

THE STARMASTER'S

Campaign Journal

CREDITS

ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers (*The Fat Goblin Hoarde*), Fat Goblin Games has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine a*nd releasing official products for *Castle Falkenstein*, originally published by R. Talsorian Games. With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

Visit us on <u>Facebook</u>, follow us on <u>Twitter</u> and check out our website at <u>fatgoblingames.com</u>.

Compatibility with the Starfinder Roleplaying Game requires the Starfinder Roleplaying Game from Paizo Inc. See http://paizo.com/starfinder for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

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The Starmaster's Campaign Journal

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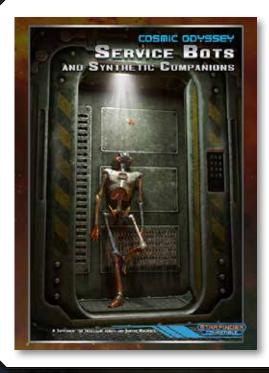
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COSMIC ODUSSEY: PIRATES OF THE STARSTREAM

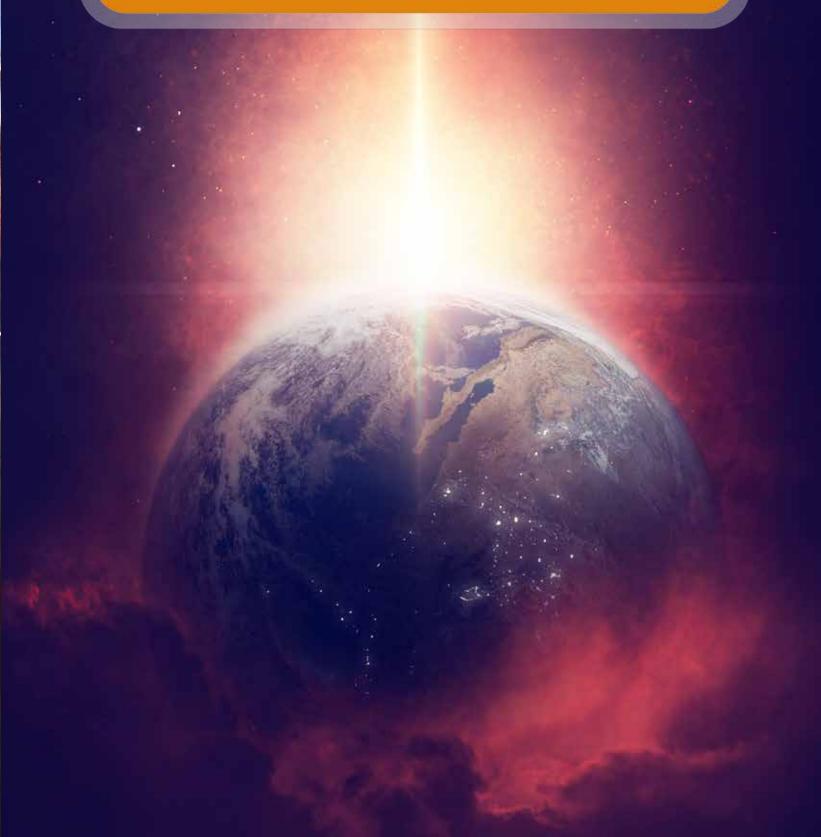
Cosmic Odyssey is a line of Starfinder Roleplaying Game compatible products designed to give you, as both a player and as a gamemaster, all the tools you need to fully explore a classic motif of science fiction with new character options, equipment and vessels, as well as a location and NPCs. Designed to be dropped into your existing game, or to serve as a starting point for your adventures, each Cosmic Odyssey is ready-made for action. In Pirates of the Starstream we bring you to 8-Pieces Port, a safe haven to criminals that caters to the corsairs and buccaneers of the spaceways. Included in this book are new themes such as the brute and rogue, new drone options for mechanics, a new spell, new equipment for boarding and ramming, new sample starships like the gunboat, and several NPCs for you to drop into your campaign.



COSMIC ODUSSEY: SERVICE BOTS AND SYNTHETIC COMPANIONS

Cosmic Odyssey is a line of Starfinder Roleplaying Game compatible products designed to give you, as both a player and as a gamemaster, all the tools you need to fully explore a classic motif of science fiction with new character options, equipment, and vessels, as well as a location and NPCs. Designed to be dropped into your existing game, or to serve as a starting point for your adventures, each Cosmic Odyssey is ready-made for action. In Service Bots & Synthetic Companions, we bring you all the rules you need for building your very own robot pal as well as several premade Service Bots, or SBs. These synthetic companions exist in a space outside the fully-autonomous android race and the advanced machine companions of the mechanic class's drones. Instead, our SBs are robotic companions for everyone (that can afford them). And, rather than just generic rules, an entire corporate world of competing manufacturers with different goals and ideals — as well as of course designs — is presented to provide gamemasters with a rich tapestry of backdrops and plot hooks, as well as to give players more flavorful companions then just a string of letters and numbers for their robotic buddies.

Campaign Basics



Campaign Outline

Campaign Title:	
Campaign Synopsis:	
Published Setting:	
Publisher:	
CAMPAIGN EVENTS	
Event	Trigger
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ADVENTURES PLANNED	
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Campaign Climay	
Campaign Climax:	
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Campaign Climax:	

CAMPAIGN SHEET

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Storyline	Completed	Mysteries		Solved
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Major Factions	Important NPCs	6	Boss Aliens	
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			-	
PLAYER CHARACTE	RS .			
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PLOT ELEMENTS OF THE CAMPAIGN EXPOSITION COMPLICATION

Resolution			
RESOLUTION	CLIMAX		
	RESOLUTION		

Adventures/Encounters

Synopsis:
NPCs Involved:
Hooks/Triggers:
Location:
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NPCs Involved:
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Synopsis:
NPCs Involved:
Hooks/Triggers:
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ADVENTURES/ENCOUNTERS

Synopsis:
NPCs Involved:
Hooks/Triggers:
Location:
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Adventures/Encounters

Synopsis:
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Scenario and Module Checklist

SCENARIO NAME/NUMBER	PARTICIPANTS

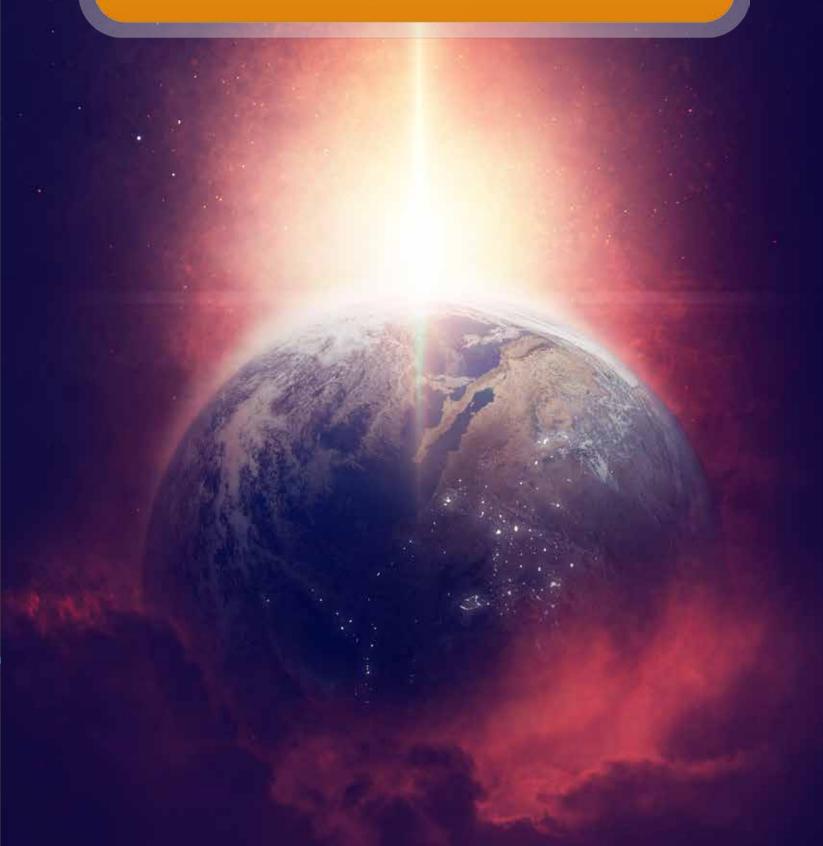
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SCENARIO NAME/NUMBER	PARTICIPANTS

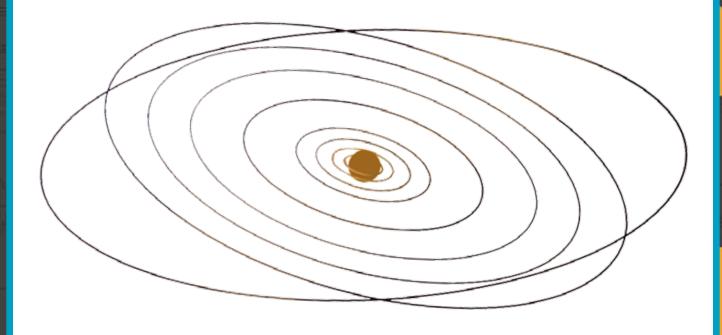
BOOKS USED AS REFERENCE

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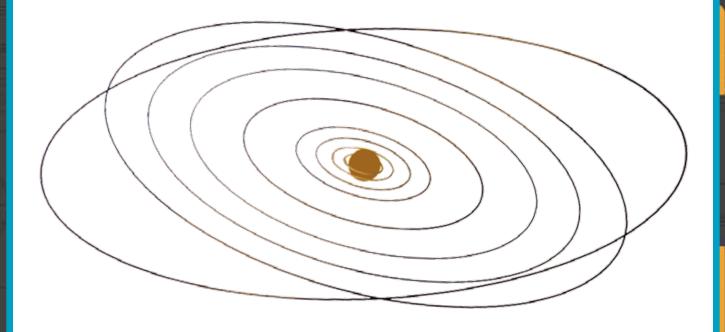
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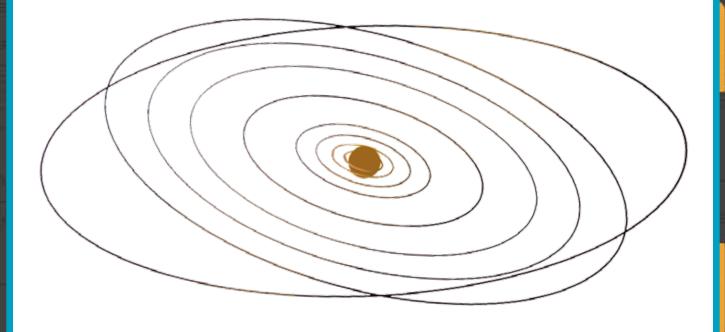
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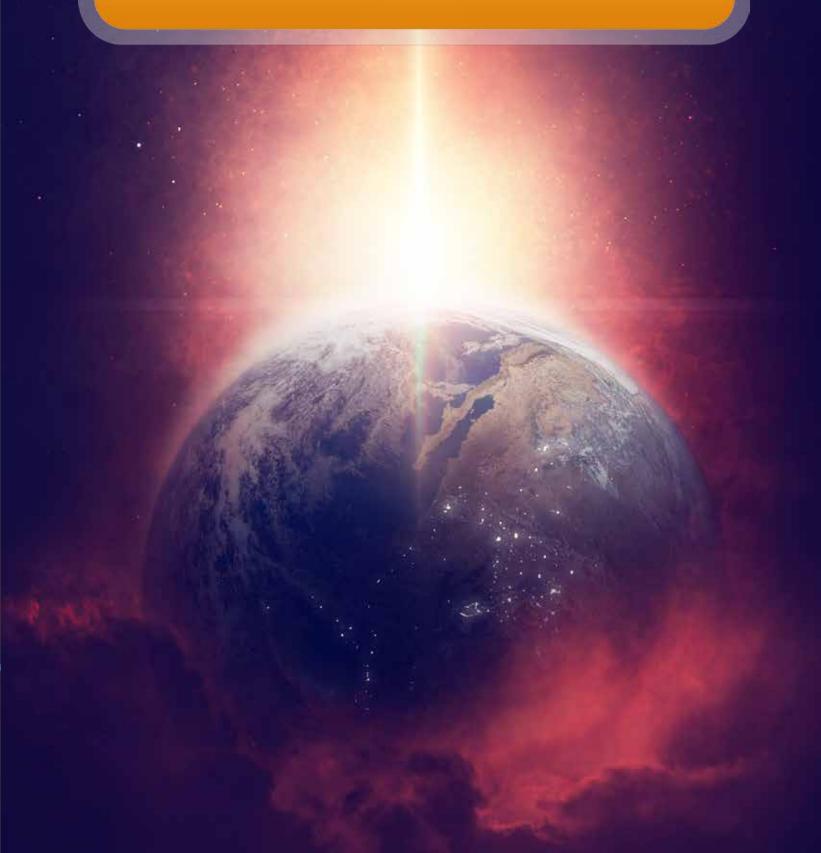
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PLANETS



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Planet Climates
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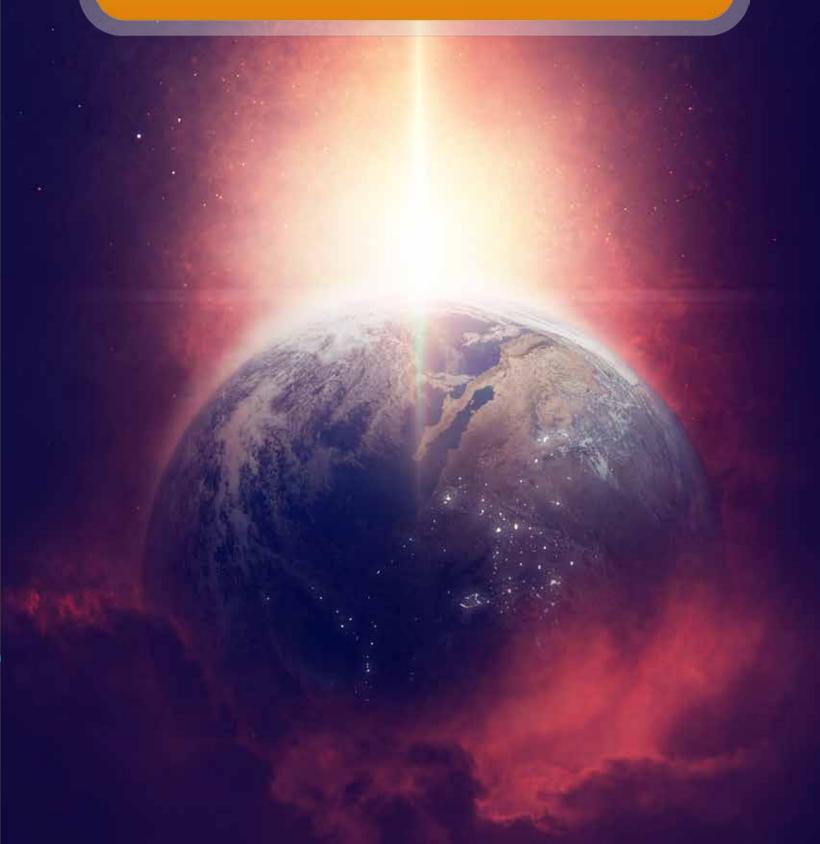
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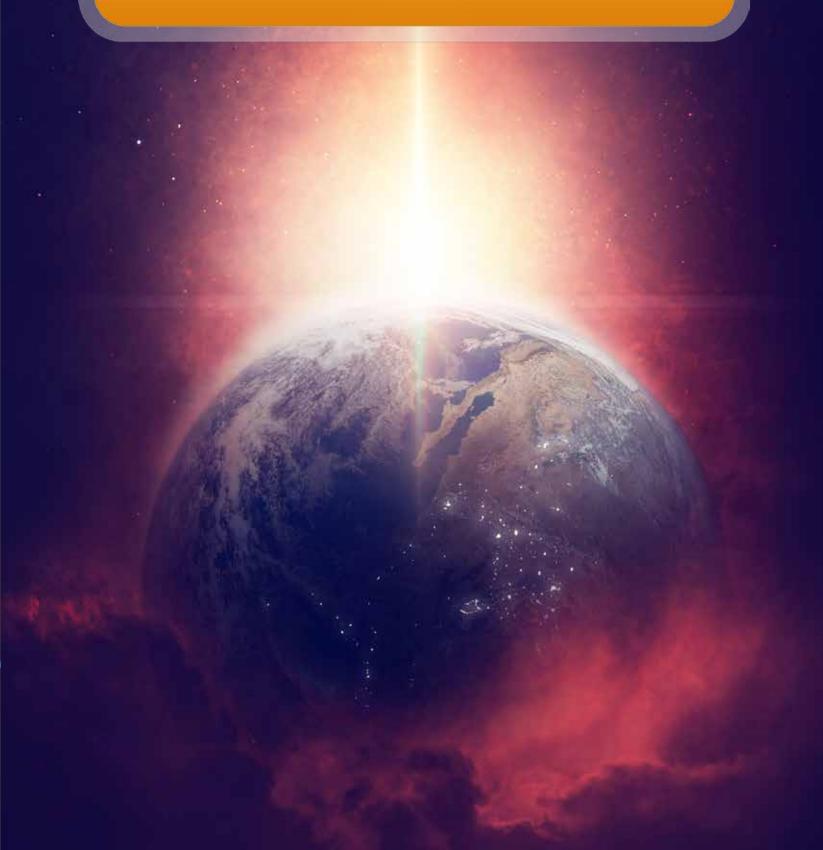
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SPACE STATION MASTER LIST

