

Skitter Shot Player Handouts

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

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Dakoyo's Cheat Sheet

1st level spells

Lesser Remove Condition (conjunction (healing), creature touched, SR yes (harmless)) – Remove shaken, sickened, or staggered. This doesn't remove cause of condition. Casting this doesn't provoke.

Mind Thrust (divination (mind-affecting), close, one creature, SR yes) – Deal 2d10 damage to the target, Will half.

Mystic Cure (conjunction (healing), creature touched, SR yes) – Heal 1d8 + Wis HP. Extra healing applies to you. If it doesn't heal the target, you may sac HP to restore the target's HP. Casting this doesn't provoke.

Reflecting Armor (abjuration (force), personal, 10min/lvl) – Dismiss the spell when you take HP damage from a weapon within 100 feet to reflect that amount of force damage back on the attacker (max 10). Reflex save for half.

0th level spells

Daze (enchantment (compulsion, mind-affecting), close, humanoid creature of CR 3 or lower, 1 round, SR yes) – Target WILL or become dazed for 1 round. (Can't act, no other penalties.) After a creature has been dazed by this spell, they are immune to the spell for 1 minute.

Detect Magic (divination, 60ft. cone, concentration up to 1 min/lvl) – Detect all magic affects in cone.

Telekinetic Projectile (evocation, close, one object & one creature) – fling an object of less than 1 bulk at the creature, making a ranged attack vs. KAC. Object deals 1d6 bludgeoning.

Telepathic Message (divination, medium, up to one creature/level, 10 minutes/level) – You send a short message, and others can respond. Each message cannot be more than 10 words.

Token Spell (transmutation, 10 ft, 1 hour) – Starfinder's prestidigitation.

Other Abilities

Grappler – Gain a +2 to grapple maneuvers

Healing Channel – Spend a Resolve Point to heal 2d8. Move action to heal yourself, standard to heal ally you touch, full action to heal allies within 30 ft.

Healing Touch – Once per day, spend 10 minutes to heal someone 10 Hit Points.

Hyper – Once per day, take an extra move action.

Mindlink – Touch one creature to instantaneously teach them 10 minutes of information.

Gear

Analgesic – Injected creature is flat-footed, has +1 bonus to saves vs. pain for one round. (no save)

Battle staff – Immune to abilities that target tech, +1 to AC vs a target when you hit them with this staff, on a crit the target is knocked prone

Freebooter Armor I – Light armor, EAC +2, KAC +3, Max Dex +4, Upgrade Slots 0, Bulk L

Id Moss – Ingested Poison, Intelligence track, Fort DC 14, onset 10 min, frequency 1/min for 6 minutes, cure 1 save.

Weakened – -2 to Int ability and skill checks, DCs of abilities and spells, if spells are based of int they can't cast highest level; **Impared** – Weakened *2; **Animalistic** – Creature is feebleminded, Charisma is unaffected; **Comatose** – Creature can't wake up; **Dead** – Brain stops working

Mk 1 Serum of Healing – Drinker regains 1d8 Hit Points.

Needler Pistol – One-handed small arm. Immune to abilities that target tech, you can fill the gun with a drug/poison/medicinal and it delivers it on a successful hit. Increase the DC by 2 on a crit.

Sedative – Injected creature takes 1d4 points of nonlethal damage, make a new save with a +1 bonus versus an emotion or fear effect that allows a save to end that's not permanent or instantaneous.

Gazigaz's Cheat Sheet

Envoy Abilities

Get 'Em – As a move action, you can choose one enemy within 60 feet. Until the start of your next turn, you and your allies gain a +1 morale bonus to attack rolls made against that enemy. The bonus persists even if the enemy moves beyond 60 feet or out of line of sight or hearing. This requires your ally to understand your language, to be able to see or hear you, and be able to be affected by mind-affecting effects.

Inspiring Boost – As a standard action, you can signal an ally within 30 feet who has taken damage from any attack made by a significant enemy at any point after your last turn ended. That ally regains 8 Stamina Points. Once an ally has benefited from your inspiring boost, that ally can't gain the benefits of your inspiring boost again until he takes a 10-minute rest to recover Stamina Points. This requires your ally to understand your language, to be able to see or hear you, and be able to be affected by mind-affecting effects.

Skill Expertise – As long as you have at least 1 Resolve remaining, whenever you roll a Diplomacy or Sense Motive check, add 1d6 to the roll as an insight bonus.

Skittermander Abilities

Grappler – Gain a +2 to grapple maneuvers

Hyper – Once per day, take an extra move action.

Gear

Charge Cloak – Once per day, power an item that uses up to 4 charges in a single use.

Freebooter Armor I – Light armor, EAC +2, KAC +3, Max Dex +4, Upgrade Slots 0, Bulk L

Medpatch – Attempt a Medicine skill check untrained with a +10 bonus for first aid, long-term stability, treat disease, or treat drugs or poison. Expended when used.

