

Skitter Shot

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1. Entryway

OBSERVER-CLASS SECURITY ROBOT (3)

CR 1

XP 400 each

N Small construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE

HP 17

EAC 14; **KAC** 15

Fort +1; **Ref** +1; **Will** –1

Defensive Abilities exigency, integrated weapons; **Immunities** construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft., fly 30 ft. (Ex, average)

Melee slam +6 (1d6+3 B)

Ranged integrated pulsecaster pistol +9 (1d4+1 E nonlethal, range 30 ft.), or stickybomb grenade I +9 (explode [10 ft., entangled 2d4 rounds, DC 10], range 20 ft.)

TACTICS

During Combat The security robots use their nonlethal pulsecaster pistols and stickybomb grenades to subdue the PCs. If a skittermander gets too close to one of the robots, the robot attempts a full-action reposition combat maneuver to drag the skittermander toward and into one of the cages (which closes automatically once a creature is placed inside).

Morale The security robots fight until they are destroyed.

STATISTICS

Str +2; **Dex** +4; **Con** —; **Int** +1; **Wis** +0; **Cha** +0

Skills Acrobatics +10, Athletics +5, Computers +5

Languages Common

Other Abilities unliving

Gear pulsecaster pistol with 2 batteries (20 charges each), stickybomb grenades I (2)

SPECIAL ABILITIES

Exigency (Ex) An observer-class security robot can expend a large store of energy to temporarily increase its processing power and attempt to avoid an attack. Once per day, it can reroll a failed Reflex saving throw with a +10 circumstance bonus.

Integrated Weapons (Ex) A security robot's weapons are integrated into its frame and can't be disarmed.

COMBAT MANEUVER

As a standard action, you can attempt one of the following combat maneuvers. For each maneuver, choose an opponent within your reach (including your weapon's reach, if applicable) and then make a melee attack roll against the opponent's KAC + 8. The effects of success vary depending on the maneuver, as described below.

REPOSITION

You change the target's position to a different location still within your reach and within 5 feet of its original placement. You can move the target 5 additional feet for every 5 by which the result of your attack roll exceeds the target's KAC + 8, but all movement must remain within your reach. You cannot move the target past an obstacle.

If you reposition a creature as a full action, you can move a distance equal to the distance you repositioned your target (up to your move speed), dragging the target along with you.

4. Observation Deck

SHADOW CREEPERS (6)**CR 1/3**

XP 135 each

NE Tiny outsider

Init +7; **Senses** darkvision 60 ft.; **Perception** +3**DEFENSE****HP 6****EAC** 10; **KAC** 12**Fort** +1; **Ref** +3; **Will** +0**Weaknesses** light blindness**OFFENSE****Speed** 30 ft.**Melee** bite +5 (1d6+1 P)**TACTICS****During Combat** The shadow creepers focus their attacks on any PCs attempting to power down the onyxes.**Morale** The shadow creepers fight until they are destroyed.**STATISTICS****Str** +1; **Dex** +3; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0**Skills** Acrobatics +7, Athletics +3

5. Spa

GRAPPLE

You hold the target in place. You must have at least one hand free to perform a grapple combat maneuver. Your target has the grappled condition, meaning she can't move from her current space and takes further penalties until she either uses a standard action to attempt a grapple combat maneuver to grapple you (giving you the grappled condition) or uses the escape task of the Acrobatics skill to break free. If the result of your attack roll equals or exceeds the target's KAC + 13, the target is instead pinned for the same duration, and she can't take any actions that involve moving her limbs other than to attempt to escape.

The grappled or pinned condition lasts until the end of your next turn, unless you renew it on your next turn with another grapple combat maneuver. The condition ends immediately if you move away. As long as you have one target grappled or pinned, you cannot attempt to grapple another.

When you renew a grapple, you can remove one item from the target's body that can be easily accessed, including most weapons and equipment (but not worn armor). Doing so immediately ends the grapple.