Station Name	Location	Notes

IMPORTANT NPC5



NPC Name	Nickname/Alias	Alignment	
Race	Class/Level	Gender	Theme
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NPC Name	Nickname/Alias	Alignment	
Race	Class/Level	Gender	Theme
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NPC Name	Nickname/Alias	Alignment
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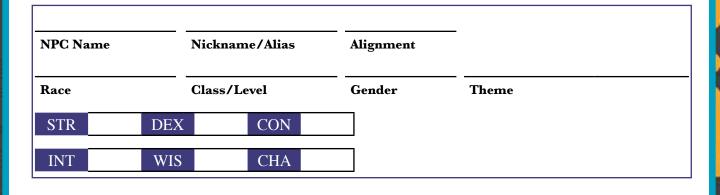
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NPC Name	Nickname/Alias	Alignment	
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Race	Class/Level	Gender	Theme
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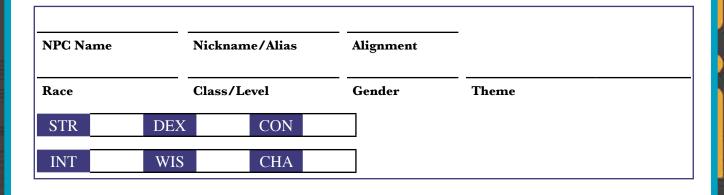


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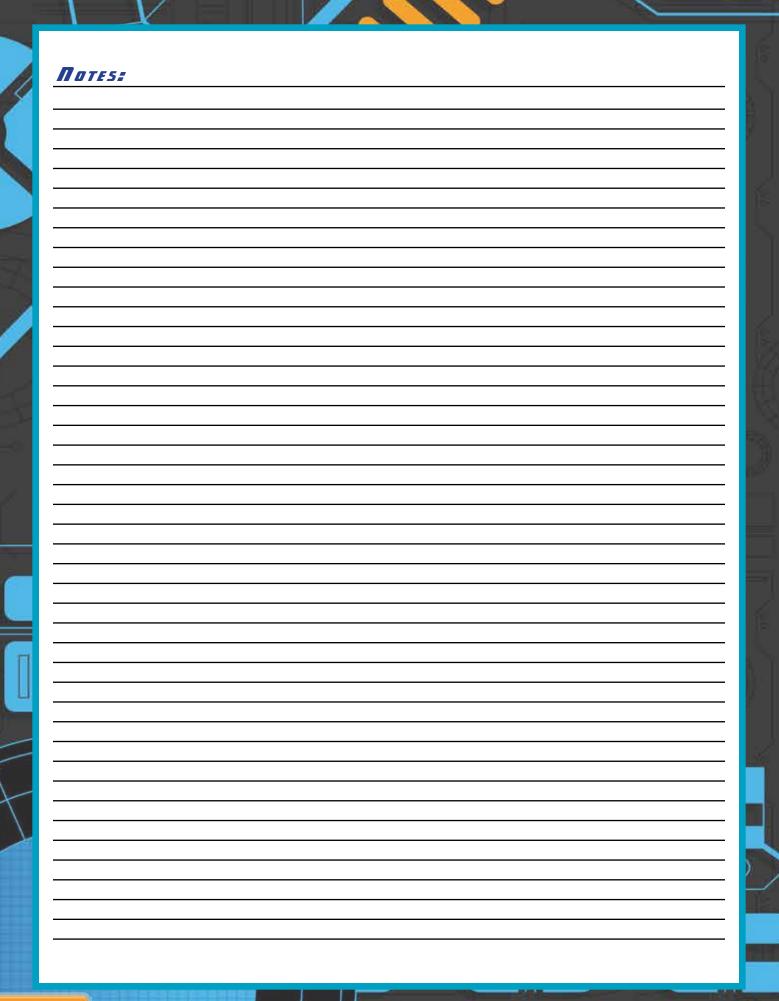
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Headquarters:	
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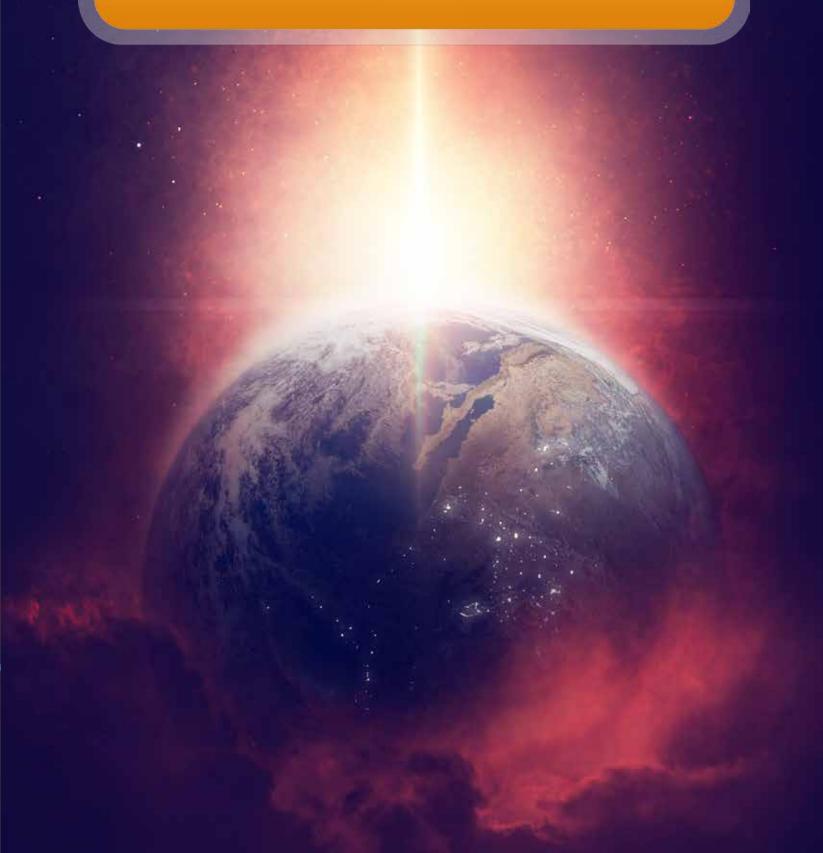
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EHAPTER 6 EQUIPMENT



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Max DEX	Armor Check Penalty
Speed Adj.	Upgrade Slots
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NAME

Level	Price
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Max DEX	Armor Check Penalty
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Technological Items

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Technological Items

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VEHICLES

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Type/Size			
Speed			
EAC	KAC	Cover	
НР	Hardness		
Attack (Collis	sion)		
Modifiers			
Passengers	Systems		
Details			

Type/Size Speed EAC KAC Cover HP Hardness Attack (Collision) Modifiers Passengers Systems	Type/Size Speed EAC KAC Cover HP Hardness Attack (Collision) Modifiers Passengers Systems		VEHICLE	' 5	
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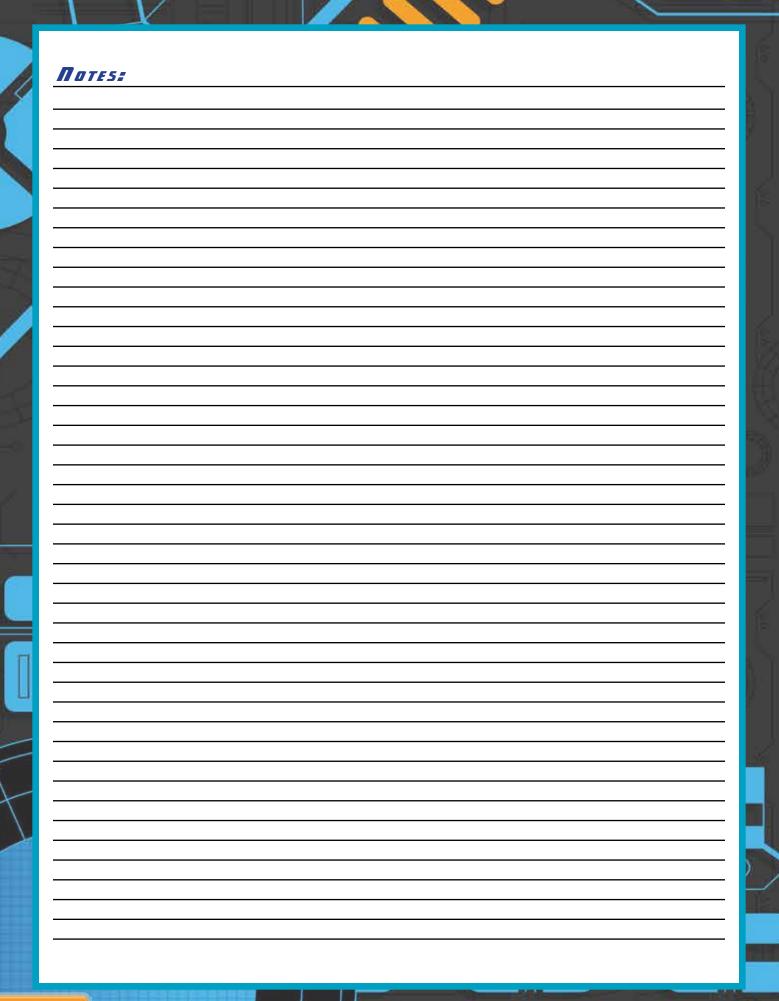
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	VEHICLE		
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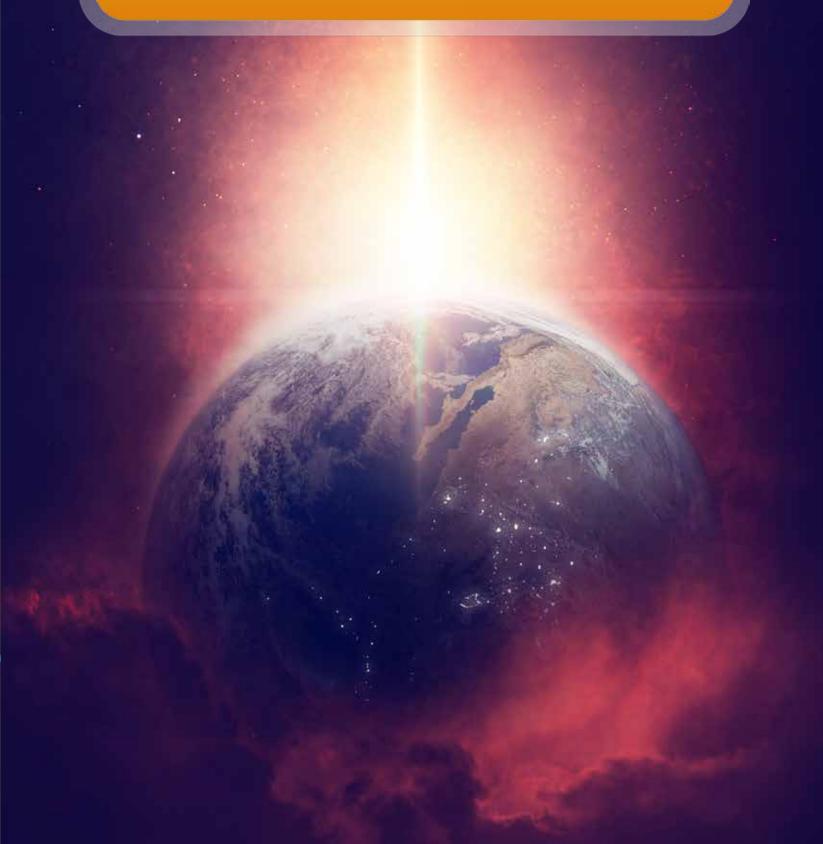
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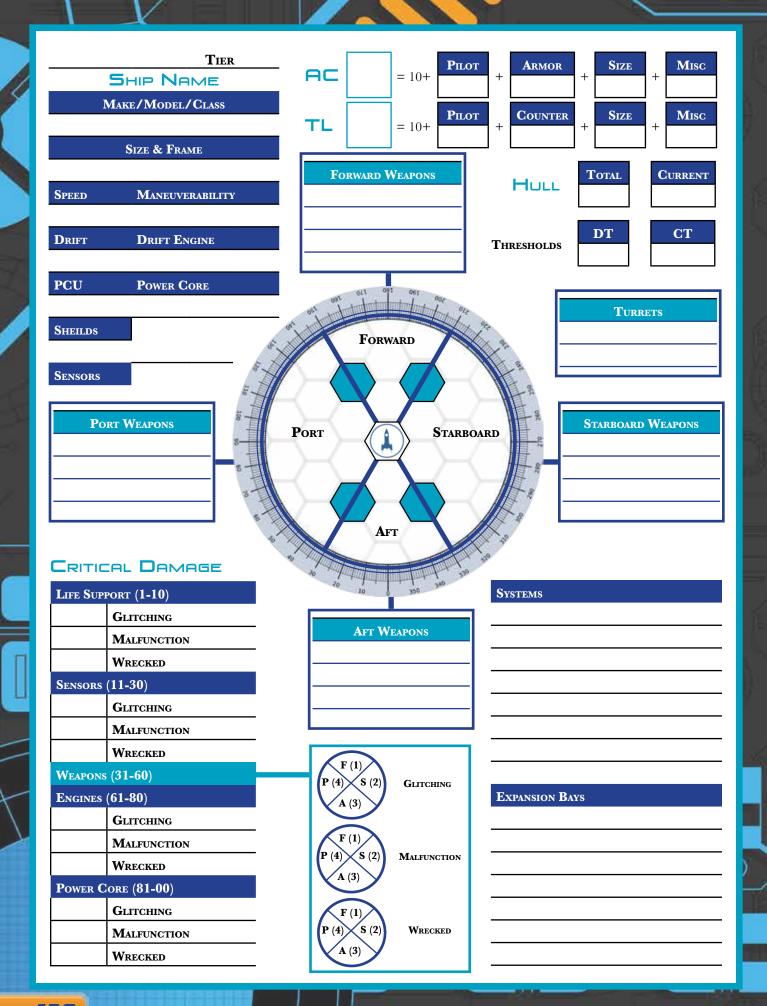
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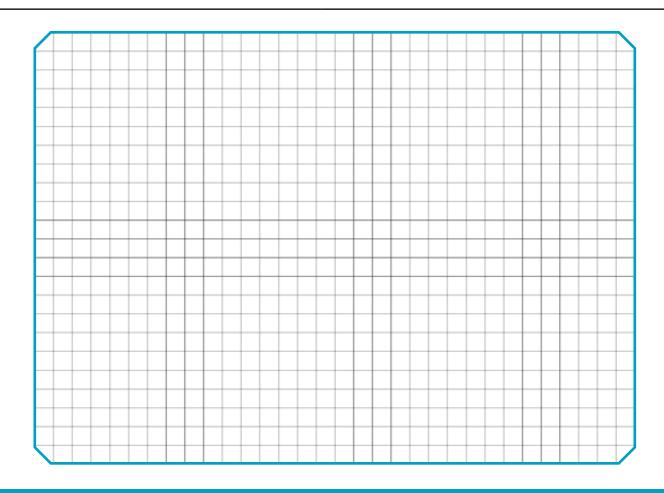
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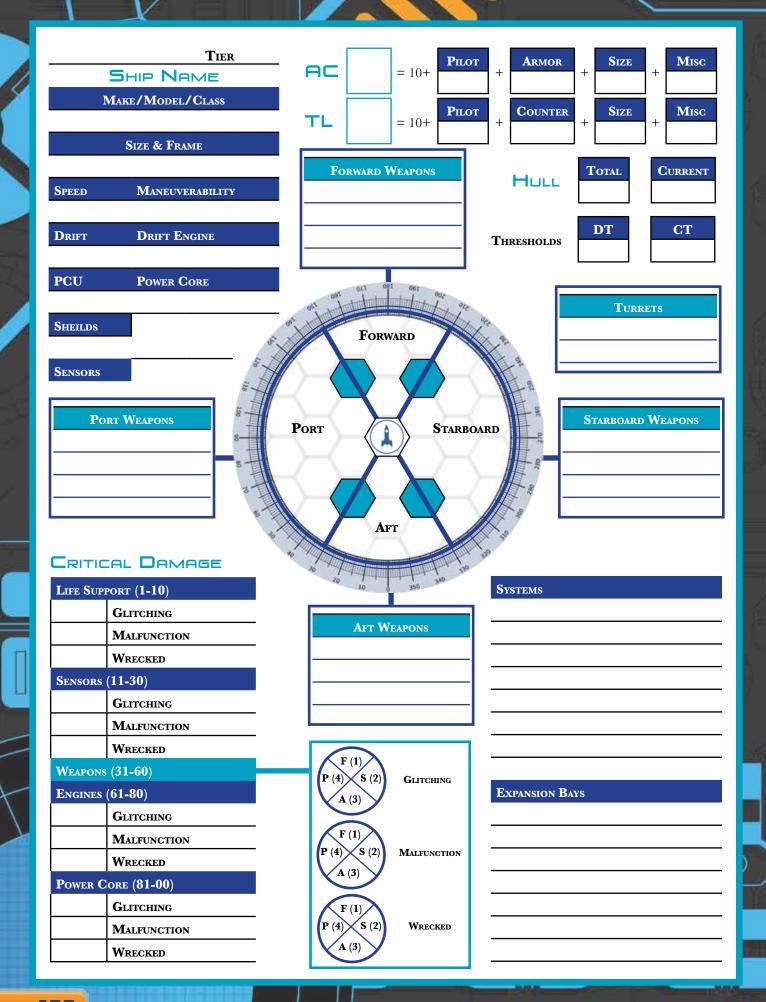




