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<p style="text-align: center;">Engine Check</p> <p style="text-align: center;">Engineering, Piloting, or Profession (electrician or maintenance worker)</p> <p>Venture-Captain Naiaj takes the PCs to the hangar bay. "All right, let's get to work. See all these ships here? Work with the chief engineer to check the engines of these transports, fighters, and scout ships, and help her make any necessary adjustments."</p> <p style="text-align: center;">(Easy)</p>	<p style="text-align: center;">Engine Check</p> <p style="text-align: center;">Engineering, Piloting, or Profession (electrician or maintenance worker)</p> <p>Venture-Captain Naiaj takes the PCs to the hangar bay. "All right, let's get to work. See all these ships here? Work with the chief engineer to check the engines of these transports, fighters, and scout ships, and help her make any necessary adjustments."</p> <p style="text-align: center;">(Average)</p>	<p style="text-align: center;">Engine Check</p> <p style="text-align: center;">Engineering, Piloting, or Profession (electrician or maintenance worker)</p> <p>Venture-Captain Naiaj takes the PCs to the hangar bay. "All right, let's get to work. See all these ships here? Work with the chief engineer to check the engines of these transports, fighters, and scout ships, and help her make any necessary adjustments."</p> <p style="text-align: center;">(Hard)</p>
<p style="text-align: center;">Equipment Check</p> <p style="text-align: center;">Engineering, Medicine, Perception, or Survival</p> <p>Radaszam, leader of the Acquisitives, waits for the PCs in the cargo bay. "As you've probably surmised, things might get hairy once we're in the Scoured Stars. Ain't no glamor in this task, but it's important—check these weapons, armor, medical supplies, and survival gear, and replace any faulty gear so we all might just make it back home alive."</p> <p style="text-align: center;">(Easy)</p>	<p style="text-align: center;">Equipment Check</p> <p style="text-align: center;">Engineering, Medicine, Perception, or Survival</p> <p>Radaszam, leader of the Acquisitives, waits for the PCs in the cargo bay. "As you've probably surmised, things might get hairy once we're in the Scoured Stars. Ain't no glamor in this task, but it's important—check these weapons, armor, medical supplies, and survival gear, and replace any faulty gear so we all might just make it back home alive."</p> <p style="text-align: center;">(Average)</p>	<p style="text-align: center;">Equipment Check</p> <p style="text-align: center;">Engineering, Medicine, Perception, or Survival</p> <p>Radaszam, leader of the Acquisitives, waits for the PCs in the cargo bay. "As you've probably surmised, things might get hairy once we're in the Scoured Stars. Ain't no glamor in this task, but it's important—check these weapons, armor, medical supplies, and survival gear, and replace any faulty gear so we all might just make it back home alive."</p> <p style="text-align: center;">(Hard)</p>

<p style="text-align: center;">Diagnostics</p> <p style="text-align: center;">Computers, Engineering, Perception, or Profession (electrician)</p> <p>When the PCs use either of the Easy or Average rewards, they can roll twice on the Computers check, take the better result, and add a +4 bonus to it.</p> <p style="text-align: center;">(Hard)</p>	<p style="text-align: center;">Diagnostics</p> <p style="text-align: center;">Computers, Engineering, Perception, or Profession (electrician)</p> <p>In place of the Easy reward, when a PC fails a Computers check, they may activate the reward to reroll the check with a +4 bonus.</p> <p style="text-align: center;">(Average)</p>	<p style="text-align: center;">Diagnostics</p> <p style="text-align: center;">Computers, Engineering, Perception, or Profession (electrician)</p> <p>Thankful for the assistance, Historia-7 shares a priority code that allows the PCs to divert CPU power from a carrier to their starship, granting them a +4 bonus to any one Computers check during starship combat.</p> <p>Alternatively, a PC can use this code on a ground mission, allowing that PC to count as being trained in Computers for one check.</p> <p style="text-align: center;">(Easy)</p>
