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| **Early**  **Success**  Part 1 Condition  Starfinders are filled with confidence.  All PCs receive a +1 morale bonus to attack rolls, saving throws, and skill checks until the end of their  current mission.    ***(Recon Phase)*** | **Reconnaissance Completed**  Part 1 Condition  The Starfinder fleet has earned a moment of respite.  Once during the adventure, the group can take an 8-hour rest  between missions.    ***(Recon Phase)*** | **Return of the First Seeker**  Part 2 Condition  The Starfinder Society rejoices at the return of First Seeker Jadnura.  Each PC can immediately recover any one spell expended, one daily use of a class ability, or 1 Resolve Point.    ***(Evac Phase)*** |
| **Information Overflow**  Part 2 Condition  Historia-6 has been evacuated, the lost Dataphiles leader disseminates information about the Scoured Stars to all teams across the fleet.  Until the end of the ongoing mission, the PCs can roll twice and take the better result each time they attempt a skill check to identify a creature or to recall information.    ***(Evac Phase)*** | **Defensive Victory**  Part 3 Condition  The Starfinder fleet finds hope in the otherwise desperate situation.  Until the end of Part 3, all jinsul assault troops in all encounters lose half of their remaining Hit Points and gain the sickened condition.    ***(Sudden Arrival Phase)*** | **Capital Ship Down**  Part 4 Condition  The seemingly endless tide of jinsul ships ends—for a  moment.  All PCs in the All Hands on Deck! mission can perform an extra standard action for 1 round.    ***(Escape Phase)*** |
| **Champion Defeated**  Part 4 Condition  The carriers can devote more of  their resources to supporting the ongoing starship battle.    Each starship crew member may reroll any checks attempted  during starship combat for the round.  They must use the second result.    ***(Escape Phase)*** |  |  |