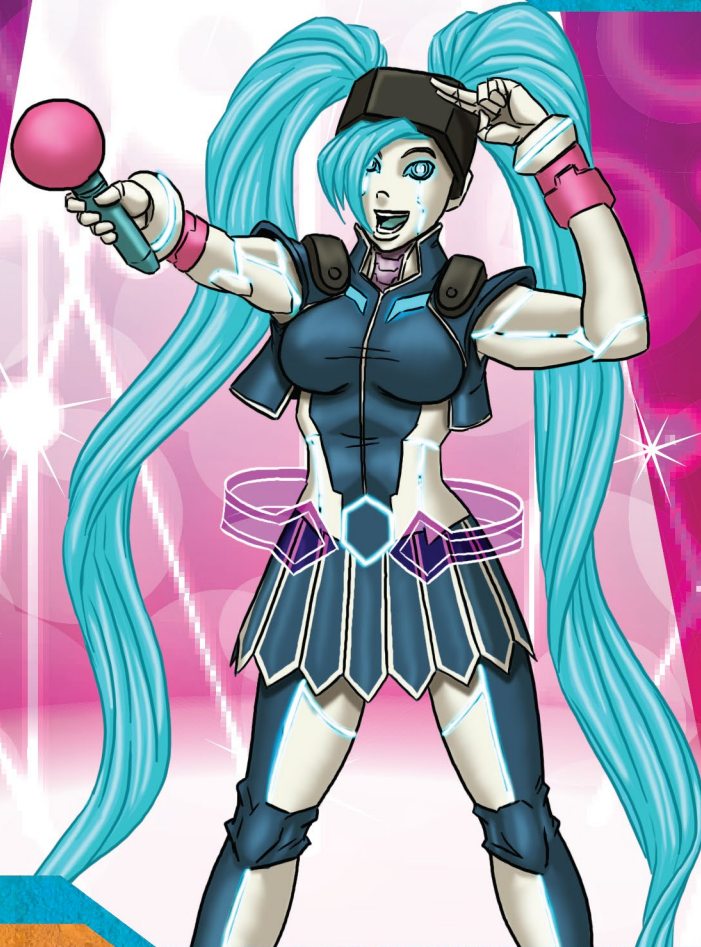


STAR LOG.EM-037

ENVOY IMPROVISATIONS



STARFINDER
COMPATIBLE



STAR LOG.EM-037

ENVOY IMPROVISATIONS

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: ENVOY IMPROVISATIONS

Hello, and thank you for purchasing *STAR LOG.EM037: ENVOY IMPROVISATIONS!* In the Xa-Osoro System, envoy characters have a surprising range of careers despite the monotonous implications of the class's name. While nearly all diplomats are envoys, characters who broker deals between companies are also commonly envoys, as are many project managers, squad leaders, generals, and even therapeutic counselors. Rather than be united by simple representation, envoy characters are drawn to careers where their skills allow them to influence people, especially allies and enemies.

Vex (nonbinary skittermander envoy 7), the diplomat who currently arranges most of the deals between the Radiant Imperium and the Vesk empire, is among the most famous envoys currently active in the Xa-Osoro System. Vex's most famous deal resulted in the Vesk Empire's acquisition of Vesk-71, a small habitable moon in orbit around Ulo that now serves as the Vesk Empire's embassy (and, as some fear, staging ground).

By far the most famous envoy in the Xa-Osoro System, however, is Mitsuku Hane (female android envoy 12), an intergalactic pop star based out of Hyperspace Station. Mitsuku Hane's style, native to Hyperspace Station but referred to as xenopop or X-Pop by Xa-Osoro's music industry, involves a dazzling array of shimmering lights, holograms, and lyrics ranging from innocently adorable to passionately sultry. Her concerts—as few and far between as they are—are nearly always sold out.



ENVOY IMPROVISATIONS

You learn your first envoy improvisation at 1st level and an additional improvisation at 2nd level and every 2 levels thereafter. Many improvisations require you to have a minimum envoy level, and they are organized accordingly. Some improvisations have additional prerequisites, such as other improvisations.