GRAPPLED

You are restrained by a creature, effect, or trap. You can't move, and you take a –2 penalty to your Armor Class, attack rolls, Reflex saving throws, initiative checks, and Dexterity-based skill and ability checks, except those made to grapple your opponent in turn or to escape a grapple (see Grapple on page 246). In addition, you can't take actions that require two hands (or other limbs) to perform. You can't make attacks of opportunity.

You can't use Stealth to hide from the creature grappling you, even if a special ability allows you to hide when you normally couldn't. If you become invisible, through a spell or other ability, you gain a +2 circumstance bonus to your check to escape being grappled, but you receive no other benefit.

PINNED

You are tightly bound and can take few actions. While you are pinned, you can't move and are flat-footed. You also take an additional –4 penalty to your Armor Class, attack rolls, Reflex saving throws, initiative checks, and Dexterity-based skill and ability checks (these penalties replace those from the grappled condition and also apply to attempts to grapple your opponent or free yourself; see Grapple on page 246). You are limited in the actions that you can take. You cannot take any action that requires the use of any of your limbs, but you can always attempt to free yourself, usually through an attack roll or Acrobatics check. You can't make attacks of opportunity while you are pinned, but you can still take verbal and mental actions, such as spellcasting.

FATIGUED

You can neither run nor charge, and you take a –1 penalty to your Armor Class, attack rolls, melee damage rolls, Reflex saving throws, initiative checks, and Strength- and Dexterity-based skill and ability checks. The amount of bulk you can carry without becoming encumbered is reduced by 1. If you are fatigued, doing an activity that would normally cause fatigue causes you to become exhausted instead. After 8 hours of complete rest, you are no longer fatigued.

FLAT-FOOTED

At the start of a combat, if you are surprised, you are flat-footed until you become aware of combat and have had a chance to act. Many other effects can cause you to become flat-footed. You take a –2 penalty to your AC and cannot take reactions while flat-footed.

7. Bridge

KENJARO CHIDI, CYBERNETIC ZOMBIE

CR 3

XP 800

N Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

HP 40

EAC 14; **KAC** 16

Fort +5; **Ref** +5; **Will** +4

Immunities undead immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +8 (1d6+5 B)

Ranged integrated static arc pistol +11 (1d6+3 E; critical arc 2, range 50 ft.)

Offensive Abilities self-destruct (1d6+3 E, DC 12)

STATISTICS

Str +2; **Dex** +4; **Con** —; **Int** —; **Wis** +1; **Cha** +1

Skills Athletics +13

Other Abilities mindless, unliving

Gear static arc pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Integrated Weapons (Ex) A cybernetic zombie's ranged weapon is integrated into its body and can't be disarmed.

Self-Destruct (Ex) A cybernetic zombie self-destructs when it is reduced to 0 HP, dealing an amount of electricity damage equal to 1d6 + the zombie's CR to all creatures in a 10-foot-radius burst. A creature can attempt a Reflex saving throw to reduce this damage by half. This ability destroys any cybernetic or technological components that could have been salvaged from the zombie.

Undead Immunities (Ex) Undead are immune to the following effects, unless the effect specifies it works against undead creatures.

- Bleed, death effects, disease, mind-affecting effects, paralysis, poison, sleep, and stunning.
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

Unliving (Ex) The creature has no Constitution score or modifier. Any DCs or other statistics that rely on a Constitution score treat the creature as having a score of 10 (+0). The creature is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn't heal damage naturally, but a construct can be repaired with the right tools. Spells such as *make whole* can heal constructs, and magic effects can heal undead. An unliving creature with fast healing still benefits from that ability. Unliving creatures don't breathe, eat, or sleep. They can't be raised or resurrected, except through the use of *miracle*, *wish*, or a similar effect that specifically works on unliving creatures.

CRITICAL EFFECT - ARC

The attack's energy leaps to a second creature on a critical hit. This secondary target must be within 10 feet of your original target and must be the creature closest to the original target (you choose if multiple creatures are equidistant). Roll the amount of damage listed in the weapon's arc—the secondary target takes this damage (not multiplied by the critical hit), of whatever type the weapon deals.

