

Dispirited Foe

*Jinsul's Combat Fervor Wanes as
Commander Fall*

All Jinsuls **lose +4 Bonus** to
saves vs. Fear.

PC's, spend 1 resolve to
negate a crit on themselves
by an enemy, once

Dispirited Foe

*Jinsul's Combat Fervor Wanes as
Commander Fall*

Once, each PC
spend **1 Resolve**,
negate a crit hit
against them

Safe Haven

*A moment of respite from the
duress of combat*

Each PC Immediately
Recovers **one** of the
following:

- **Expended Spell**
- **Use of daily class ability**
- **Resolve Point**

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Spoils of War

Acquire some stolen Jinsul gear

Each PC Immediately
gains a duplicate of any
2 consumable items
possessed or purchased
at start of adventure.

Use them or Lose them!

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Tower Intel

Intel data floods in from secured scanning towers

Once per Encounter,
Each PC can:

Roll Twice on any
Int, Wis, Cha Skill /
Starship combat check

And take better result

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Victory in Sight

Palpable shift in the Starfinder's favor

Once, Each PC can:

Use **Envoy's Inspiring Boost** on themselves, or an Ally, character level as Envoy level
Envoy already w/ Inspiring Boost use Level 15

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Envoy already w/ Inspiring Boost use Level 15

Inspiring Boost

Standard Action: target any Ally w/i 30ft who enemy's attack damaged since end of your last round.

That ally regains Stamina = **2x Envoy level + Cha**, up to Max stamina.

At **15th Level:** Stamina = **3x Envoy level + Cha**, up to Max

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Deadlocked Fleets

Starfinder & Jinsul fleets clash in a dead heat.

Encounters run w/o modifiers

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No Modifications for **Part 4** Encounters

Frayed Leadership

Jinsul leaders lose control & their units become reckless

In **Tiers 5-6 & 7-8**
Enemy troops are more exposed

Frayed Leadership

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Tiers 5-6 & 7-8
Only Total Cover & -2 to EAC, KAC, attacks, save DC's, skills, and saves.

Jinsul Advantage

Jinsul fleet has advantage over Bastiar - 5

More Challenges Ahead

Jinsul Advantage

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For all Jinsul Allies:
+2 AC*
or
+2 Gunnery for Starship combat
*Frist Skirmish Boon ignores
Part 4 Jinsul Mods

Routed Infantry

Jinsul ground troops lost faith and flee battle in droves.

In Tiers 1-2 & 3-4

Enemy troops shake w/
fear

Routed Infantry

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Tiers 1-2 & 3-4

All enemies Shaken
**-2 attacks, abilities,
skills, and saves**

**25% Chance each attack on
them is critical hit**

Starfinder Advantage

Starfinder fleet have broken Jinsul blockade, and now support from skies

+2 AC or Gunnery checks

Boost and Pass Aid token w/o
check or resources

Or use Unboosted Aid Token
as Boosted

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Part 4 Starfinder Mods

Weakened Herald

Dhurus's radiance wavers, rendering it and it's minions vulnerable

Tier 9-10 & Tier 11-12
find more holes in their
enemies defenses

Weakened Herald

Dhurus's radiance wavers, rendering it and it's minions vulnerable

Tier 9-10 & Tier 11-12

Enemies each round
**keep DR, immunities &
unflankable**

**75% chance to lose all
other defenses**

Change of Guard

Teamwork and a job well done affords some rest by covering shifts.

Group can take an **8 hour rest** between missions before **Part 3**.

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Starfinder Fleet Present

Starfinder fleet hangs in the airspace above this location

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Jinsul Fleet Present

Jinsul fleet occupies the airspace above this location

For all Jinsul Allies: +2 AC* or

+2 Gunnery for Starship combat

*Frist Skirmish Boon ignores

Jinsul Fleet Present

Jinsul fleet occupies the airspace above this location

More Challenges Ahead

Remind the GM if you have **First Skirmish Boon** slotted