources that inflict the burning condition is cumulative.

At the end of each round you are burning, you can attempt a Reflex saving throw to remove this condition. The DC of this saving throw is equal to 10 + the amount of fire damage you took this round from the burning condition. If you succeed at this saving throw, you lose the burning condition. You can attempt a new saving throw each round you have this condition, and you receive a +2 bonus for each previous saving throw you've attempted in consecutive rounds.

You can also automatically end this condition by jumping into enough water to douse yourself. If you don't have enough water on hand, you can spend a full action to roll on the ground or otherwise smother the fire to attempt a new saving throw with a +4 bonus (plus any bonuses from previously failed consecutive attempts) to end the condition.