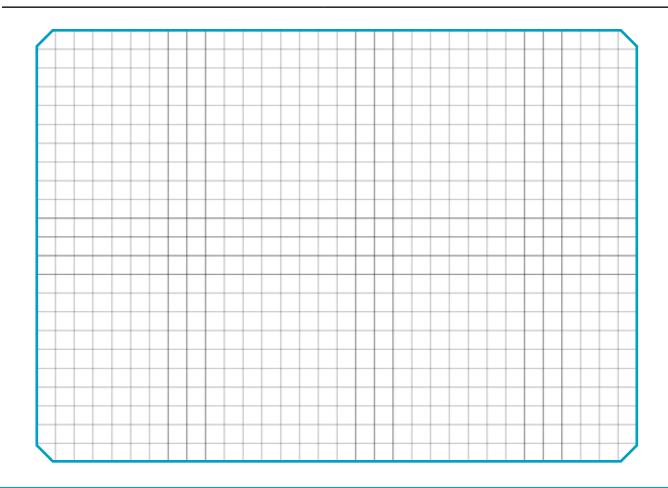
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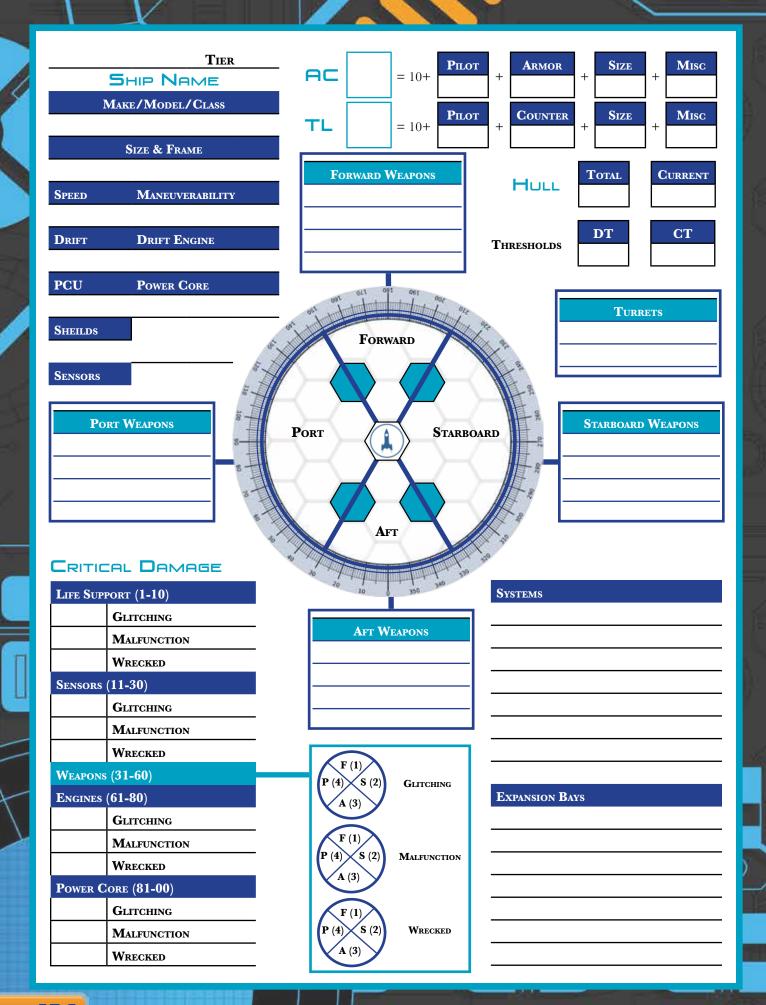
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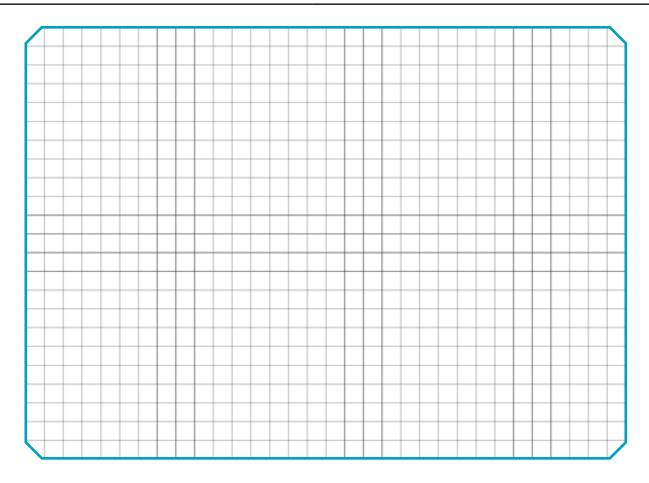


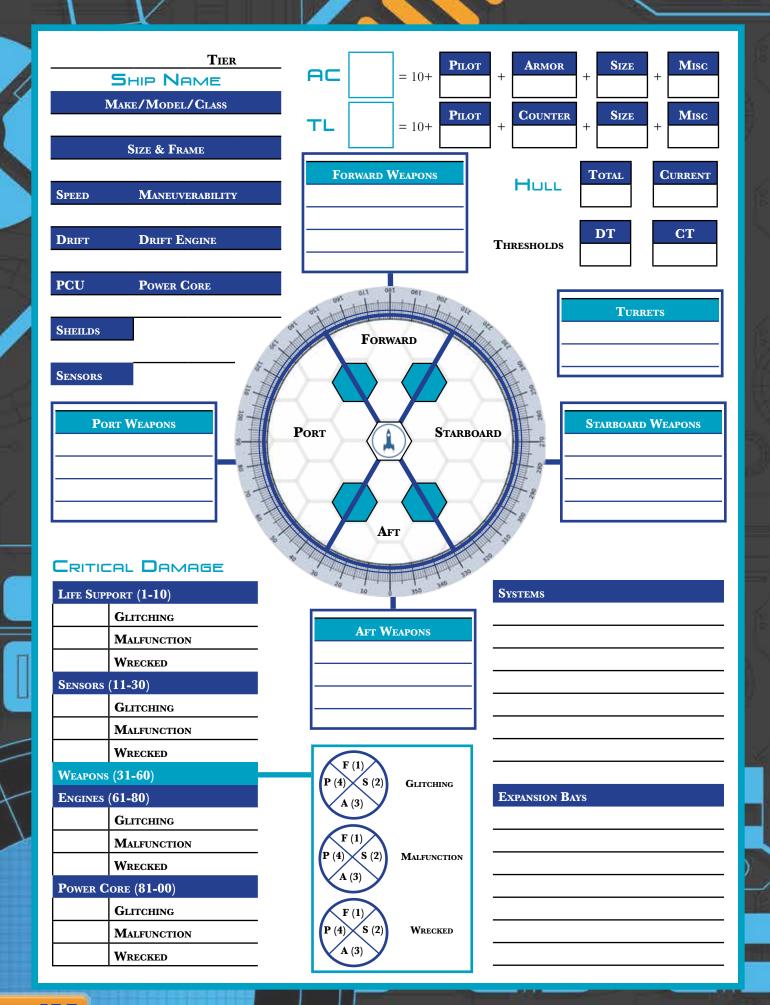
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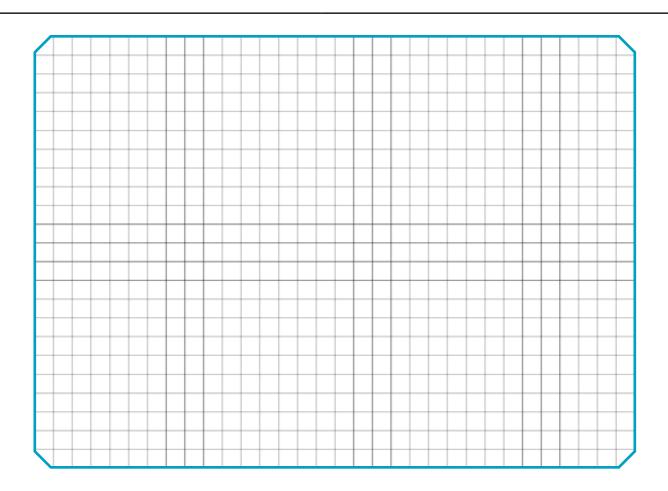