2ND-LEVEL

You must be 2nd level or higher to choose these envoy improvisations.

FANTASTIC ASSIST (EX)



Whenever you use the full attack action, you can replace any number of weapon attacks that you would normally make with a covering fire attack or a harrying fire attack, as described by the covering fire and harrying fire actions. You take a -4 penalty to all attack rolls attempted as part of this full attack; if you have another ability that allows you to make additional weapon attacks at an increased penalty (such as the soldier's onslaught class feature), it modifies your full attack actions normally.

POLYLINGUIST (EX)

Your mastery of culture allows you to quickly learn new languages. You gain a number of additional languages equal to your envoy level. In addition, you gain an additional language whenever you gain an envoy level.

TEAM ASSIST (EX)



Whenever an ally within 30 feet of you attempts a skill check, that ally gains a +2 bonus to their skill check as if you had successfully used the aid another action (see Chapter 5 in the Starfinder Core Rulebook). This bonus doesn't stack with your use of the aid another action, and it doesn't apply to skill checks you attempt. Effects that improve the bonus you grant using the aid another action do apply to this ability.

TELEPATHIC IMPROVISATION (SU)

When using a sense-dependent improvisation that affects an ally or a foe and has either audible or visual elements, you can use the improvisation against that enemy or to benefit that foe even if they cannot see or hear you, provided they're within range of your limited telepathy (in which case they must also share a language with you) or telepathy (in which case they merely must have a language). You must have telepathy (whether standard or limited) to learn this ability.

6TH LEVEL

You must be 6th level or higher to choose these envoy improvisations.

ANTAGONIZING MASTERMIND (EX)



You're able to stoke the fires of your opponents' wrath and

direct the blazes however you fancy. This ability functions like the Antagonize feat, except when you use this feat you choose one ally that your target can see that it would consider to be a significant enemy. If your skill check is successful, your target is off-target and takes a -2 penalty on skill checks for 1 round plus 1 additional round for every 5 by which your result exceeds the DC, or until it makes an attack against the chosen ally, forces that ally to attempt a saving throw, or deals Stamina or Hit Point damage to that ally (whichever comes first).

AMAZING COORDINATION (EX)



You always count as threatening any opponent that shares a language with you, even if you aren't wielding a melee weapon. As a move action, you can choose one square that you threaten and treat that square as if it was your space for the purpose of providing a flanking bonus to your allies until the start of your next turn. During this time your actual space does not count as your space for the purpose of providing flanking bonuses.

AVENGE ME! (EX)



Should you fall in battle, your allies are spurred to avenge your defeat. Whenever an attack, special ability, or spell reduces you to 0 Hit Points or causes you to gain the dead or dying condition and the source of the attack, special ability, or spell is a creature that you can target with the get'em envoy improvisation, you can spend 1 Resolve Point as an immediate action to use get'em targeting that creature. The duration of this effect is equal to 24 hours or until the target dies or is reduced to 0 Hit Points. Only creatures who witnessed your death or reduction to 0 Hit Points benefit from your get'em, and if you have improved get'em you can apply the benefits of that envoy improvisation as well.

You must have the get'em envoy improvisation to learn this improvisation.

CATCH! (EX)

As a standard action, you can fool an opponent into accepting a live grenade from you. When you use this ability, choose one grenade that you are wielding in one of your hands and attempt a Bluff check with the same DC as a check to feint against that enemy (though this isn't a standard check to feint, so Improved Feint and Greater Feint don't apply). Whether or not you succeed at your check, the grenade detonates at the end of your turn, the blast originating from one corner of the opponent's space of your choice. If your skill check is successful, your opponent takes a -2 penalty to their Reflex save against the grenade's effects.

