

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