<p style="text-align: center;">Engine Check</p> <p style="text-align: center;">Engineering, Piloting, or Profession (electrician or maintenance worker)</p> <p>In place of the Easy and Average rewards, the PCs can force the crew of an enemy ship to take a –2 penalty to all Engineering and Piloting checks made during the round.</p> <p>The use of this ability must be declared at the start of the starship combat round.</p> <p style="text-align: center;">(Hard)</p>	<p style="text-align: center;">Engine Check</p> <p style="text-align: center;">Engineering, Piloting, or Profession (electrician or maintenance worker)</p> <p>When using Easy reward, all the PCs' Engineering and Piloting checks made during the same round gain the +4 bonus.</p> <p style="text-align: center;">(Average)</p>	<p style="text-align: center;">Engine Check</p> <p style="text-align: center;">Engineering, Piloting, or Profession (electrician or maintenance worker)</p> <p>Thankful for the help, the chief engineer installs a special boost switch in the PCs' ship. Once during the adventure, the PCs can flip the switch to add +4 to a single Engineering or Piloting check during starship combat.</p> <p style="text-align: center;">(Easy)</p>
<p style="text-align: center;">Equipment Check</p> <p style="text-align: center;">Engineering, Medicine, Perception, or Survival</p> <p>When using the Easy tier reward, the weapon can have an item level up to the PC's level + 1.</p> <p style="text-align: center;">(Hard)</p>	<p style="text-align: center;">Equipment Check</p> <p style="text-align: center;">Engineering, Medicine, Perception, or Survival</p> <p>In addition to the Easy reward, the PCs can also requisition a single consumable item with an item level equal to the PC's level. These consumables cannot have permanent effects, and PCs who do not use them during the course of the scenario must return them at the end of the adventure.</p> <p style="text-align: center;">(Average)</p>	<p style="text-align: center;">Equipment Check</p> <p style="text-align: center;">Engineering, Medicine, Perception, or Survival</p> <p>Radaszam thanks the PCs for their help. Once during the adventure, each PC can requisition a weapon with an item level up to the PC's level for the duration of one mission. The group must use this ability prior to starting a new encounter, and this ability cannot be used during Part 4. The weapon comes with a fully charged battery or full magazine.</p> <p style="text-align: center;">(Easy)</p>

<p>Missile Tube Cleanup Acrobatics, Athletics, or Profession (maintenance worker)</p> <p>The PCs meet with Zigvigix, leader of the Exo-Guardians, in the missile bay. “Hey! Thanks for showing up! I’ve got a special mission just for you! See those missile tubes? I need them checked to make sure that there’s nothing obstructing missiles from being launched, so could you climb or crawl in and have a look? I’m pretty sure it’s safe and we won’t accidentally fire you into space!”</p> <p>(Easy)</p>	<p>Missile Tube Cleanup Acrobatics, Athletics, or Profession (maintenance worker)</p> <p>The PCs meet with Zigvigix, leader of the Exo-Guardians, in the missile bay. “Hey! Thanks for showing up! I’ve got a special mission just for you! See those missile tubes? I need them checked to make sure that there’s nothing obstructing missiles from being launched, so could you climb or crawl in and have a look? I’m pretty sure it’s safe and we won’t accidentally fire you into space!”</p> <p>(Average)</p>	<p>Missile Tube Cleanup Acrobatics, Athletics, or Profession (maintenance worker)</p> <p>The PCs meet with Zigvigix, leader of the Exo-Guardians, in the missile bay. “Hey! Thanks for showing up! I’ve got a special mission just for you! See those missile tubes? I need them checked to make sure that there’s nothing obstructing missiles from being launched, so could you climb or crawl in and have a look? I’m pretty sure it’s safe and we won’t accidentally fire you into space!”</p> <p>(Hard)</p>
<p>Morale Boost Bluff, Diplomacy, Profession (any relevant Profession skill), Sense Motive</p> <p>Venture-Captain Arvin briefs the PCs in the access corridor just outside the bridge. “Many Starfinders, especially newer recruits, fear what might await us in the Scoured Stars. Talk to your colleagues and see if you can lift their spirits. You have my permission to be creative—pep talks, jokes, or playing some music through the comm system are each valid options.”</p> <p>(Easy)</p>	<p>Morale Boost Bluff, Diplomacy, Profession (any relevant Profession skill), Sense Motive</p> <p>Venture-Captain Arvin briefs the PCs in the access corridor just outside the bridge. “Many Starfinders, especially newer recruits, fear what might await us in the Scoured Stars. Talk to your colleagues and see if you can lift their spirits. You have my permission to be creative—pep talks, jokes, or playing some music through the comm system are each valid options.”</p> <p>(Average)</p>	<p>Morale Boost Bluff, Diplomacy, Profession (any relevant Profession skill), Sense Motive</p> <p>Venture-Captain Arvin briefs the PCs in the access corridor just outside the bridge. “Many Starfinders, especially newer recruits, fear what might await us in the Scoured Stars. Talk to your colleagues and see if you can lift their spirits. You have my permission to be creative—pep talks, jokes, or playing some music through the comm system are each valid options.”</p> <p>(Hard)</p>