INSPIRING MARTYR (EX)



Should you fall in battle, your sacrifice spurs others to victory. Whenever you're dying or reduced to 0 Hit Points, you can spend 1 Resolve Point as a reaction to immediately take a move action and a standard action to use up to two of your envoy improvisations as if you were conscious. If your

chosen improvisations are normally language-dependent, they count as being senses-dependent for the purpose of this ability instead. You cannot spend a Resolve Point to stabilize during any round that you use this ability, and if you are stabilized after using this ability, any improvisations that you used in this manner immediately end.

PLAY THE CROWD (EX)



You can use herd mentality to your advantage, using large throngs of individuals to hamper and hinder your enemies. As a full action, choose a 20-foot-radius area within 30 feet of you and attempt a Bluff or Diplomacy check. To use this ability, there must be at least 30 noncombatants (a small crowd or larger) who aren't significant opponents that are within 100 feet of the designated area. If there are any opponents within your chosen area and the result of your Bluff or Diplomacy check equals or exceeds a DC of $15 + 1-1/2$ times that opponent's CR, you manage to turn the crowd's ire against that foe. Choose one of the following conditions: entangled, off-kilter, or shaken. Any foe whose DC that you beat gains the chosen condition for 1 round. This condition immediately ends after you or one of your allies makes an attack roll against an affected creature or deals damage to any affected creature. Whether or not your roll succeeds, you cannot use this ability to play the same crowd again for 24 hours (although you can play different crowds found in different locations).

8TH LEVEL

You must be 8th level or higher to choose these envoy improvisations.

AMAZING ASSISTANT (EX)



You are skilled at providing assistance to your allies. Whenever you use the aid another action, you can roll your expertise die and add the result to your ally's skill check instead of the usual +2 bonus. Whenever you use the covering fire or harrying fire action, you roll your expertise die and apply the bonuses from that action against a number of attacks equal to the result.

EASY NOW (EX)



Your presence helps to calm your allies, allowing them to focus in situations where concentration is difficult. Whenever you or an ally attempts a skill check, you can grant that ally the ability to take 10 on their skill check, even if combat, stress, or distractions would normally prevent them from doing so. Using this ability is a reaction that is triggered when an ally attempts a skill check, but before the skill check is rolled.

You can spend 1 Resolve Point to allow this improvisation to require no action.

HYSTERIC INSPIRATION (EX)



You inspire a display of extreme strength in allies who are close to death. Whenever an ally within 30 feet has 0 Stamina Points and less than half their total Hit Points remaining,

IMPROVISATION DESCRIPTOR KEY



LANGUAGE-DEPENDENT
IMPROVISATION



MIND-AFFECTING
IMPROVISATION



SENSE-DEPENDENT
IMPROVISATION

you can inspire hysteric strength in that ally as a standard action. When inspired, the ally gains temporary Hit Points equal to half its Stamina Point total. In addition, they gain a +1 morale bonus to attack rolls and a morale bonus equal to the envoy's Charisma bonus to damage rolls). These benefits last for a number of rounds equal to the envoy's expertise die (including any bonuses from the expertise class feature). After this improvisation ends, the inspired ally gains the exhausted condition. An ally can only benefit from this ability once per day, and you cannot target yourself with this ability.

By spending 1 Resolve Point, you can use this ability as a reaction (triggered whenever an ally has 0 Stamina Points and is reduced to a total number of Hit Points equal to or less than half their Hit Point total) instead of a move action.

You must have the inspirational boost and quick inspirational boost envoy improvisations to learn this improvisation.

PASS THE TORCH (EX)



You can inspire resolve in an ally whenever you fall in battle. Whenever an attack, special ability, or spell reduces you to 0 Hit Points or causes you to gain the dead or dying condition, you can spend 1 Resolve Point to cause one ally within 30 feet to regain 1 Resolve Point. If the target has all of their Resolve Points, this ability has no effect and you still lose the Resolve Point you spent. You can't grant the same ally the benefits of this ability again until both you and your ally have recovered your Resolve Points after an 8-hour rest. This is a language-dependent, mind-affecting, sense-dependent effect.

You must have the sustained determination envoy improvisations to learn this improvisation.

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