**SFS #1-99 – GM Prep Tier 3-4**

|  |  |  |  |
| --- | --- | --- | --- |
|  | EASY | AVERAGE | HARD |
| Skill Check DC’s | 14 | 17 | 20 |
| Saving Throw DC’s | 11 | 13 | 15 |

**APL:**

**Recon 1:**

Piloting check: Hard (20) for a successful landing on smaller rock. If fail – 1d4 per APL but still land. If <17, rock breaks, land on bigger rock.

IF LANDING ON SMALLER ROCK, DODGE “LONG WALK” AND “STEEP CLIFFS”

Long Walk: 1 PC attempts Average Survival check, if fail, all PC’s attempt Easy Fort save. Fail that = fatigued until next 1RP 10min rest.

Steep Cliffs: All PC’s take Easy Acrobatics/Athletics check or take 1d6 per APL. PC’s who succeed can help others for a +4 bonus. Flying PC’s auto bypass this.

Parasites: All PC’s can attempt Hard Medicine/Survival check. If no successes, All PC’s must succeed at Average Fort save or be sickened until end of mission.

Fetid Water: If a PC succeeds at a Hard Engineering/Survival check, party can build a raft. If fail, All PC’s must succeed at an Average Athletics check to swim or be fatigued (exhausted if already fatigued). Flying PC’s auto bypass this.

Herbivores: If a PC succeeds at a Hard Life Science/Survival, they choose right territory, if fail, all PC’s make an Average Stealth, if fail, 1d6 per APL (Average Reflex for half).

Ophidiraptor 1 (20):

2 (20):

3 (20):

4 (20):

**Recon 2:**

Skill checks:

Communication Request: Hard Sense Motive, Hard Computers, Hard Culture ( ) ( ) ( )

Sensor Readings: Average Computers/Physical Science, Hard Perception ( ) ( )

Loss of Control: Hard Piloting Check, Average Engineering/Hard Melee Attack Roll, Hard Computers ( ) ( ) ( )

Sudden Acceleration: Hard Engineering, Hard Piloting ( ) ( )

Blaring Alarms: Hard Engineering/Piloting, All PC’s attempt Hard Acrobatics/Athletics, 1 success is needed ( ) ( )

NUMBER OF SUCCESSES:

Starfinder Guard (23):

Starfinder Recruit 1 (13):

Starfinder Recruit 2 (13):

Starfinder Scholar (32):

**Recon 3:**

Huskborn Drone (35):

Huskborn Larvae 1 (11):

Larvae 2 (11):

Larvae 3 (11):

Larvae 4 (11):

**Recon 4:**

If Fail 2 checks: COMBAT.

Successes:

Fails:

**Recon 5: SAME MAP AS RECON 2.**

Hunter-Killer Bot (40):

Skirmisher Bot 1 (20):

Bot 2 (20):

**Evac 1:**

Bluethorn Devourer (50):

Bluethorn Predator (20):

PLACE 2 OF EACH – END OF ROUND 1 KILL ONE OF EACH.

Bluethorn Devourer 1 (50):

Bluethorn Devourer 2 (50):

**Evac 2:**

Large Summoned Creature (70):

**Evac 3:**

Medium Summoned Demon 1 (40):

Demon 2 (40):

**Evac 4: APPROACH FROM SOUTHWEST**

Large Earth Elemental (70):

Medium Fire Elemental (40):

**Evac 5:**

Sand Slitherer (145):

**PART 3:**

**ADJUSTMENTS:**

**Evac 1:**

After fighting Second Wave for 3 rounds, assault team attack anyone from Northwest Corner. 1 round later, Bluethorns leave. DEFEAT JINSULS – THEN SUCCESS.

Terminator (40):

Warrior 1 (20):

Warrior 2 (20):

**Evac 2:**

Jinsul attack comes after 2 rounds, “SPACE STATION FLIP MAT”, DEFEAT JINSULS – THEN SUCCESS.

Terminator (40):

Warrior 1 (20):

Warrior 2 (20):

**Evac 3:**

While fighting demons, PC’s hear a spaceship, 2 round after fight finishes, assault team enters from lake. DEFEAT JINSULS – THEN SUCCESS.

Terminator (40):

Warrior 1 (20):

Warrior 2 (20):

**Evac 4:**

When PC’s have dealt with Fire Elemental, assault team arrive, one round later, any remaining elementals leave. DEFEAT JINSULS – THEN SUCCESS.

Terminator (40):

Warrior 1 (20):

Warrior 2 (20):

**Evac 5:**

NO ADJUSTMENTS.

**PART 4a:**

**K**:

Jinsul Warrior 1 (20):

Warrior 2 (20):

Warrior 3 (20):

Warrior 4 (20):

**L:**

Jinsul Mage (16):

Jinsul Warrior 1 (20):

Warrior 2 (20):

Warrior 3 (20):

**The Dark Ascendent:**

Dark Apprentice (50):

Jinsul Terminator (40):

Jinsul Warrior (20):