<p>Threat Analysis Engineering, Life Science, or Mysticism</p> <p>Her nose and whiskers twitching, Fitch, leader of the Wayfinders, reads something on a large screen in the science lab while her children operate other consoles and devices. “Hey, can you help me with something? What we have here is a database built from references to creatures in travelers’ logs and fragments of communication signals that were sent from the Scoured Stars before the force field appeared. Sift through the info and take notes on what kind of threats we might face.”</p> <p>(Easy)</p>	<p>Threat Analysis Engineering, Life Science, or Mysticism</p> <p>Her nose and whiskers twitching, Fitch, leader of the Wayfinders, reads something on a large screen in the science lab while her children operate other consoles and devices. “Hey, can you help me with something? What we have here is a database built from references to creatures in travelers’ logs and fragments of communication signals that were sent from the Scoured Stars before the force field appeared. Sift through the info and take notes on what kind of threats we might face.”</p> <p>(Average)</p>	<p>Threat Analysis Engineering, Life Science, or Mysticism</p> <p>Her nose and whiskers twitching, Fitch, leader of the Wayfinders, reads something on a large screen in the science lab while her children operate other consoles and devices. “Hey, can you help me with something? What we have here is a database built from references to creatures in travelers’ logs and fragments of communication signals that were sent from the Scoured Stars before the force field appeared. Sift through the info and take notes on what kind of threats we might face.”</p> <p>(Hard)</p>

<p>Missile Tube Cleanup Acrobatics, Athletics, or Profession (maintenance worker)</p> <p>In place of the Average reward, select any one successful starship weapon attack to count as a critical hit if it hits, even if the die result isn't a natural 20.</p> <p>(Hard)</p>	<p>Missile Tube Cleanup Acrobatics, Athletics, or Profession (maintenance worker)</p> <p>When using the reward, all the PCs' attack rolls during that round gain the benefits of the Easy tier reward.</p> <p>(Average)</p>	<p>Missile Tube Cleanup Acrobatics, Athletics, or Profession (maintenance worker)</p> <p>Pleased with the PCs' efficiency, Zigvigix has some special ordnance loaded in the PCs' starship. Once during the adventure, the party gains a +2 bonus to any one starship combat attack roll, and that attack does not consume ammunition in the case of a weapon with the limited fire property.</p> <p>(Easy)</p>
<p>Morale Boost Bluff, Diplomacy, Profession (any relevant Profession skill), Sense Motive</p> <p>In place of the Average reward, once during the adventure, when the table uses an Aid Token, they get two benefits instead of one, but cannot choose the same effect twice.</p> <p>(Hard)</p>	<p>Morale Boost Bluff, Diplomacy, Profession (any relevant Profession skill), Sense Motive</p> <p>When using the reward, the benefit applies to both skill checks and attack rolls.</p> <p>(Average)</p>	<p>Morale Boost Bluff, Diplomacy, Profession (any relevant Profession skill), Sense Motive</p> <p>The overall morale improves, and the PCs can rely on their allies to help them when the going gets rough. Once during the adventure, the group can gain the benefit of aid another (+2 bonus) to all skill checks for 1 round.</p> <p>(Easy)</p>
<p>Threat Analysis Engineering, Life Science, or Mysticism</p> <p>When the group fights something they've identified with a skill check using the recall knowledge use of that skill and the party activates this reward, each PC gains a +4 bonus to their initiative check instead of the +2 bonus for activating this reward.</p> <p>(Hard)</p>	<p>Threat Analysis Engineering, Life Science, or Mysticism</p> <p>Once during the adventure, the PCs can instead activate this reward to gain a +2 bonus to each of their initiative checks for that encounter. Unlike most rewards, they can choose to do this after rolling initiative but before the combat begins.</p> <p>(Average)</p>	<p>Threat Analysis Engineering, Life Science, or Mysticism</p> <p>Going through the information gives the PCs a good idea of what type of monsters they might face: misshapen abominations, carnivorous plants, dead things, megafauna, robots, terrible extraplanar beings, and worse. The PCs can reroll one check to recall knowledge about any creature they encounter within the Scoured Stars.</p> <p>(Easy)</p>