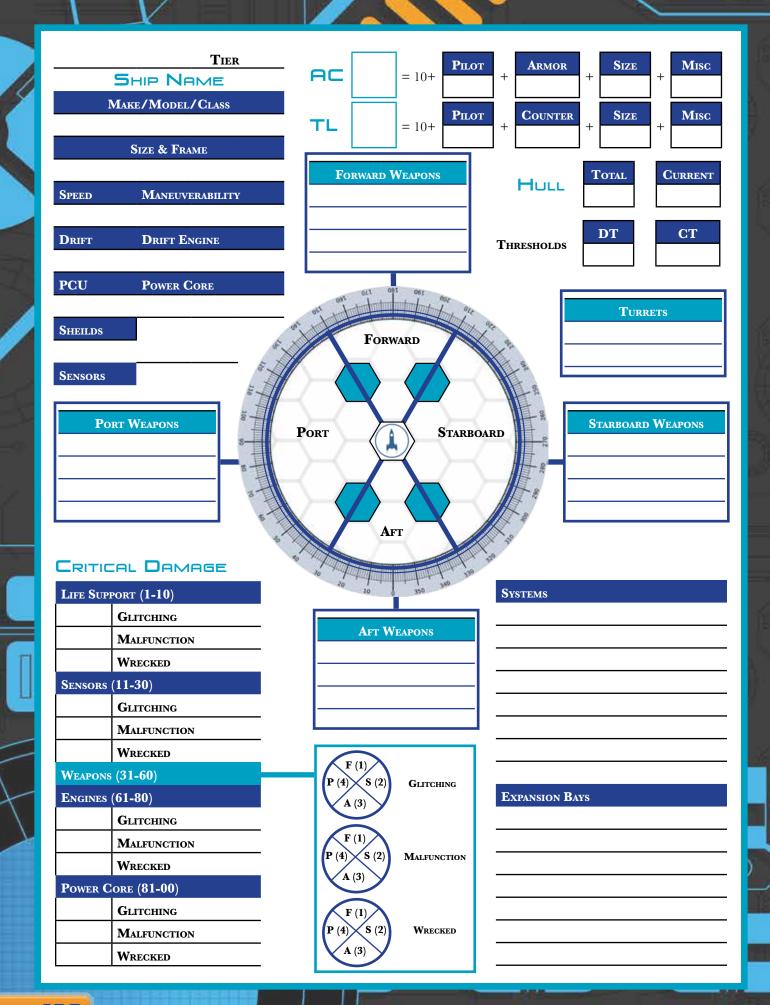
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			SHIP EMBLEM
Passangers NAME	Race	Notes	
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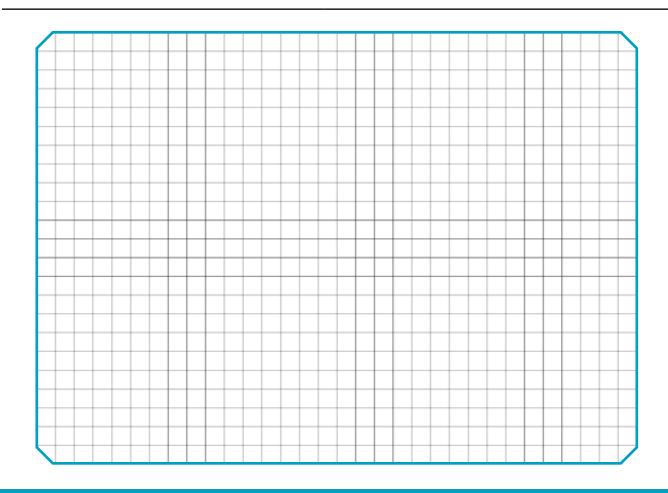
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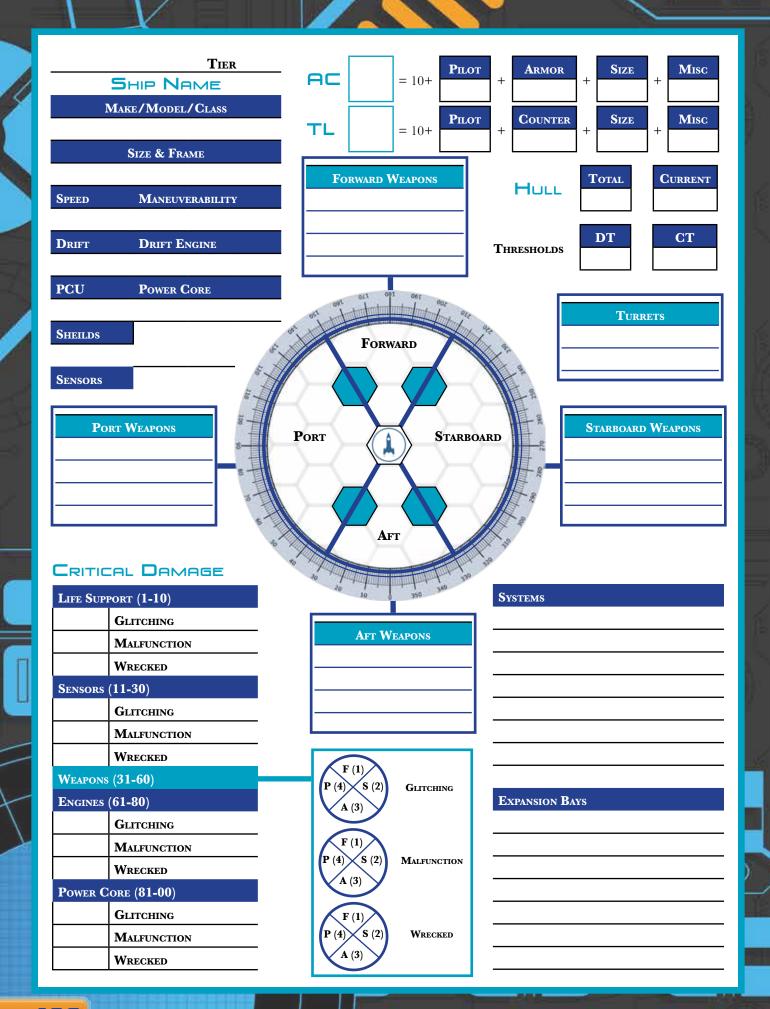




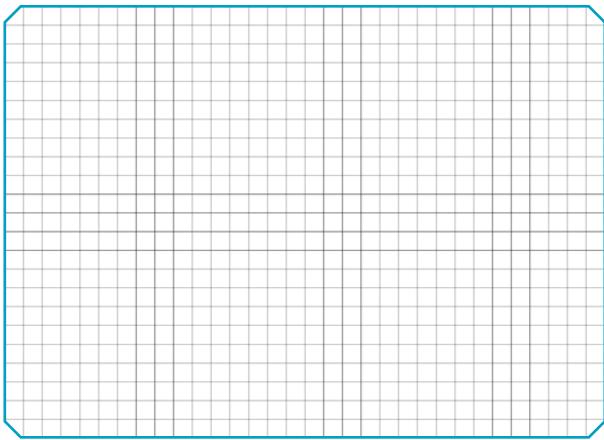
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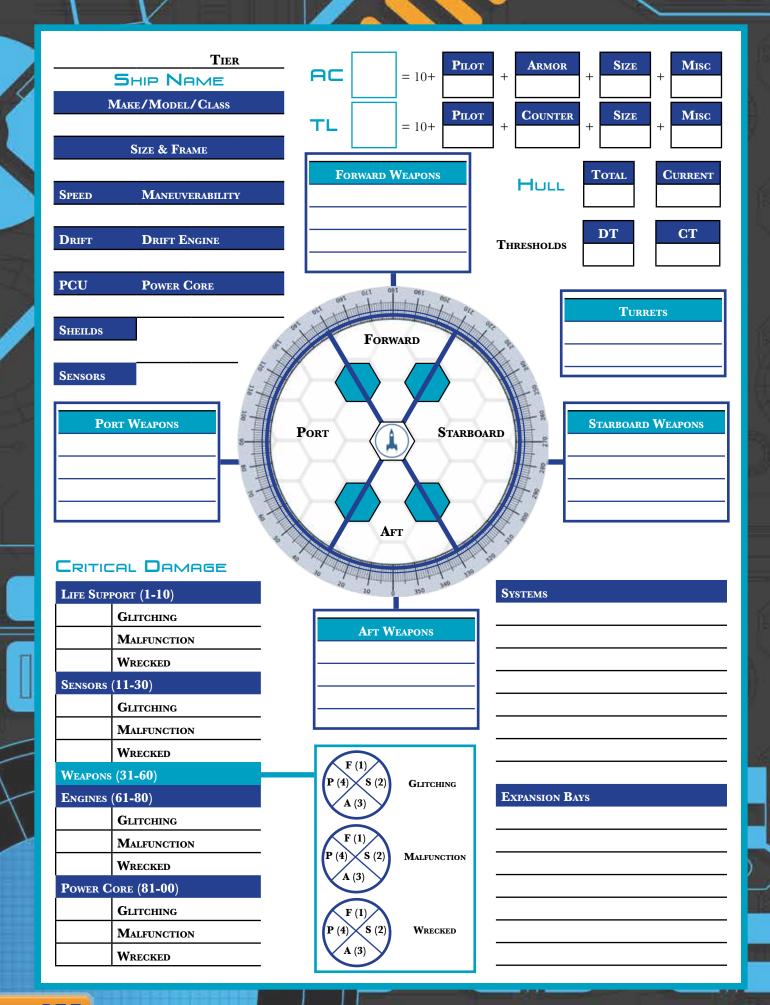
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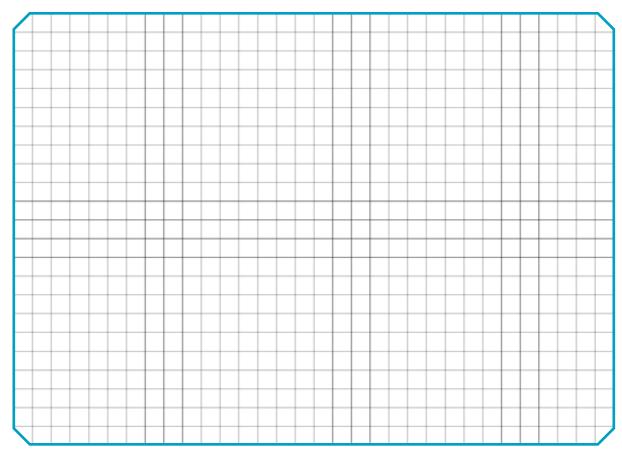


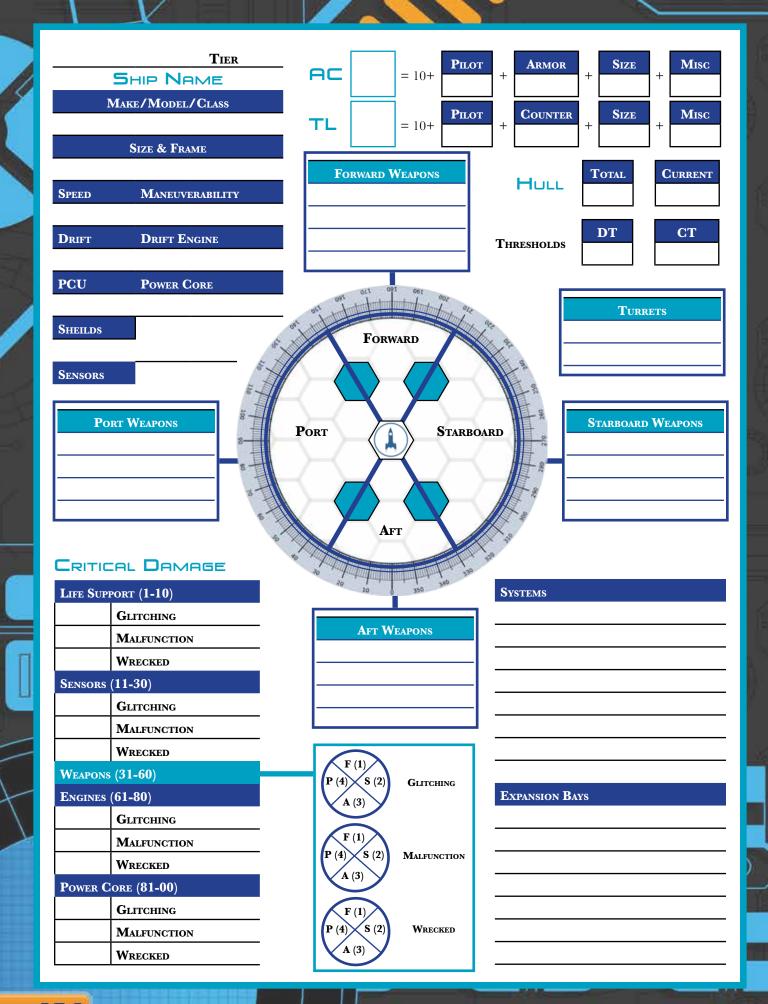
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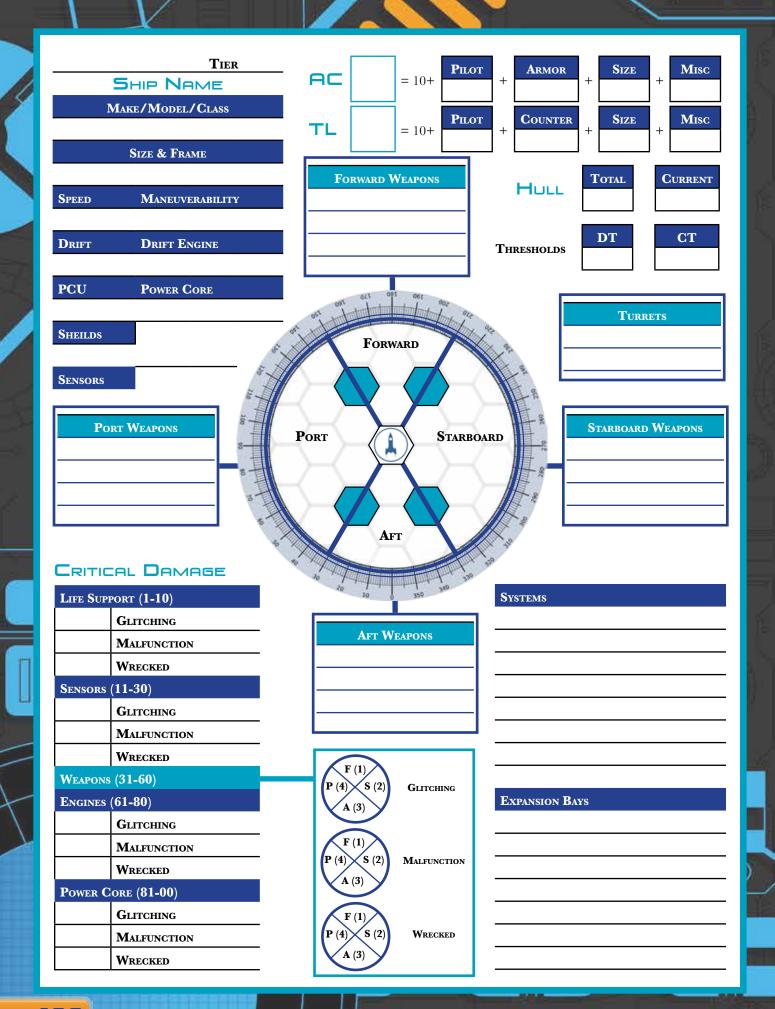


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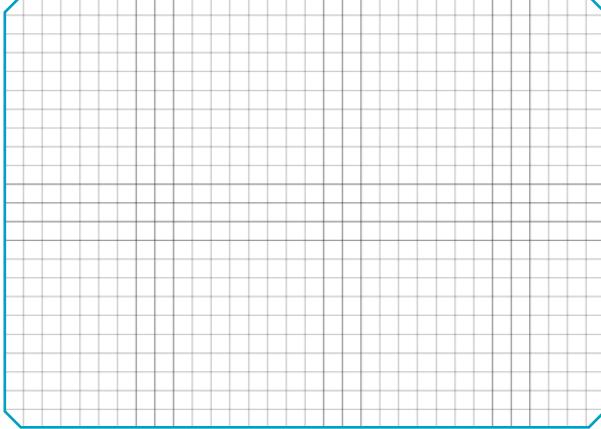


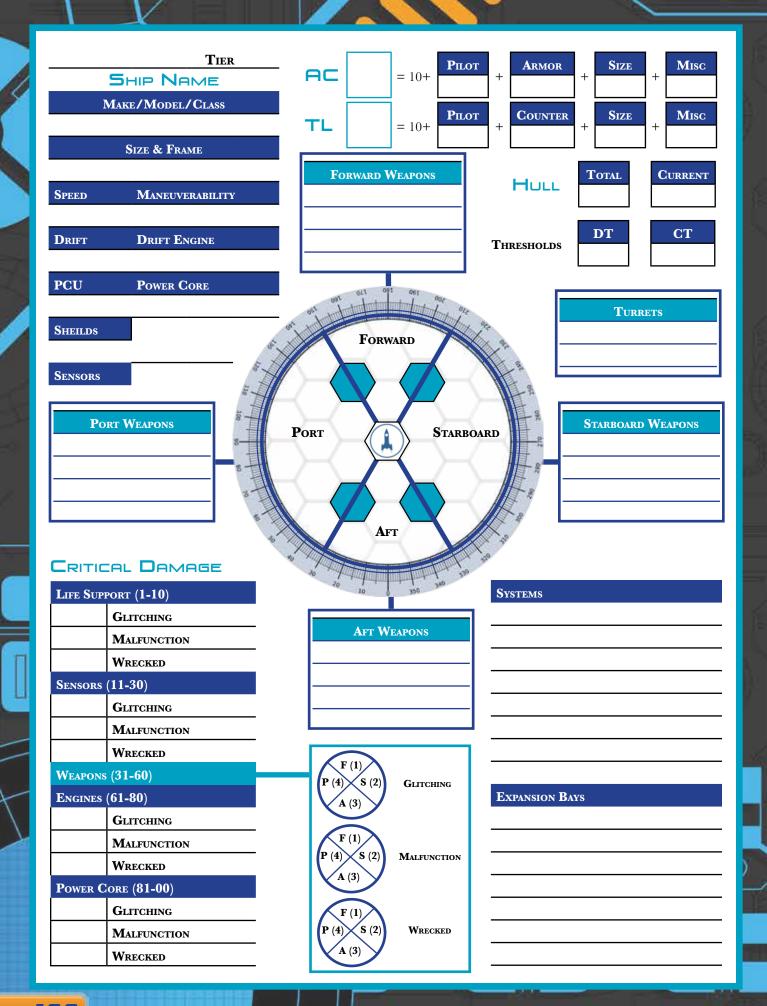


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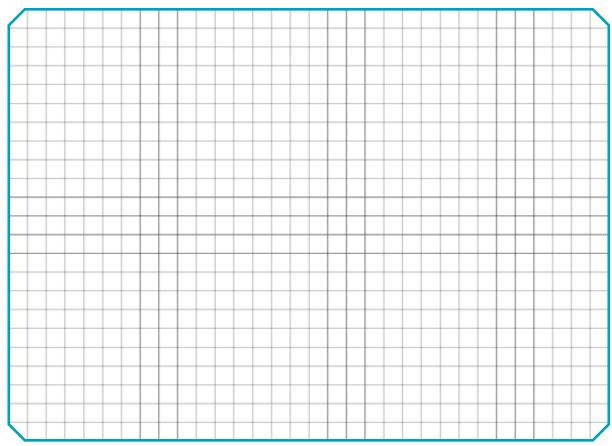


