**SFS #1-09 Live Exploration Extreme – GM Prep Tier 1-2**

Have the PC’s slotted the High Society Boon?

If yes: Bring into nearby room:

2 pieces of gear from list.

Basic Iridishell (Heavy Armour) EAC +3, KAC +6, Max Dex +2, Armour Check Penalty -2, Speed Adjustment -5ft, Bulk +2.

Business Stationwear (Light Armour) EAC +2, KAC +3, Max Dex +6, Bulk L.

Ember Flame Doshko (Advanced Melee Weapon) 2H, 1d8F, Critical Wound, Bulk 1, Powered (Capacity 20, usage 1)

Ifrit-Class Flamethrower (Heavy Weapon) 2H, 1d6F, Range 15ft, Critical Burn 1d6, (Capacity 20 petrol, usage 4), Bulk 2, Special: Analog, blast, unwieldy.

Red Star Plasma Kukri (Basic Melee Weapon) 1H, 1d4E&F, Critical Wound, Bulk L, Special: Operative, Powered (Capacity 20, Usage 1).

Static Arc Pistol (Small Arm) 1H, 1d6E, Range 50ft, Critical Arc 2, (Capacity 20 charges, usage 2), Bulk L, Special: Stun.

Production Team: 2x Ghouls, 2x Androids, 1x Hexapodal Robot.

Camera Team: 10x Ghouls. 10x15ft (2x3) square in combat, can be 2x 5x15ft (1x3) squares.

Stay with 30ft of action. 18HP, EAC 14, KAC 14, +3 Bonus on savings throws.

**BOOTH QUESTIONS:**

* What has surprised you about what you’ve found here?
* Why are you better than your companions?
* Do you trust the dwarves?
* Why does PC keep getting to make the decisions?
* You’ve been really polite around PC. How do you really feel?
* You have grenades, but you never use them…why?
* That was a tough fight. Why didn’t your friends give you a chance to shine?
* What’s the best thing about being a Starfinder?
* What about being a Starfinder makes you mad?

**PERSONAS:**

PC1:

PC2:

PC3:

PC4:

PC5:

PC6:

**FAN FAVOUR:**

The Booth: DC11 Skill Check – If fitting persona – Favour Cha skills.

Risks: Take a -4 to a skill check. (Only 1 fan favour this way)

Drama: Crack a perfect joke? Propose an amazing plan? Show off Sponsor’s gear? Utterly embrace a fan vote’s result?

Infamy: Snub the audience, insult Zo!, mock the show, purposefully attack the crew, -1 Fan Favour. Ending on Negative Fan Favour = 1 Infamy.

**Part A:**

* Cards printed from PFS Prep.

Goblin 1 (6HP):

Goblin 2 (6HP):

Goblin 3 (6HP):

Young Spicodranth (20HP):

AUDIENCE VOTE:

Execute?

Let it go?

Bring it along?

If nothing suitable, then goblin survivor/mascot.

**BOOTH 1.**

**Part B:**

Dwarves speak: Aklo, Celestial, Draconic, Dwarven, Orc and Terran.

Common – “Critical Error”, “Sequence Initiated”, “Danger”

Goblin, Half-Orc, or Orc? Increase DC by 1.

DC 11 Diplomacy or DC 15 Bluff/Intimidate.

If not speaking a language, PC gets -4. Or -2, if succeeding at a DC15 Culture Check. If fail by 5 or less. Can try again at -2.

If fail – Fight.

Translator? +1 Fan Favour.

Negotiator? +1 Fan Favour.

**BOOTH 2.**

AUDIENCE VOTE:

Clamber through strange fluid-choked fissure.

Fissure:

“Grease” - A creature can walk within or through the area of grease at half normal speed with a successful DC 10 Acrobatics check. Failure means the creature can’t move that round and must then succeed at a Reflex save or fall prone, while failure by 5 or more means it falls prone.

**Part C:**

Holsin (16HP): 9

Autonomous Synth Fluid 1 (14HP):

ASF 2 (14HP):

ASF 3 (14HP):

Ooze Immunities: Oozes are immune to the following effects, unless the effect specifies that it works against oozes:

* Critical hits, paralysis, poison, polymorph, sleep, and stunning.
* Gaze abilities, illusions, visual effects, and other attacks that rely on sight.
* Flanking—oozes are unflankable.

**BOOTH 2.**

**Part D:**

90 minutes of travel.

10ft deep trench. DC 15 Athletics to climb out.

Hazard: 10-60ft Concealment: 20% miss chance

60ft+ Total Concealment: 50% miss chance

Poison: Wisdom Track: 4HP damage straight up.

* **Weakened** The victim takes a –2 penalty to Will saves and Wisdom-based ability checks and skill checks, and the DCs of his spells and special abilities decrease by 2. If he has 1 or more levels in a spellcasting class whose key ability score is Wisdom, he can’t cast his highest level of spells from that class.
* **Impaired** The victim takes an additional –2 penalty to the affected checks, and the affected DCs decrease by an additional 2. If he has 1 or more levels in a spellcasting class whose key ability score is Wisdom, he can’t cast his 2 highest levels of spells from that class.
* **Confused** The victim gains the confused condition.
* **Comatose** The victim can’t experience reality and can’t be woken.
* **Dead** The victim’s brain stops working, and he dies.

Holsin: 3 spells:

Mystic Cure 1: 1std action, touch, 1d8+4 (Wis Mod.)

Wisp Ally: 1std action, close (30ft), 1 distracting glowing servant, 2 rounds. 60ft per round, if in the same square an enemy, Harrying or Covering Fire. 20ft Light Radius, random colour (GM choose.)

Big Genius Polbak (28HP):

Goblin 1 (6HP):

Goblin 2 (6HP):

**BOOTH 1.**