10. Cabins

BLUE WHINNIS

Type poison (injury); **Save** Fortitude DC 14

Track Constitution (special); **Frequency** 1/round for 2 rounds

Effect progression track is Healthy—Weakened—Unconscious; no end state.

Cure 1 save

POISONS

Each poison has a delivery mechanism. A character who is poisoned attempts a saving throw after the listed onset and at the listed frequency thereafter. Upon initial exposure, regardless of whether she succeeds at her saving throw, the victim loses a number of Hit Points equal to the poison's DC – 10. If a victim is exposed to multiple doses of the same poison, she must attempt a separate save for each dose and progresses to the next state on the poison track with each failed save.

Healthy – No effects.

Weakened - The victim takes a –2 penalty to Fortitude saves, Constitution checks, and Constitution-based DCs. Every time the victim attempts a Fortitude save against the poison—whether he succeeds or fails—he loses Hit Points as per on initial exposure.

Unconscious – The victim is unconscious and can't be woken by any means.

(The general rules for afflictions are found on page 414.)

11. Engineering

PATROL-CLASS SECURITY ROBOT

CR 4

XP 1,200

N Medium construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE

HP 52

EAC 16; **KAC** 18

Fort +4; **Ref** +4; **Will** +1

Defensive Abilities integrated weapons, nanite repair; **Immunities** construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +10 (1d6+7 B)

Ranged integrated tactical arc emitter +13 (1d4+4 E, blast, stun, unwieldy, usage 4 charges, range 15 ft.)

Offensive Abilities jolting arc

TACTICS

During Combat The robot opens combat with its jolting arc ability, trying to catch as many PCs as possible. It then continues to use its tactical arc emitter, moving around to fire at range. When it is reduced to 20 HP or fewer, it uses its nanite repair ability to heal itself.

Morale The robot fights until destroyed.

STATISTICS

Str +3; **Dex** +5; **Con** —; **Int** +1; **Wis** +0; **Cha** +0

Skills Acrobatics +10, Computers +10, Intimidate +15

Languages Common

Other Abilities unliving

Gear tactical arc emitter with 2 batteries (20 charges each)

SPECIAL ABILITIES

Construct Immunities (Ex) Constructs are immune to the following effects, unless the effect specifies that it works against constructs.

- Bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning.
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

Integrated Weapons (Ex) A security robot's weapons are integrated into its frame and can't be disarmed.

Jolting Arc (Ex) Once every 1d4 rounds as a standard action, a patrol-class security robot can shoot an arc of electricity at up to four creatures within 40 feet (no two of which can be more than 30 feet apart). This arc deals 1d8 electricity damage to each target (Reflex DC 13 half).

Nanite Repair (Ex) A patrol-class security robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR (4 Hit Points per hour for most security robots). Once per day as a full action, a patrol-class security robot can restore 3d8 Hit Points to itself or any touched construct with the technological subtype.

Tactical Arc Emitter A tactical arc emitter has the following special properties:

Blast This weapon fires in a cone that extends only to its first range increment. You can't use it to attack creatures beyond that range.

For each attack you make with a weapon with the blast special property, roll one attack against each target in the cone, starting with those closest to you. Each attack takes a –2 penalty in addition to other penalties, such as the penalty to all attacks during a full attack. Roll damage only once for all targets. If you roll one or more critical hits, roll the extra critical damage only once (or any other special effects on a critical hit that require you to roll) and apply it to each creature against which you score a critical hit. You can't avoid shooting at allies in the cone, nor can you shoot any creature more than once.

Attacks with blast weapons ignore concealment. A blast weapon doesn't benefit from feats or abilities that increase the damage of a single attack (such as the operative's trick attack). Ammunition for blast weapons is designed for blast attacks, so you spend the usage amount only once for each cone of attacks.

Stun You can set a weapon with the stun special property to stun mode (or reset it to normal mode) as a move action. While in stun mode, all the weapon's attacks are nonlethal.