CAPTAIN ENGINEERS CUNNERS CIENCE OFFICERS Cargo Ship Emblem Passangers	CAPTAIN ENGINEERS CUNNERS PILOT CCIENCE OFFICERS CArgo SHIP EMBLEM Passangers				
Cargo Passangers Ship Emblem	Engineers Gunners Pilot Science Officers Cargo Ship Emblem Passangers	REW			
Cargo Passangers Ship Emblem	Cargo Passangers Ship Emblem	Captain			
PILOT SCIENCE OFFICERS Cargo Ship Emblem Passangers	PILOT SCIENCE OFFICERS Cargo SHIP EMBLEM Passangers	Engineers			
Cargo SHIP EMBLEM Passangers	Cargo SHIP EMBLEM Passangers	Gunners			
Cargo SHIP EMBLEM Passangers	Cargo SHIP EMBLEM Passangers	Pilot			
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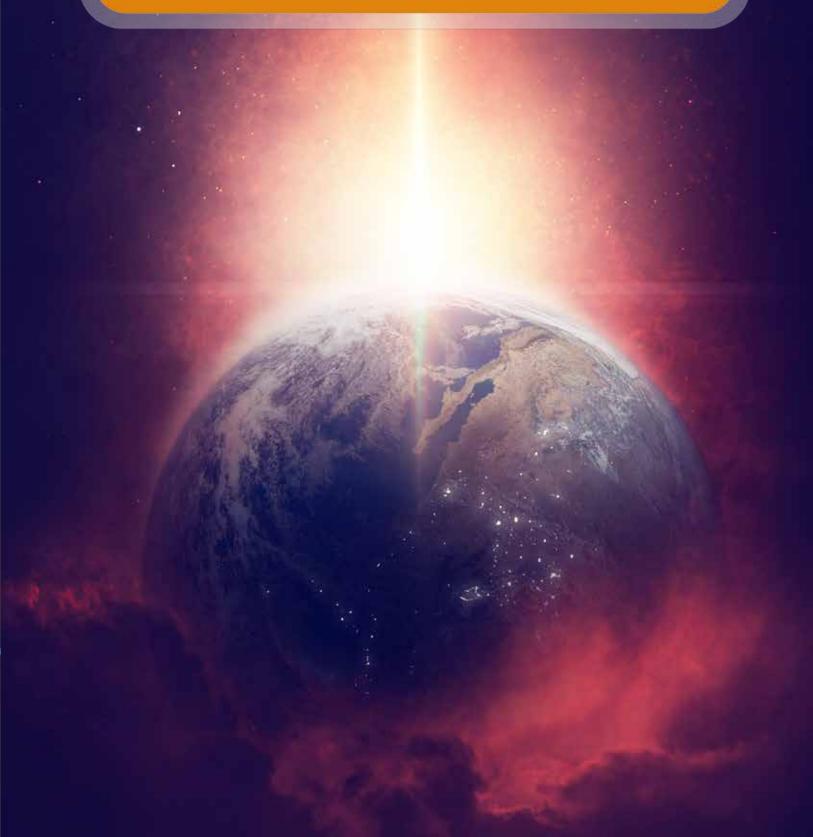


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Symbol	-	Symbol	-
SYMBOL	Symbol Image	SYMBOL	Symbol Image
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DEITY NAME		DEITY NAME	
ALIGNMENT & PORTFOLIOS		ALIGNMENT & PORTFOLIOS	-
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BACKGROUND		BACKGROUND	

DEITY NAME		DEITY NAME	-
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DEITY NAME		DEITY NAME	
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ALIGNMENT & PORTFOLIOS		ALIGNMENT & PORTFOLIOS	
CENTERS OF WORSHIP		CENTERS OF WORSHIP	
Symbol	Symbol Image	Symbol	Symbol Image
BACKGROUND		BACKGROUND	

SPELL NAME		SPELL NAME
SCHOOL		School
CASTING TIME		CASTING TIME
RANGE		Range
TARGETS		Targets
DURATION		DURATION
SAVING THROW		Saving Throw
SPELL RESISTANCE		SPELL RESISTANCE
THE SPELL	'S EFFECTS ARE DESCRIBED HERE	The spell's effects are described here
SPELL NAME		SPELL NAME
SCHOOL		School
CASTING TIME		School
Casting Time Range		SCHOOL CASTING TIME
Casting Time Range Targets		School Casting Time Range
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SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE		SCHOOL CASTING TIME RANGE TARGETS DURATION

SPELL NAME	SPELL NAME
School	School
CASTING TIME	CASTING TIME
Range	Range
Targets	TARGETS
Duration	DURATION
SAVING THROW	SAVING THROW
SPELL RESISTANCE	Spell Resistance
The spell's effects are described here	The spell's effects are described here
SPELL NAME	SPELL NAME
SPELL NAME SCHOOL	SPELL NAME SCHOOL
School	School
SCHOOL CASTING TIME	SCHOOL CASTING TIME
SCHOOL CASTING TIME RANGE	SCHOOL CASTING TIME RANGE TARGETS DURATION
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
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SPELL NAME		SPELL NAME
SCHOOL		School
CASTING TIME		CASTING TIME
RANGE		Range
TARGETS		Targets
DURATION		DURATION
SAVING THROW		Saving Throw
SPELL RESISTANCE		SPELL RESISTANCE
THE SPELL	'S EFFECTS ARE DESCRIBED HERE	The spell's effects are described here
SPELL NAME		SPELL NAME
SCHOOL		School
CASTING TIME		School
Casting Time Range		SCHOOL CASTING TIME
Casting Time Range Targets		School Casting Time Range
CASTING TIME RANGE TARGETS DURATION		SCHOOL CASTING TIME RANGE TARGETS
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE		SCHOOL CASTING TIME RANGE TARGETS DURATION

SPELL NAME	SPELL NAME
School	School
CASTING TIME	CASTING TIME
Range	Range
Targets	Targets
Duration	Duration
Saving Throw	Saving Throw
SPELL RESISTANCE	SPELL RESISTANCE
The spell's effects are described here	The spell's effects are described here
SPELL NAME	SPELL NAME
SPELL NAME SCHOOL	SPELL NAME SCHOOL
School	School
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SCHOOL CASTING TIME RANGE	SCHOOL CASTING TIME RANGE
SCHOOL CASTING TIME RANGE TARGETS	SCHOOL CASTING TIME RANGE TARGETS
SCHOOL CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS DURATION
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SCHOOL CASTING TIME CASTING TIME RANGE RANGE TARGETS TARGETS DURATION SAVING THROW SAVING THROW SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW		
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CASTING TIME RANGE RANGE TARGETS TARGETS DURATION SAVING THROW CASTING TIME RANGE DURATION SAVING THROW CASTING TIME RANGE SAVING TIME		
RANGE TARGETS TARGETS DURATION SAVING THROW RANGE TARGETS DURATION SAVING THROW RANGE TARGETS SAVING THROW	SPELL NAME	SPELL NAME
TARGETS DURATION DURATION SAVING THROW TARGETS DURATION SAVING THROW TARGETS DURATION SAVING THROW		
DURATION DURATION SAVING THROW SAVING THROW	School	School
SAVING THROW SAVING THROW	SCHOOL CASTING TIME	SCHOOL CASTING TIME
	SCHOOL CASTING TIME RANGE	SCHOOL CASTING TIME RANGE
	SCHOOL CASTING TIME RANGE TARGETS	SCHOOL CASTING TIME RANGE TARGETS
	SCHOOL CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS DURATION
	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
I I	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
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	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
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	SPELL NAME SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE THE SPELL'S EFFECTS ARE DESCRIBED HERE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE

SPELL NAME	SPELL NAME
School	School
CASTING TIME	CASTING TIME
Range	Range
Targets	TARGETS
Duration	DURATION
SAVING THROW	SAVING THROW
SPELL RESISTANCE	Spell Resistance
The spell's effects are described here	The spell's effects are described here
SPELL NAME	SPELL NAME
SPELL NAME SCHOOL	SPELL NAME SCHOOL
School	School
SCHOOL CASTING TIME	SCHOOL CASTING TIME
SCHOOL CASTING TIME RANGE	SCHOOL CASTING TIME RANGE TARGETS DURATION
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
SCHOOL CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS DURATION
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
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SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE

SPELL NAME		SPELL NAME
SCHOOL		School
CASTING TIME		CASTING TIME
RANGE		Range
TARGETS		Targets
DURATION		DURATION
SAVING THROW		Saving Throw
SPELL RESISTANCE		SPELL RESISTANCE
THE SPELL	'S EFFECTS ARE DESCRIBED HERE	The spell's effects are described here
SPELL NAME		SPELL NAME
SCHOOL		School
CASTING TIME		School
Casting Time Range		SCHOOL CASTING TIME
Casting Time Range Targets		School Casting Time Range
CASTING TIME RANGE TARGETS DURATION		SCHOOL CASTING TIME RANGE TARGETS
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE		SCHOOL CASTING TIME RANGE TARGETS DURATION

SPELL NAME	SPELL NAME
School	School
CASTING TIME	CASTING TIME
Range	Range
Targets	TARGETS
Duration	DURATION
SAVING THROW	SAVING THROW
SPELL RESISTANCE	Spell Resistance
The spell's effects are described here	The spell's effects are described here
SPELL NAME	SPELL NAME
SPELL NAME SCHOOL	SPELL NAME SCHOOL
School	School
SCHOOL CASTING TIME	SCHOOL CASTING TIME
SCHOOL CASTING TIME RANGE	SCHOOL CASTING TIME RANGE TARGETS DURATION
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
SCHOOL CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS DURATION
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
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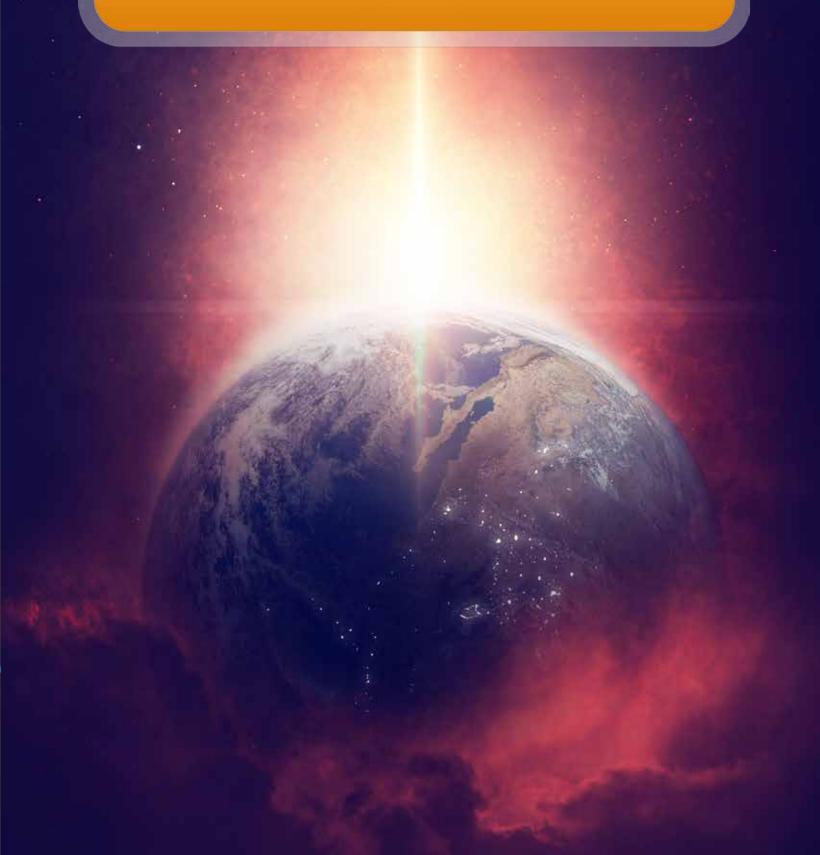
SCHOOL CASTING TIME CASTING TIME RANGE RANGE TARGETS TARGETS DURATION SAVING THROW SAVING THROW SCHOOL CASTING TIME CASTING TIME DURATION SAVING THROW	SPELL NAME	SPELL NAME
RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE THE SPELL'S EFFECTS ARE DESCRIBED HERE THE SPELL'S EFFECTS ARE DESCRIBED HERE SPELL NAME SCHOOL CASTING TIME RANGE RANGE TARGETS DURATION SAVING THROW SPELL NAME SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SAVING THROW RANGE TARGETS DURATION SAVING THROW SAVING THROW TARGETS DURATION SAVING THROW	School	School
TARGETS DURATION SAVING THROW SPELL RESISTANCE THE SPELL'S EFFECTS ARE DESCRIBED HERE THE SPELL'S EFFECTS ARE DESCRIBED HERE SPELL NAME SCHOOL CASTING TIME RANGE RANGE TARGETS DURATION SAVING THROW	Casting Time	CASTING TIME
DURATION SAVING THROW SPELL RESISTANCE THE SPELL'S EFFECTS ARE DESCRIBED HERE THE SPELL'S EFFECTS ARE DESCRIBED HERE SPELL NAME SCHOOL CASTING TIME RANGE RANGE TARGETS DURATION SAVING THROW	RANGE	Range
SAVING THROW SPELL RESISTANCE THE SPELL'S EFFECTS ARE DESCRIBED HERE THE SPELL'S EFFECTS ARE DESCRIBED HERE THE SPELL'S EFFECTS ARE DESCRIBED HERE SPELL NAME SPELL NAME SCHOOL CASTING TIME RANGE RANGE TARGETS DURATION SAVING THROW SAVING THROW SAVING THROW SAVING THROW SAVING THROW SAVING THROW	Targets	Targets
SPELL RESISTANCE THE SPELL'S EFFECTS ARE DESCRIBED HERE THE SPELL'S EFFECTS ARE DESCRIBED HERE THE SPELL'S EFFECTS ARE DESCRIBED HERE SPELL NAME SPELL NAME SPELL NAME SCHOOL CASTING TIME RANGE RANGE TARGETS DURATION SAVING THROW SAVING THROW THE SPELL'S EFFECTS ARE DESCRIBED HERE SPELL NAME SPELL	Duration	Duration
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SPELL NAME SPELL NAME SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SAVING THROW SAVING THROW	SPELL RESISTANCE	SPELL RESISTANCE
SPELL NAME SPELL NAME SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SAVING THROW SAVING THROW	The openion and procedure there	THE SPELL'S EFFECTS ARE DESCRIPTED HERE
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SCHOOL CASTING TIME CASTING TIME RANGE RANGE TARGETS TARGETS DURATION SAVING THROW SAVING THROW SCHOOL CASTING TIME CASTING TIME DURATION SAVING THROW		
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RANGE TARGETS TARGETS DURATION SAVING THROW RANGE TARGETS DURATION SAVING THROW RANGE TARGETS SAVING THROW	SPELL NAME	SPELL NAME
TARGETS DURATION DURATION SAVING THROW TARGETS DURATION SAVING THROW TARGETS DURATION SAVING THROW		
DURATION DURATION SAVING THROW SAVING THROW	School	School
SAVING THROW SAVING THROW	SCHOOL CASTING TIME	SCHOOL CASTING TIME
	SCHOOL CASTING TIME RANGE	SCHOOL CASTING TIME RANGE
	SCHOOL CASTING TIME RANGE TARGETS	SCHOOL CASTING TIME RANGE TARGETS
	SCHOOL CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS DURATION
	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
I I	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
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	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
	SPELL NAME SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE THE SPELL'S EFFECTS ARE DESCRIBED HERE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE

