

<p style="text-align: center;">Master of Stars Touch-Up (Level 1)</p> <p>Fitch shows the PCs some of the inner workings of the Master of Stars, which help the PCs better understand other starships. Once during the adventure, the PCs can gain a +4 bonus to any non-gunnery skill check during a starship combat.</p>	<p style="text-align: center;">Master of Stars Touch-Up (Level 2)</p> <p>When using the reward above, all the PCs' nongunnery skill checks made during the same round gain the +4 bonus.</p>	<p style="text-align: center;">Master of Stars Touch-Up (Level 3)</p> <p>In place of the level 1 reward, the PCs can force the crew of an enemy ship to take a -2 penalty to all non-gunnery skill checks made during the round. The use of this ability must be declared at the start of the starship combat round.</p>
<p style="text-align: center;">Prayer and Reflection (Level 1)</p> <p>The PCs gain significant insight into Iteration-177's understanding of the divine and share a portion of his intuition. A PC can gain a +2 bonus to any one Mysticism, Perception, or Sense Motive check within the Scoured Stars. This allows the PC to count as being trained in Mysticism for the duration of the adventure.</p>	<p style="text-align: center;">Prayer and Reflection (Level 2)</p> <p>In place of the reward above, a PC can add a +1 bonus to any one saving throw while within the Scoured Stars.</p>	<p style="text-align: center;">Prayer and Reflection (Level 3)</p> <p>When using either reward above, the PC can double the bonus.</p>
<p style="text-align: center;">Rookie Training (Level 1)</p> <p>The PCs improve their allies' morale, making them more reliable in combat. Once during the adventure, the group can gain the benefit of aid another (+2 bonus) to all skill checks for 1 round.</p>	<p style="text-align: center;">Rookie Training (Level 2)</p> <p>When using this reward, the benefit applies to both skill checks and attack rolls.</p>	<p style="text-align: center;">Rookie Training (Level 3)</p> <p>In place of the level 1 reward once during the adventure, when the table uses an Aid Token, they gain two benefits instead of one. They cannot choose the same effect twice.</p>

<p style="text-align: center;">Starship Priming (Level 1)</p> <p>Pleased with the PCs' review, Celita outfits the Starfinder fleet with better weapons-tracking software for targeting jinsul ships. Once during the adventure, the PCs gain a +2 bonus to any one starship combat gunnery roll, and that attack does not consume ammunition in the case of a weapon with the limited fire property.</p>	<p style="text-align: center;">Starship Priming (Level 2)</p> <p>When using the reward above, all of the PCs' gunnery rolls during that round gain that benefit.</p>	<p style="text-align: center;">Starship Priming (Level 3)</p> <p>In place of the level 1 reward, a PC can select any one successful starship weapon attack to count as critical damage if it deals Hull Point damage, even if the die result isn't a natural 20.</p>
<p style="text-align: center;">Supply Run (Level 1)</p> <p>Zigvigix grants the PCs priority access to some Starfinder Society equipment. 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 full battery or magazine.</p>	<p style="text-align: center;">Supply Run (Level 2)</p> <p>In addition to the reward above, the PCs can also requisition a single consumable item with an item level up to the PC's level. These consumables cannot have permanent effects, and PCs who don't use them during the course of the scenario must return them at the end of the adventure.</p>	<p style="text-align: center;">Supply Run (Level 3)</p> <p>When using the level 1 reward, the weapon can have an item level up to the PC's level + 1.</p>
<p style="text-align: center;">Tactical Preparations (Level 1)</p> <p>The PCs assist overlooking the Society's default plan of engagement. The PCs can reroll any one skill check while in the same location as a fleet.</p>	<p style="text-align: center;">Tactical Preparations (Level 2)</p> <p>Once during the adventure, while in the same location as a fleet, the PCs can instead activate this reward to gain a +2 bonus to each of their initiative checks for that mission.</p>	<p style="text-align: center;">Tactical Preparations (Level 3)</p> <p>During a single encounter in the same location as the jinsul fleet, the PCs can activate this reward to remove any extra enemies or challenges provided by the jinsul fleet.</p>

<p style="text-align: center;">Change of Guard</p> <p>The Starfinders afford each other some rest by covering shifts. Once during the adventure, the group can take an 8-hour rest between missions prior to Part 3.</p>	<p style="text-align: center;">Dispirited Foe</p> <p>The jinsuls' combat fervor wanes as their commanders fall. All jinsuls lose their +4 bonus to saves against fear effects. Once, before the end of the scenario, each PC can spend 1 Resolve Point to negate a critical hit scored against them by an enemy attack, reducing it to a normal hit.</p>	<p style="text-align: center;">Tower Intel</p> <p>The PCs receive a flood of data from the secured scanning towers. Once per encounter for the remainder of the scenario, each PC can roll twice on any Intelligence-, Wisdom-, or Charisma-based skill check or starship combat check and take the better result.</p>
<p style="text-align: center;">Victory in Sight</p> <p>The PCs feel a palpable shift in momentum in the Starfinders' favor. Once before the end of the scenario, each PC can use the envoy's inspiring boost improvisation on themselves or one of their allies, using their character level as their envoy level. An envoy PC who has the inspiring boost improvisation can use this condition to use the 15th-level version of the ability once during this scenario.</p>	<p style="text-align: center;">Honorbound Allies</p> <p>If a PC has Honorbound Allies slotted as a Starship boon, the Veskarium vessel <i>Honorbound</i> and its captain Yuluzak help the PCs engage the jinsul starship by running interference. Each round, the PC can choose between two benefits: either negate the hazard's negative effect on their starship, or reroll one gunnery check a PC attempts that round. The reroll benefit can be used only twice during this adventure.</p>	