Unwieldy Weapons with the unwieldy special property are large and awkward, can't be fired without cooling down first, or are otherwise difficult to use with repeated attacks. You can't use an unwieldy weapon as part of a full attack (or any other action in which you could make multiple attacks), you can't attack with it more than once per round, and you can't use it to make an attack of opportunity.

Unliving (Ex) The creature has no Constitution score or modifier. Any DCs or other statistics that rely on a Constitution score treat the creature as having a score of 10 (+0). The creature is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn't heal damage naturally, but a construct can be repaired with the right tools. Spells such as *make whole* can heal constructs, and magic effects can heal undead. An unliving creature with fast healing still benefits from that ability. Unliving creatures don't breathe, eat, or sleep. They can't be raised or resurrected, except through the use of *miracle*, *wish*, or a similar effect that specifically works on unliving creatures.

Event 2: Shutting Down M2

Radiation

Radiation is a very real threat to adventurers, whether it's the radiation emitted from stars or the radiation generated by various technological wonders of the universe. Radiation is a poison effect (see page 414) that weakens an affected creature's Constitution and can also inflict an affected creature with a disease called radiation sickness. Radiation dangers are organized into four categories: low, medium, high, and severe. The effects of these categories of radiation are described on Table 11–8: Radiation Levels.

AREA OF EFFECT

Radiation is an emanation poison, meaning that a victim only needs to enter an area suffused with radiation to be affected by it. Radiation suffuses a spherical area of effect that can extend into solid objects. The closer one gets to the center of an area of radiation, the stronger the radiation effect becomes. Radiation entries list the maximum level of radiation in an area, as well as the radius out to which this radiation level applies. The radiation continues to suffuse each increment out to an equal length beyond that radius, its strength degraded by one level per increment. For example, a spherical area of high radiation with a radius of 20 feet creates a zone of medium radiation spanning 20 feet to 40 feet from the center in all directions, and a similar zone of low radiation spanning 40 to 60 feet from the center.

CURING RADIATION EFFECTS

A creature that leaves an area suffused with radiation is essentially cured of the poison effect. Ending the source of radiation or successfully casting *remove radioactivity* has the same effect. As usual for poison effects, an affected creature requires rest to recover from radiation poisoning. *Remove affliction* doesn't cure a creature of the effects of radiation poisoning, but *remove radioactivity* does.

If a creature has been exposed to enough radiation, it might contract radiation sickness, which acts like a noncontagious disease. Symptoms of radiation sickness include nausea, vomiting, and loss of hair. Radiation sickness can be treated like any disease, although it can't be cured with *remove affliction*. *Remove radioactivity* can cure radiation sickness.

RADIATION

Type poison, emanation (see above); **Save** Fortitude (see chart)

Track Constitution; **Frequency** 1/round

Effect At each state of impaired and beyond, the victim must succeed at a DC 18 Fortitude saving throw or contract the radiation sickness disease (see below).

Cure none

RADIATION SICKNESS

Type disease; **Save** Fortitude (same DC as the level of radiation that caused the radiation sickness)

Track physical; **Frequency** 1/day

Effect Radiation sickness isn't contagious.

Cure 3 consecutive saves

Radiation Level	Fort DC
Low	13
Medium	17
High	22
Severe	30

RADIATION

Healthy – No effect

Weakened – The victim takes a –2 penalty to Fortitude saves, Constitution checks, and Constitution-based DCs. Every time the victim attempts a Fortitude save against the poison—whether he succeeds or fails—he loses Hit Points as per on initial exposure.

Impaired – The victim takes an additional –2 penalty to the affected checks, and the DCs of his spells and special abilities decrease by 2. The victim must make a DC 18 Fortitude save or contract radiation sickness.

Debilitated – Strenuous actions cause the victim pain. If he takes a standard action, he immediately loses 1 Hit Point. The victim must make a DC 18 Fortitude save or contract radiation sickness.

Unconscious – The victim is unconscious and can't be woken by any means. The victim must make a DC 18 Fortitude save or contract radiation sickness.

Dead – The victim dies.

RADIATION SICKNESS

Healthy – No effect

Latent – The victim has contracted a disease. She suffers no ill effects yet.