SPELL NAME	SPELL NAME
School	School
CASTING TIME	CASTING TIME
Range	Range
Targets	TARGETS
Duration	Duration
SAVING THROW	SAVING THROW
SPELL RESISTANCE	Spell Resistance
The spell's effects are described here	The spell's effects are described here
SPELL NAME	SPELL NAME
SPELL NAME SCHOOL	SPELL NAME SCHOOL
School	School
SCHOOL CASTING TIME	SCHOOL CASTING TIME
SCHOOL CASTING TIME RANGE	SCHOOL CASTING TIME RANGE TARGETS DURATION
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
SCHOOL CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS DURATION
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE

SPELL MASTER LIST

Spell Name	Level	Effects
1		

CHAPTER 9 AFFLICTIONS



TRAPS NAME: CR: Name: CR: ΧP ΧP Туре-Type-Perception-Perception-Disable-Disable-EFFECTS **E**FFECTS Trigger-Trigger-Reset-Reset-Effect-Effect-CR: CR: NAME: Name: ΧP ΧP Type-Type-Perception-Perception-Disable-Disable-**E**FFECTS **E**FFECTS Trigger-Trigger-Reset-Reset-Effect-Effect-Environmental Hazaros Name: Save Type: Track **Frequency Effect**

Cure DETAILS

TRAPS

Name:	CR:	Name:	CR:
XP		XP	
Type-		Туре-	
Perception-		Perception-	
Disable-		Disable-	,
Effects		Effects	
Trigger-		Trigger-	
Reset-		Reset-	
Effect-		Effect-	
	CR:	Name:	CR:
Name: XP	CR:	Name: XP	CR:
Type-	CR:	XP Type-	CR:
XP Type- Perception-	CR:	XP Type- Perception-	CR:
XP Type-	CR:	XP Type-	CR:
XP Type- Perception-	CR:	XP Type- Perception-	CR:
XP Type- Perception- Disable-	CR:	XP Type- Perception- Disable-	CR:
XP Type- Perception- Disable- Effects	CR:	XP Type- Perception- Disable- Effects	CR:
XP Type- Perception- Disable- Effects Trigger-	CR:	XP Type- Perception- Disable- Effects Trigger-	CR:
XP Type- Perception- Disable- EFFECTS Trigger- Reset-	CR:	XP Type- Perception- Disable- Effects Trigger- Reset-	CR:
XP Type- Perception- Disable- EFFECTS Trigger- Reset-	CR:	XP Type- Perception- Disable- Effects Trigger- Reset-	CR:
XP Type- Perception- Disable- EFFECTS Trigger- Reset-	CR:	XP Type- Perception- Disable- Effects Trigger- Reset-	CR:

Environmental Hazaros

Name:		
Type: Track	Save	
Track	Frequency	
Effect		
Cure		
DETAILS		

TRAPS

Name:	CR:	Name:	CR:
XP		XP	
Type-		Type-	
Perception-		Perception-	
Disable-		Disable-	
EFFECTS		Effects	
Trigger-		Trigger-	

Reset-	R	eset-	
Effect-	E	ffect-	
		<u> </u>	

Name:	CR:	Name:	CR:
XP	,	XP	
Type-		Type-	
Perception-		Perception-	
Disable-		Disable-	
Effects		Effects	
Trigger-		Trigger-	
Reset-	,	Reset-	
Effect-		Effect-	
	,		

Environmental Hazaros

Name:		
Type:	Save	
Track	Frequency	
Effect		
Cure		
DETAILS		

TRAPS

Name:	CR:	Name:	CR:
XP		XP	
Type-		Type-	
Perception-		Perception-	
Disable-		Disable-	
Effects		Effects	
Trigger-		Trigger-	
Reset-		Reset-	
Effect-		Effect-	
Name:	CR:	Name:	CR:
Name:	CR:	<u> Nаме:</u>	CR:
XP	CR:	XP	CR:
XP Type-	CR:	XP Type-	CR:
XP	CR:	XP	CR:
XP Type- Perception- Disable-	CR:	XP Type- Perception- Disable-	CR:
XP Type- Perception- Disable- EFFECTS	CR:	XP Type- Perception- Disable- Effects	CR:
XP Type- Perception- Disable- Effects Trigger-	CR:	XP Type- Perception- Disable- Effects Trigger-	CR:
XP Type- Perception- Disable- Effects Trigger- Reset-	CR:	XP Type- Perception- Disable- Effects Trigger- Reset-	CR:
XP Type- Perception- Disable- Effects Trigger-	CR:	XP Type- Perception- Disable- Effects Trigger-	CR:
XP Type- Perception- Disable- Effects Trigger- Reset-	CR:	XP Type- Perception- Disable- Effects Trigger- Reset-	CR:
XP Type- Perception- Disable- Effects Trigger- Reset-	CR:	XP Type- Perception- Disable- Effects Trigger- Reset-	CR:

Environmental Hazaros

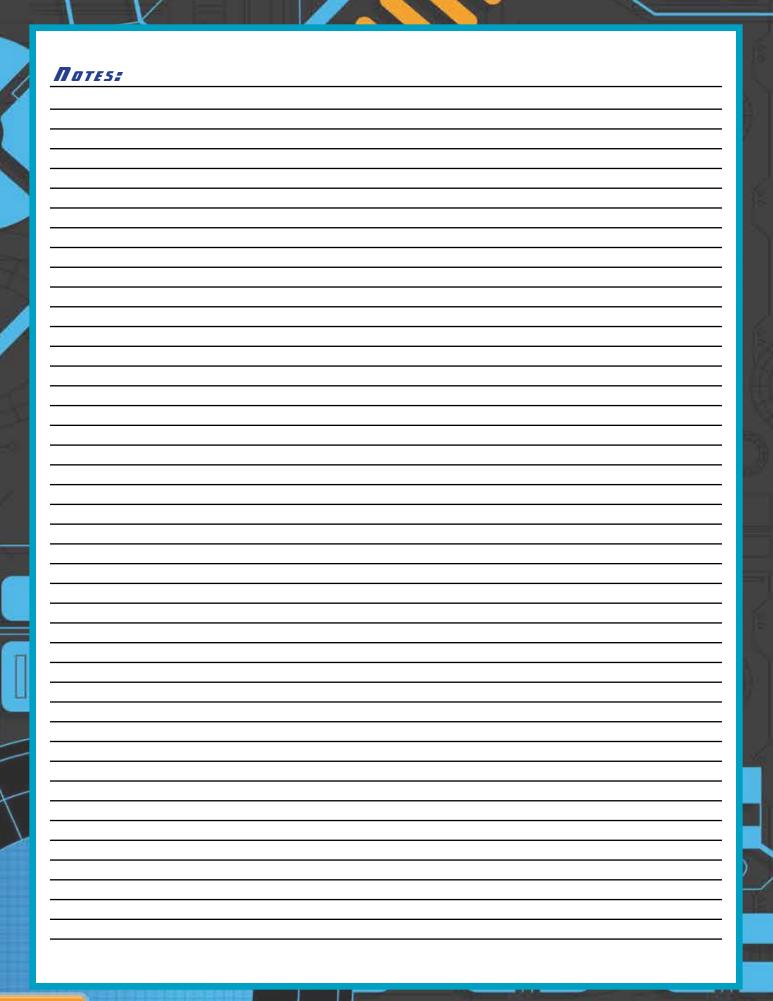
Name:		
Type:	Save	
Track	Frequency	
Effect		
Cure		
DETAILS		

Poisons Name: Type: Save Track Onset Frequency Effect Cure **D**ETAILS Name: Type: Save Track Onset **Frequency Effect** \boldsymbol{Cure} **D**ETAILS Name: Type: Save Track Onset **Frequency Effect** Cure **D**ETAILS Name: Type: Save Track Onset Frequency **Effect** Cure **D**ETAILS

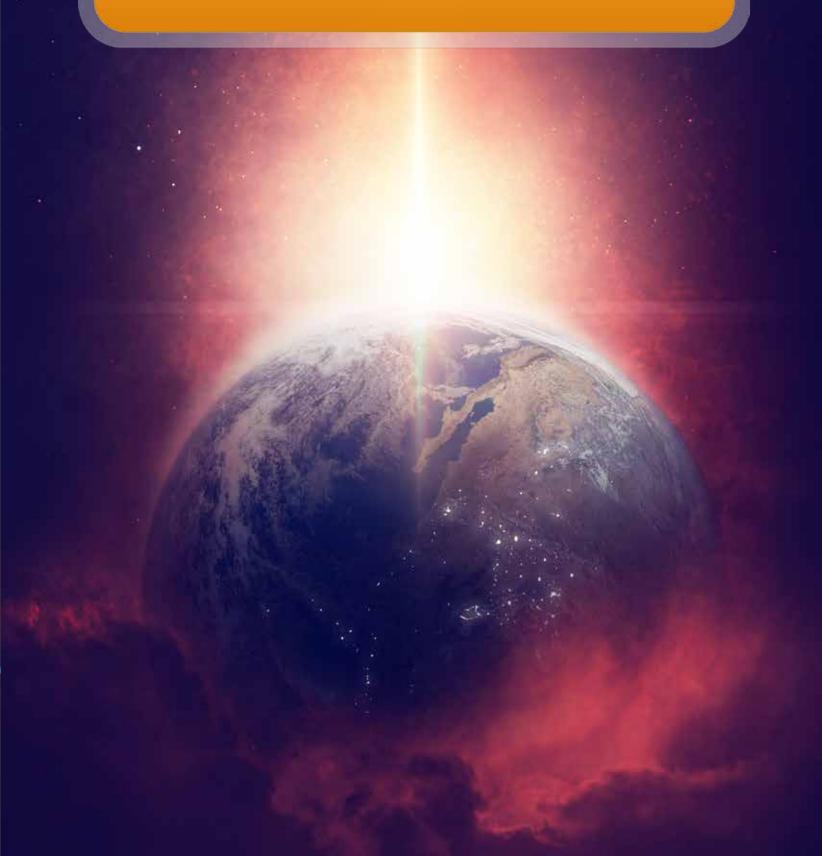
Poisons Name: Type: Save Track Onset Frequency **Effect** Cure **D**ETAILS Name: Type: Save Track Onset Frequency **Effect** \mathbf{Cure} **D**ETAILS Name: Type: Save Track Onset Frequency **Effect** Cure **D**ETAILS Name: Save Type: Track Onset Frequency **Effect** Cure **D**ETAILS

Daugs Name: Addiction Type: Save Addiction Track **Effect D**ETAILS Name: Addiction Type: Save Addiction Track **Effect D**ETAILS Name: Type: Addiction Save Addiction Track **Effect D**ETAILS Name: Type: Save Addiction Addiction Track **Effect D**ETAILS

DRUG5 Name: Addiction Type: Save Addiction Track **Effect D**ETAILS Name: Type: Save Addiction Addiction Track **Effect D**ETAILS Name: Addiction Type: Save Addiction Track **Effect D**ETAILS Name: Save Addiction Type: Addiction Track **Effect D**ETAILS



Encounters



NAME	Ξ			CR	
Xp					
Race And C	Grafts				
Alignment,	, Size, Type, And S	ubtype			
					_
Init	Senses		Percep	tion	_
Aura					_
DEFENSE			HP	RP	_
EAC		KAC			_
Fort	Ref	Will			_
Defensive A	Abilities, Dr, Imm	unities,	DR		_
Immunitie	s	Resist	ances	SR	_
Weaknesse	es				_
OFFENSE					
Speed					_
Melee					_
Multiattac	k				_
Ranged					_
Space		Reach			_
Offensive A	bilities		,	,	
					Special Abilities
Spell-Like	Abilities				
Spells Kno	wn				
STATISTICS					
Str	Dex Con	Int	Wis	Сна	_
Skills					_
					_
Feats					_
Languages	'				
Other Abili	ities				
Gear					_
Ecology					
Environme	ent				
Organizati	on				

NAME	Ξ			CR	
Xp					
Race And C	Grafts				
Alignment,	, Size, Type, And S	ubtype			
					_
Init	Senses		Percep	tion	_
Aura					_
DEFENSE			HP	RP	_
EAC		KAC			_
Fort	Ref	Will			_
Defensive A	Abilities, Dr, Imm	unities,	DR		_
Immunitie	s	Resist	ances	SR	_
Weaknesse	es				_
OFFENSE					
Speed			,		_
Melee					_
Multiattac	k				_
Ranged					_
Space		Reach			_
Offensive A	bilities		,	,	
					Special Abilities
Spell-Like	Abilities				
Spells Kno	wn				
STATISTICS					
Str	Dex Con	Int	Wis	Сна	_
Skills					_
					_
Feats					_
Languages	'				
Other Abili	ities				
Gear					_
Ecology					
Environme	ent				
Organizati	on				