Mk 1 Serum of Healing – Drinker regains 1d8 Hit Points.

Static Arc Pistol – The weapon can switch between stun (nonlethal) and normal mode as a move action. On a critical hit, the closest creature within 10 feet of the target takes 2 electricity damage.

Tactical Baton – The stat block contains an error: the attack bonus for this weapon is +3. This weapon is immune to technology, you can use your Dexterity modifier to attack with it.

Nako's Cheat Sheet

Abilities

Grappler – Gain a +2 to grapple maneuvers

Hyper – Once per day, take an extra move action.

Toughness – You gain a +4 bonus to Constitution checks to continue running, to avoid damage from a forced march, to hold your breath, and to avoid damage from starvation or thirst. You also gain a +4 bonus to Fortitude saving throws to avoid taking damage from hot or cold environments, to withstand the harmful effects of thick and thin atmospheres, to avoid choking when breathing in heavy smoke, and to avoid fatigue caused by sleep deprivation.

Gear

Ember Flame Doshko – Two-handed, Powered (capacity 20, usage 1), On a critical hit, roll on the wounding table. If the target doesn't have that area, then use general.

D20	Location	Save DC 15	Effect
1-10	General	None	Bleed 1d6
11-13	Eye (sensory)	Reflex	Lost eye, -2 Perception
14-15	Leg (mobility)	Fortitude	Severed limb, -10 land speed
16-17	Arm (manipulation)	Reflex	Severed limb, lose a hand
18-19	Vital Organ	Fortitude	1d4 Con damage
20	Brain	Fortitude	Stunned 1 round

Fire Extinguisher – As a standard action, you can deploy a fire extinguisher to end a burn effect on any one creature or object of Medium or smaller size. Extinguishing a Large creature or object takes 2 rounds, and the number of rounds required doubles with each size category beyond Large. A fire extinguisher can function for 20 rounds (which need not be consecutive) and can be recharged for 10% of the purchase price.

Flashlight – Raise the light by one level in a 20ft. cone.

Hidden Soldier Armor – Heavy armor, EAC +3, KAC +5, Max Dex +2, ACP -2, Speed -5ft., Upgrade Slot 1, Bulk 2

Mk 1 Serum of Healing – Drinker regains 1d8 Hit Points.

Survival Knife – This weapon is immune to technology, you can use your Dexterity modifier to attack with it.

Tactical Semi-Auto Pistol – This weapon is immune to technology, 30 ft. range.

Quonx's Cheat Sheet

Mechanic Abilities

Combat Tracking – As a move action, chose an enemy within sight and gain a +1 bonus to attack them.

Memory Module – Once per day when not in combat, reroll a failed check to recall knowledge. In addition, this gives you Skill Focus (Engineering). This ability doesn't function while Combat Tracking is active.

Overcharge – As a standard action, attack with a ranged energy weapon or powered melee weapon that you're holding. On a hit, deal 1d6 extra damage. This uses 3 times as many charges as normal.

Skittermander Abilities

Grappler – Gain a +2 to grapple maneuvers

Hyper – Once per day, take an extra move action.

Gear

Azimuth Laser Rifle – 120 ft. range, on a critical hit this weapon deals burn 1d6.

Basic Medkit – This allows you to attempt DC 25 Medicine checks to treat deadly wounds.

Datajack – You have a port that you can plug computers into and access with your brain.

Engineering Kit – This allows you to attempt Engineering checks.

Hacking Kit – This is required for most Computer checks.

Kasatha Microcord I – Light armor, EAC +1, KAC +3, Max Dex +3, ACP -1, Upgrade Slot 0, Bulk 1

Mk 1 Serum of Healing – Drinker regains 1d8 Hit Points.

Survival Knife – This weapon is immune to technology, you can use your Dexterity modifier to attack with it.

Trapsmith's Tools – Provides a +4 bonus to Engineering or Mysticism checks to arm or disarm traps.

Emerald Empyrean

EMERALD EMPYREAN

TIER 4

Large heavy freighter

Speed 6; Maneuverability average (turn 2); **Drift 1**

AC 16; TL 16

HP 140; DT —; CT 28

Shields basic 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) heavy laser cannon (4d8)

Attack (Turret) coilgun (4d4)

Power Core Arcus Ultra (150 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, budget short-range sensors, crew quarters (common), mk 2 defenses, mk 3 armor; **Expansion Bays** cargo hold, guest quarters (luxurious, 2), guest quarters (good, 2), recreation suites (3)

Modifiers +1 Piloting; Complement 2-6

SPECIAL ABILITIES

Partially Automated Thanks to remnants of M2's programming still within the vessel's systems, the Emerald Empyrean can be operated by a minimum crew of 2. In addition, the ship's AC and TL are calculated as if the pilot had 4 ranks in Piloting. Finally, despite the Emerald Empyrean being a tier 4 starship, when any member of the crew attempts a check based on the tier, she counts the Emerald Empyrean as being a tier 2 starship.

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