Weakened – The victim is sickened and fatigued.

Impaired – The victim is exhausted. Whenever she takes a standard or full action, she must succeed at a Fortitude save at the disease's DC or lose the action and become nauseated for 1 minute.

Debilitated – Strenuous actions cause the victim pain. If she takes a standard action, she immediately loses 1 Hit Point.

Bedridden – The victim is awake and can converse, but she can't stand on her own or take any other actions or reactions.

Comatose – The victim is unconscious and feverish, and can't be woken.

Dead – The victim is dead.

Event 3: Pirate Attack!

NOVA WITCH

TIER 2

Medium Explorer

Speed 8; **Maneuverability** good (turn 1); **Drift** 1

AC 14; **TL** 14

HP 55; **DT** —; **CT** 11

Shields basic 20 (forward 5, port 5, starboard 5, aft 5)

Attack (Forward) coilgun (4d4)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Turret) light particle beam (3d6)

Power Core Arcus Heavy (130 PCU); **Drift Engine** Signal Basic; **Systems** budget short-range sensors, crew quarters (common), mk 1 duonode computer, mk 2 armor, mk 2 defenses; **Expansion Bays** cargo holds (2), smuggler compartments (2)

Modifiers +1 on any two checks per round, +1 Piloting; **Complement** 5

CREW

Captain Diplomacy +7 (2 ranks), gunnery +4, Intimidate +7 (2 ranks), Piloting +8 (2 ranks)

Engineer Engineering +9 (2 ranks)

Gunner gunnery +6

Pilot Piloting +10 (2 ranks)

Science Officer Computers +9 (2 ranks)

Nova Witch Action Cheat Sheet

Engineering Phase

Divert (1d20+9 vs. DC 13)

Engines – +2 speed this round

Science – +2 to science officer actions this round

Weapons – Treat all 1s on weapon damage dice as 2s this round.

Shields – Restore 5 points to the shields

Hold It Together (1d20+9 vs. 18)

One system is treated as if its critical damage condition were two less steps severe

Patch (1d20+9 vs. DC ?)

Remove critical damage from a system for an hour or until it is crit again. Number of actions necessary and DC is determined by how bad the system is malfunctioning. You can reduce the number of actions by 1 by increasing the DC by 5.

Glitching – 1 Action, DC 13; Malfunctioning – 2 Actions, DC 18; Wrecked – 3 Actions, DC 23

Piloting Phase (1d20+10)

Fly (Both)

Move your speed. (speed 8 (good, 1))

Maneuver (1d20+10 vs. DC 18)

Move your speed with increased maneuverability (speed 8 (perfect, 0))

Stunt (Both)

Perform one of these stunts:

Back Off (DC 13), Barrel Roll (DC 13), Evade (DC 13), Flip and Burn (DC 18), Flyby (DC 18), Slide (DC 13),

Turn in Place (no check needed)

Science Officer

Balance (1d20+9 vs. DC 13)

Either shift SP from one quadrant to another or redistribute all SP evenly (excess in front). If shifting, each quadrant must have at least 10% of current SP.

Scan (1d20+9 vs. DC 13 (for Emerald Empyrean))

Learn the first unknown piece of info on this list. For every 5, get the next piece of info.

1. Basic Information: Living crew complement and ship classification, size, speed, and maneuverability.

2. Defenses: AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.

3. Weapon: Information about one weapon, including its firing arc and the damage it deals, starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.

4. Load: Information about how the starship's expansion bays are allocated and any cargo the starship might be carrying.

5. Other: Any remaining ship statistics.

Target System (1d20+9 vs. DC 13 (for Emerald Empyrean))

Your next attack that hits that starship crits on 19-20. Choose a system, the first crit affects that system.

Gunner

Shoot (1d20+6)

Forward coilgun +6 (4d4, range 20 hexes)

Port light laser cannon +6 (2d4, range 5 hexes)

Starboard light laser cannon +6 (2d4, range 5 hexes)

Turret light particle beam +6 (3d6, range 10 hexes)