NAME	Ξ			CR	
Xp					
Race And C	Grafts				
Alignment,	, Size, Type, And S	ubtype			
					_
Init	Senses		Percep	tion	_
Aura					_
DEFENSE			HP	RP	_
EAC		KAC			_
Fort	Ref	Will			_
Defensive A	Abilities, Dr, Imm	unities,	DR		_
Immunitie	s	Resist	ances	SR	_
Weaknesse	es				_
OFFENSE					
Speed			,		_
Melee					_
Multiattac	k				_
Ranged					_
Space		Reach			_
Offensive A	bilities		,		
					Special Abilities
Spell-Like	Abilities				
Spells Kno	wn				
STATISTICS					
Str	Dex Con	Int	Wis	Сна	_
Skills					_
					_
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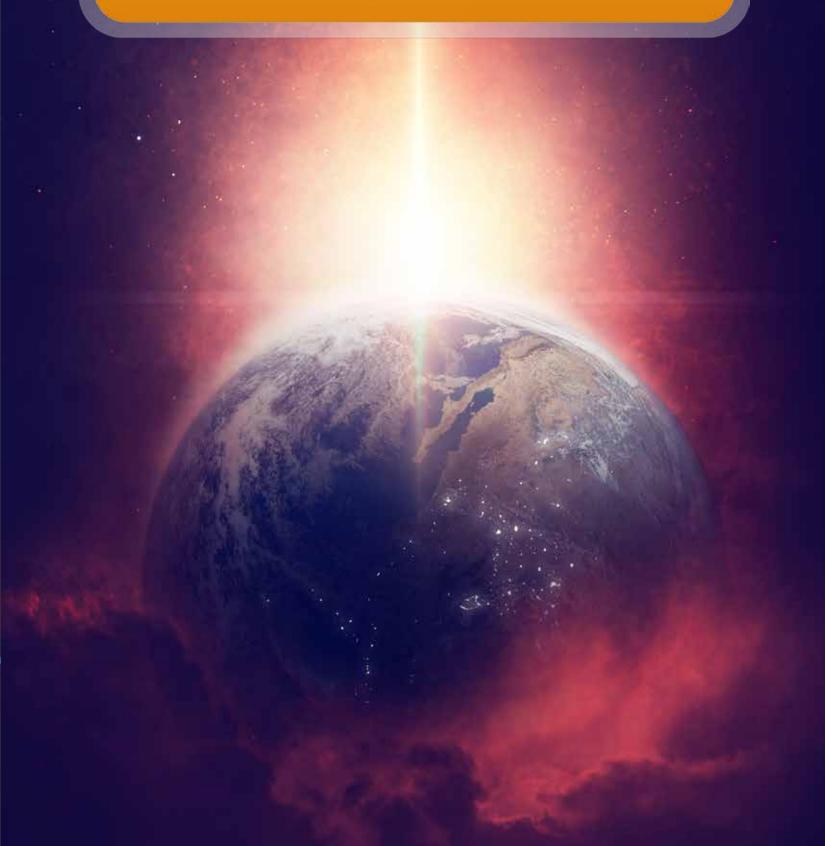
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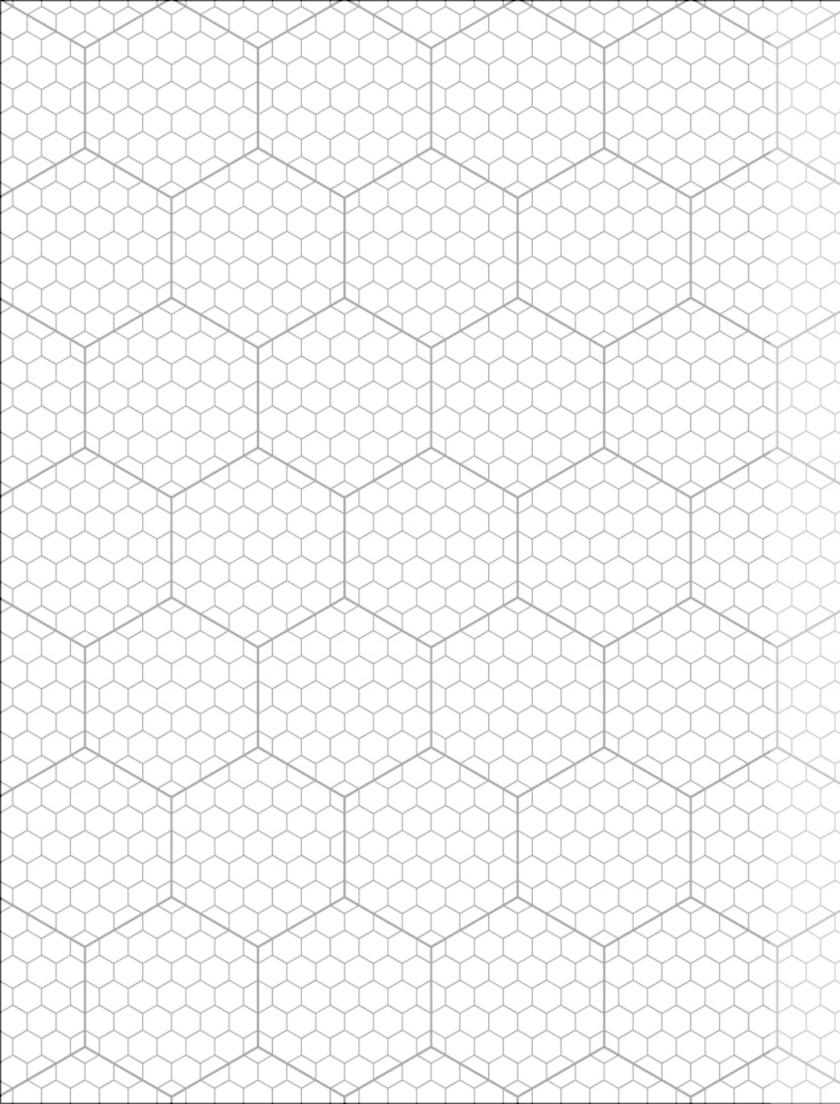
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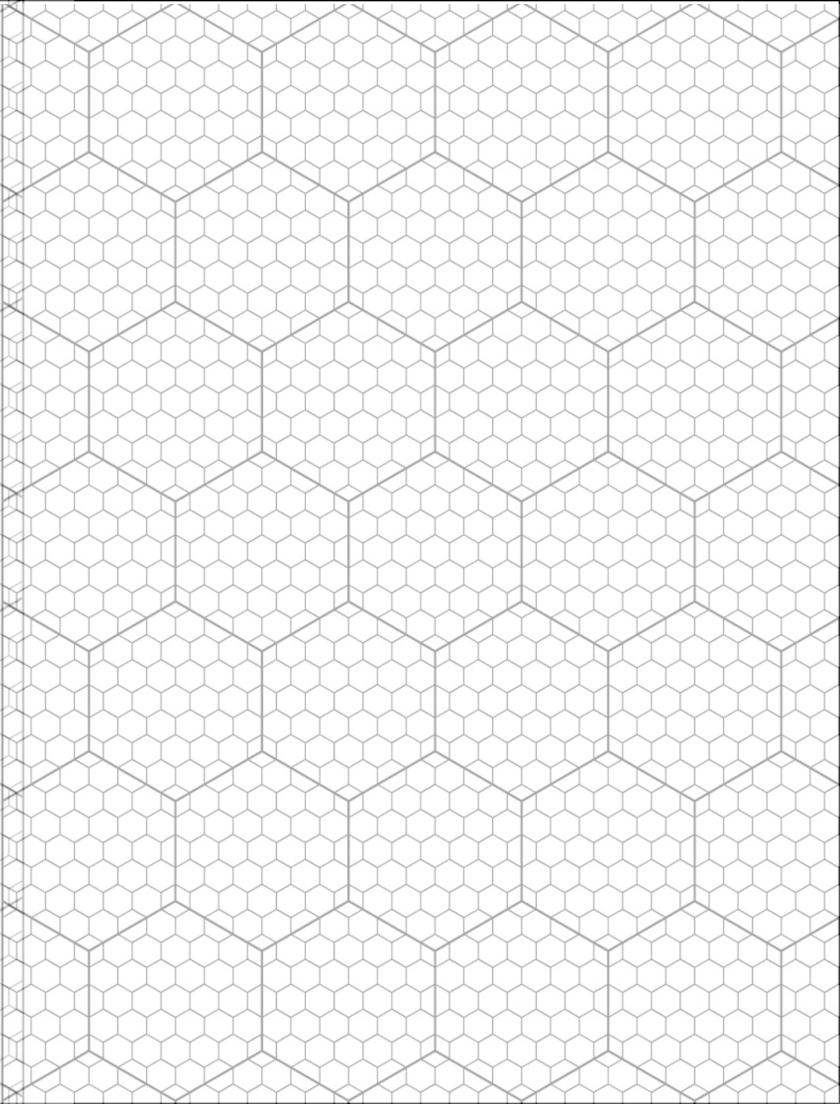
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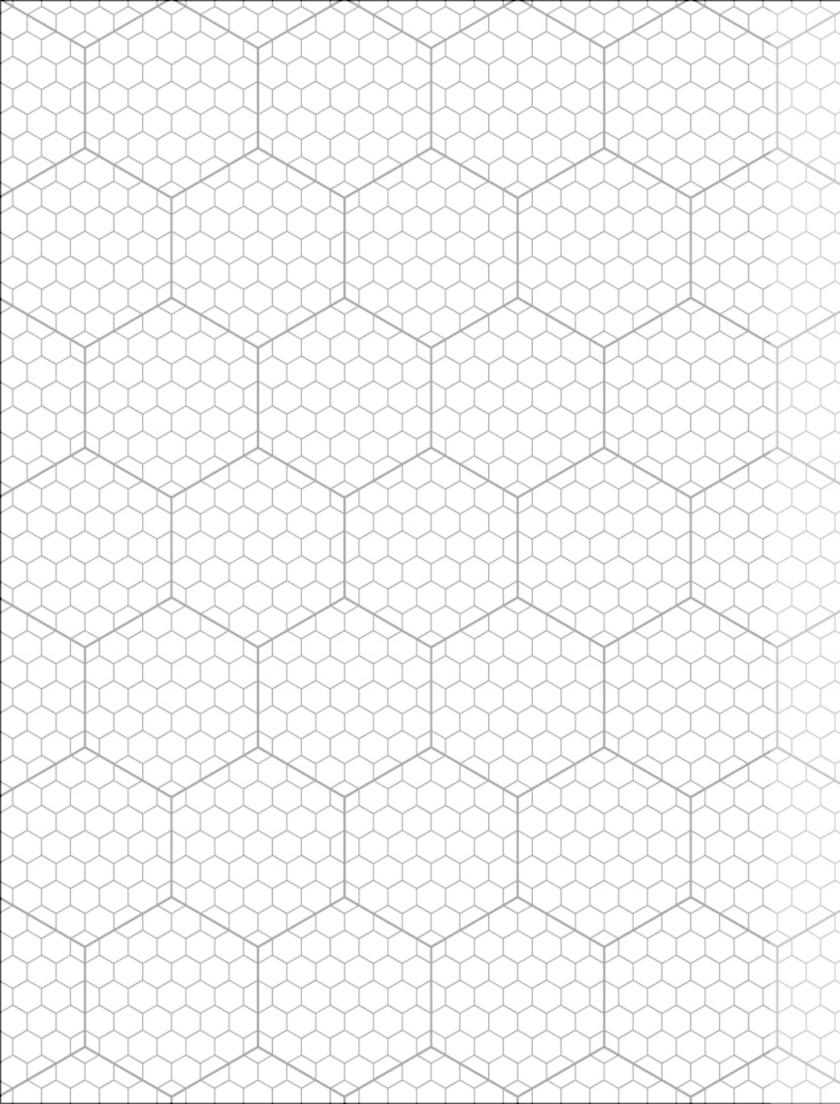
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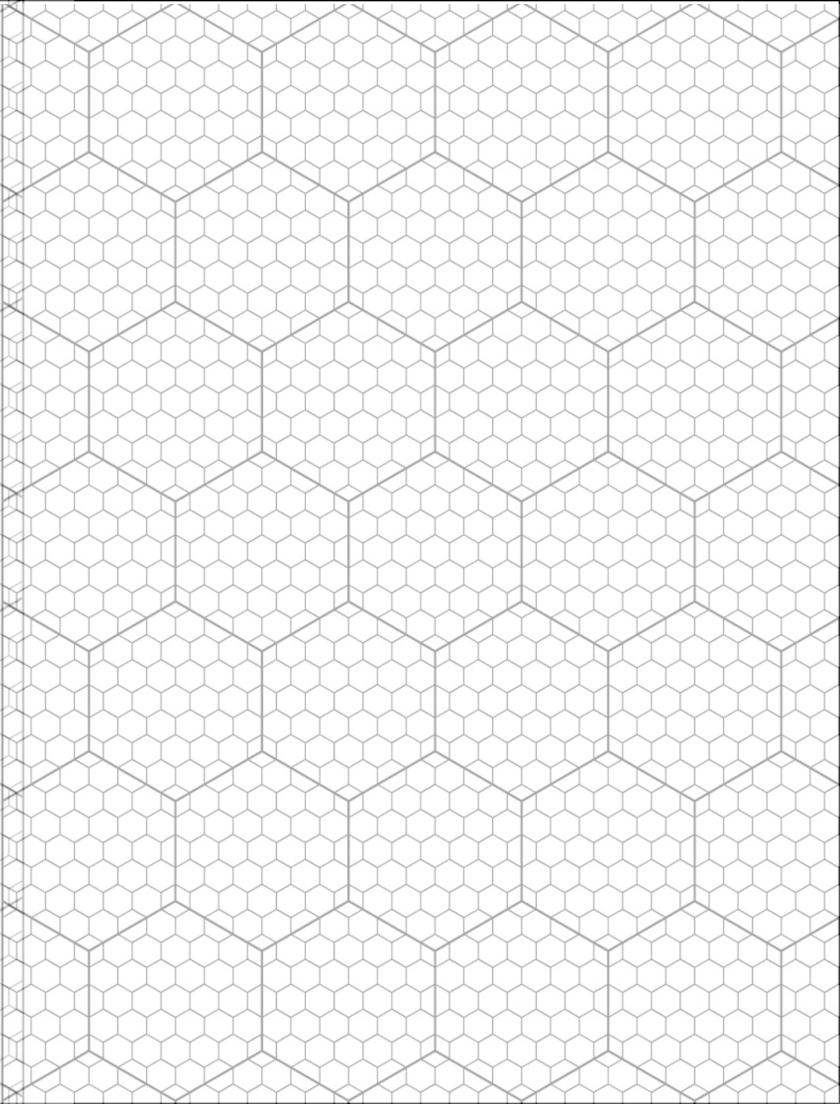
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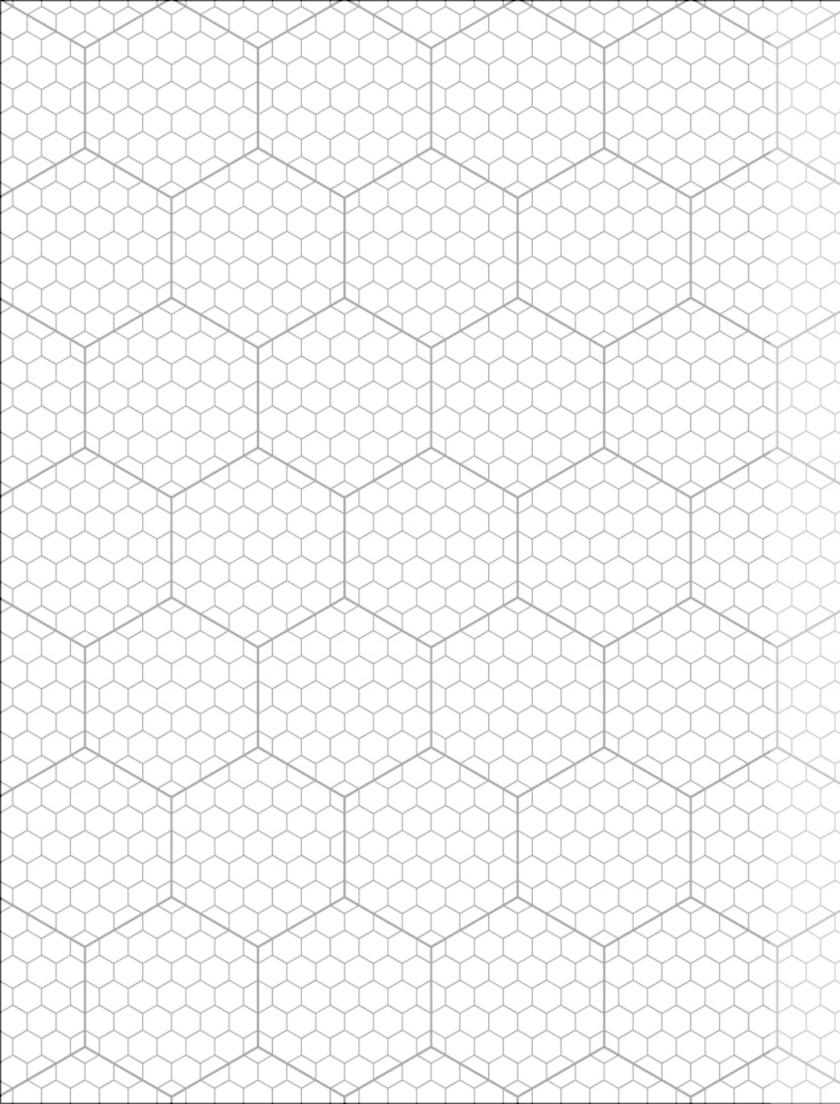


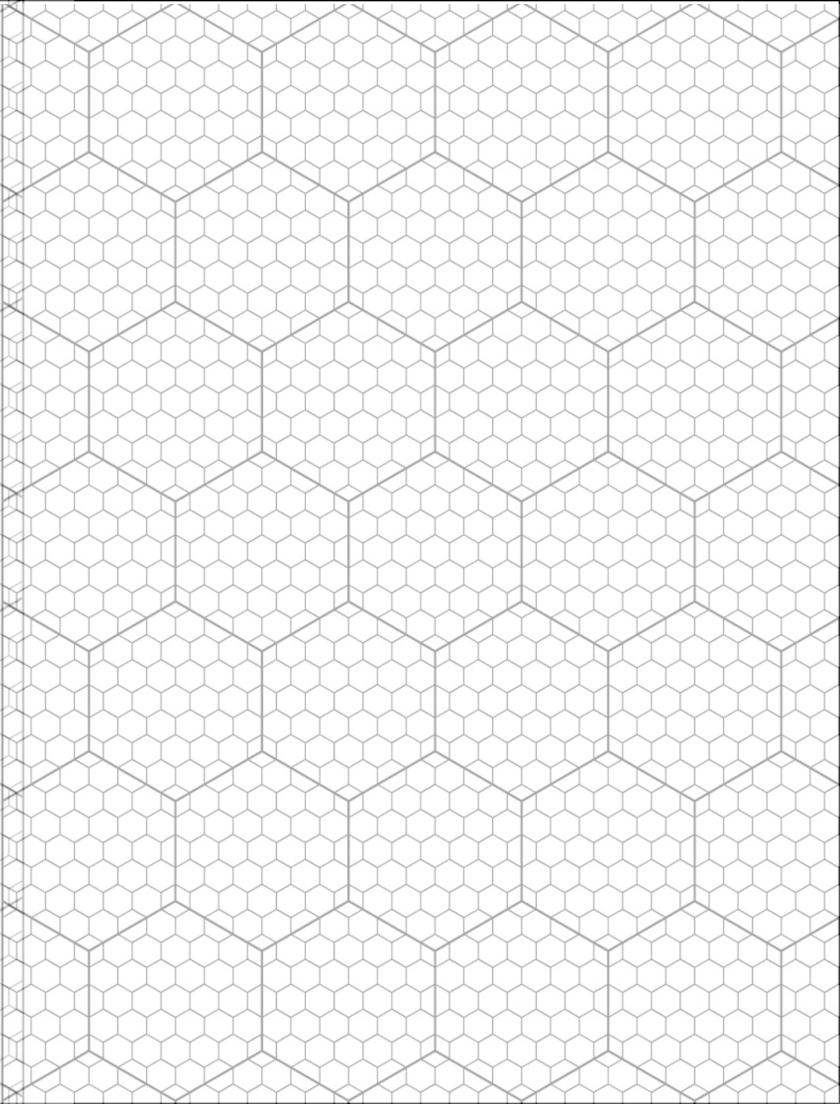


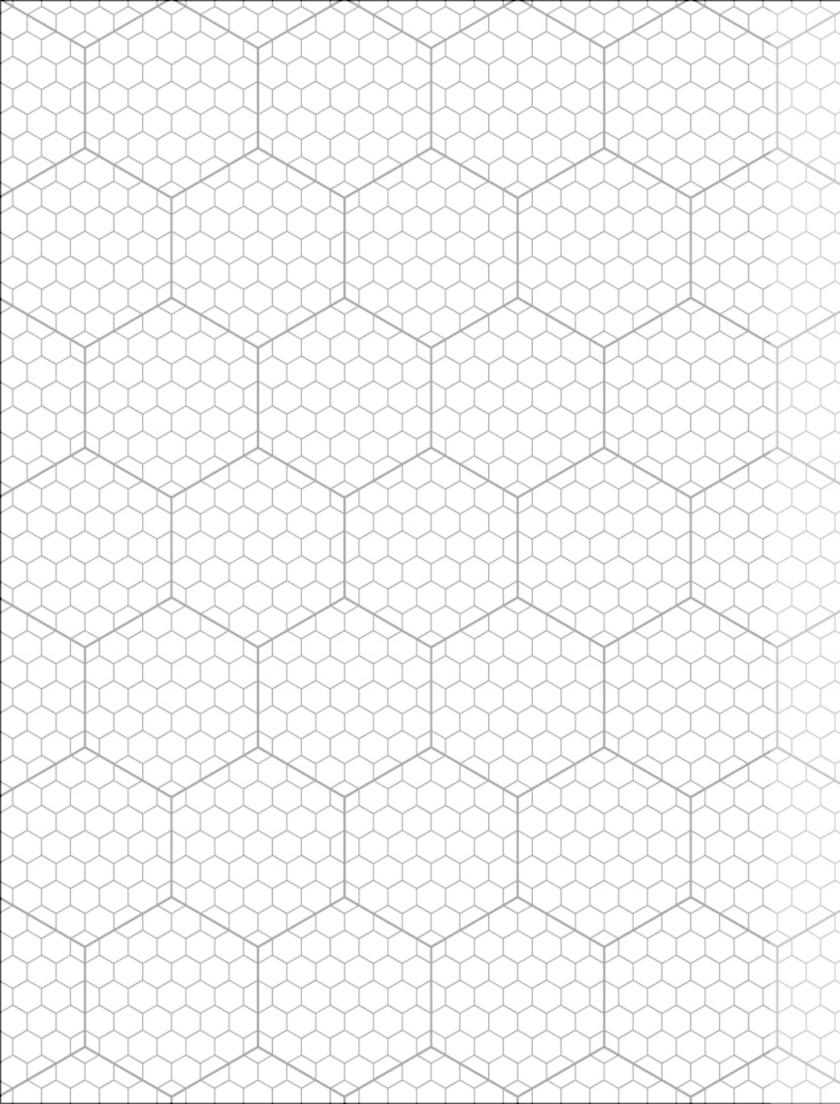


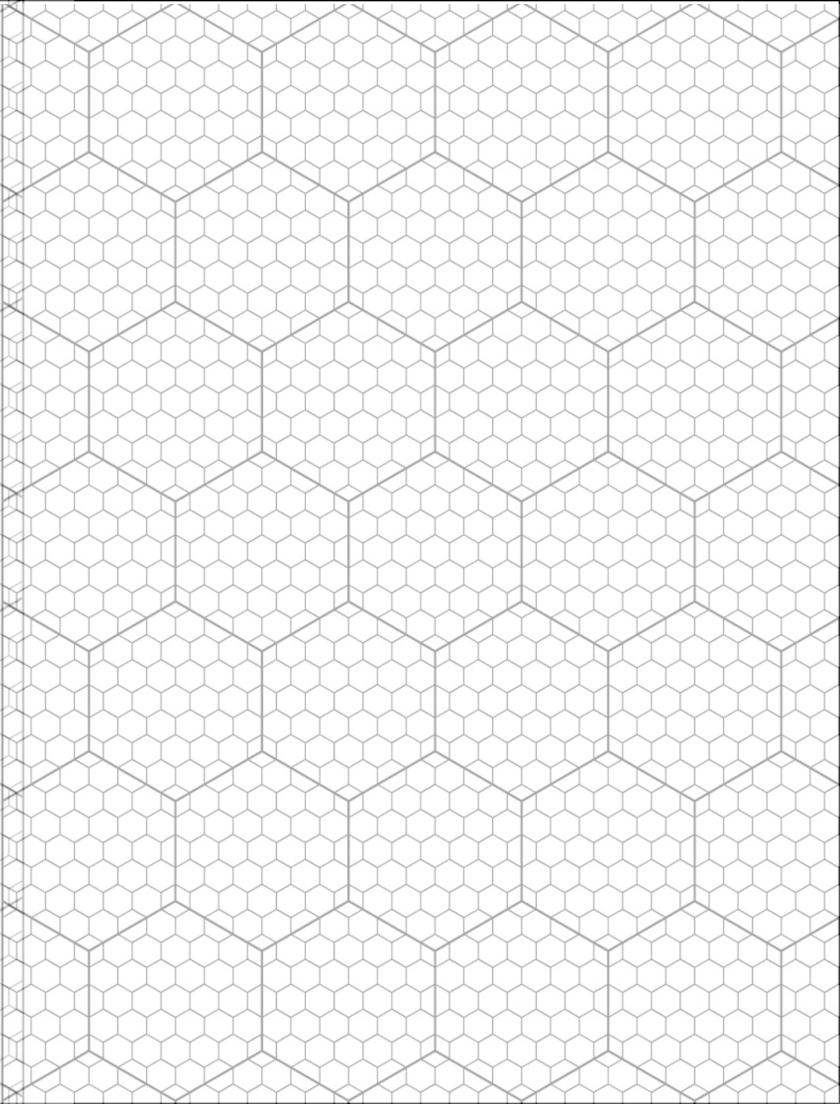


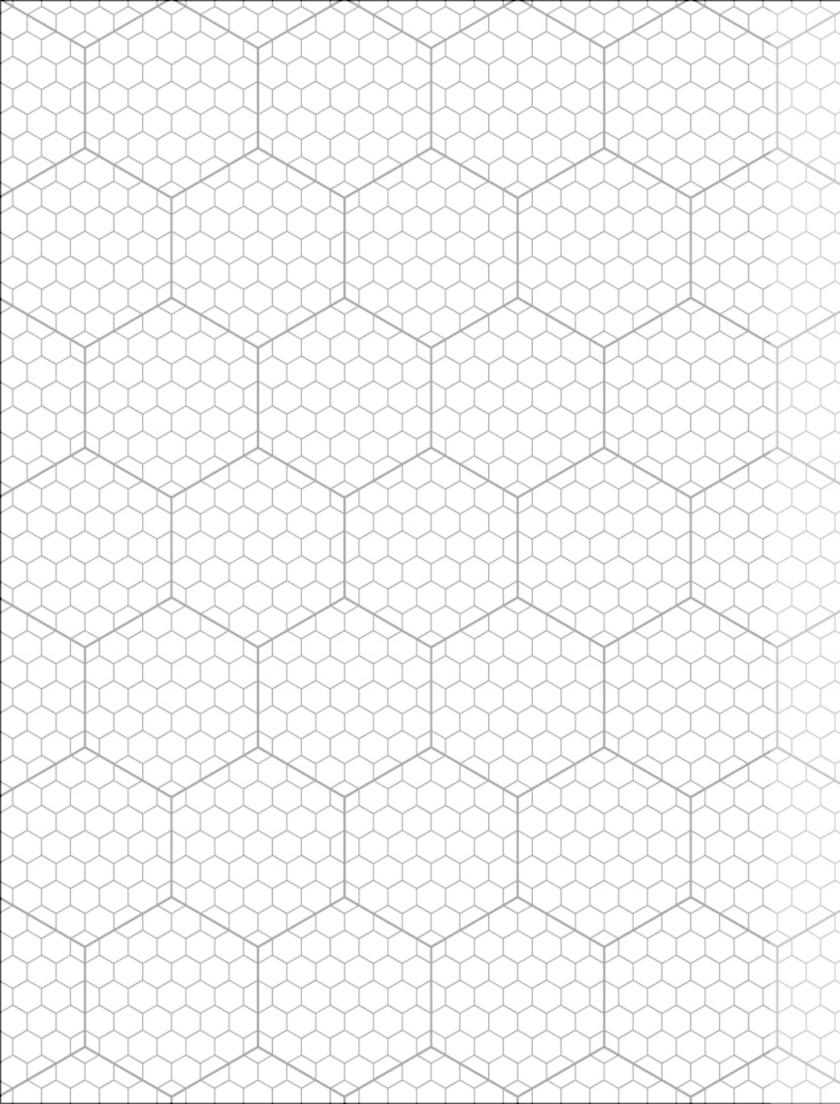


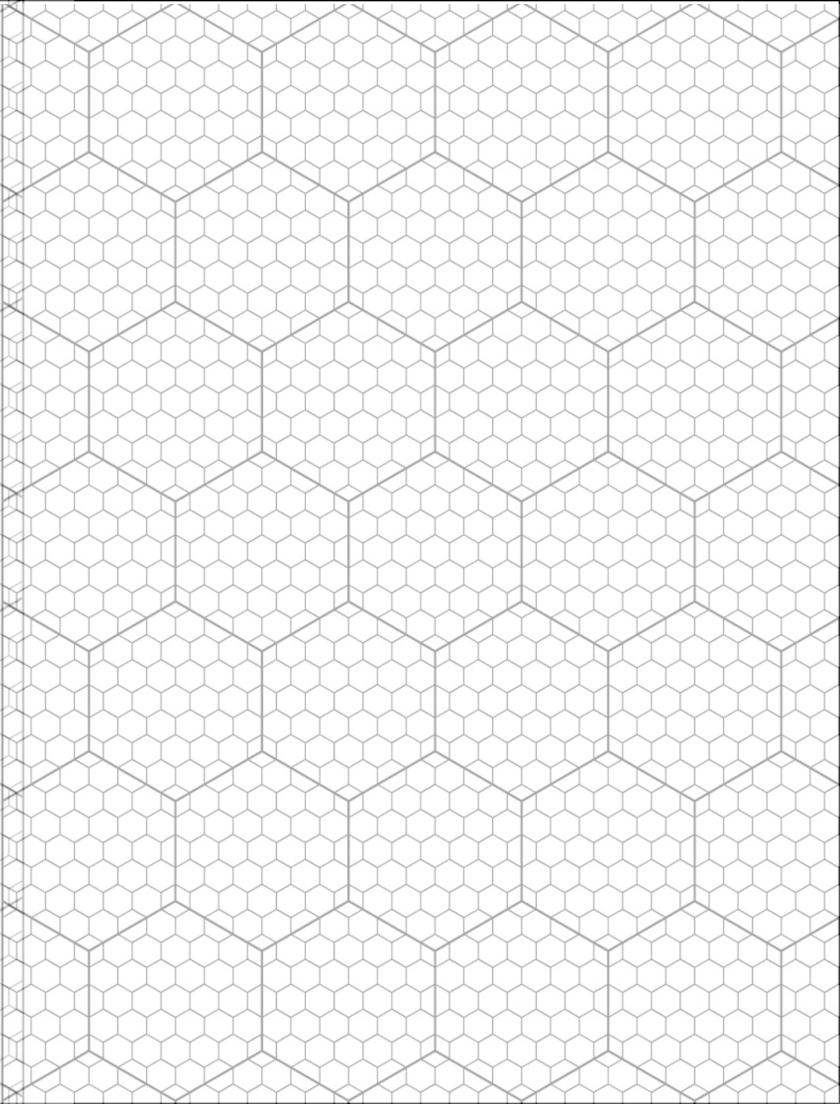












THE STARMASTER'S CAMPAIGN JOURNAL

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