

# STAR CLASSES

# ENVOYS



**STARFINDER**  
COMPATIBLE

By MATT DALEY





# STAR CLASSES ENVOYS





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## WELCOME TO STAR CLASSES!

This product is a part of our line of player-focused class supplements for Paizo's *Starfinder Roleplaying Game*. When you see the word *Legendary* in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at *Legendary Games* is committed to bringing you—the busy GM or player—the absolute best third party support for your *Starfinder* campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

## SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to online resources like [starjammersrd.com](http://starjammersrd.com) where applicable. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. *Legendary Games* uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out and Make Your Game *Legendary*!

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## WHAT YOU WILL FIND INSIDE *STAR CLASSES: ENVOYS*

***Star Classes: Envoys*** is the latest volume in our new series of class-focused player supplements expanding the possibilities the spacefaring classes of the Starfinder Roleplaying Game! Engage in verbal sparring, subtle persuasion, and shouts of victory with over **70** new rules and flavor elements for envoys, including new feats for combat and conversation along with expanded skill uses for Bluff, Diplomacy, Intimidate, and Sense Motive! You'll find new improvisations like **Ambush Savvy**, **Keep It Together**, and **Come and Get Me**, alongside expertise talents like **Wheel and Deal**, **Probe Intentions**, and **Planar Agent**. You'll also find a pair of archetypes in the multitalented **Polymath** and the **Engram Channeler** tapping into the literal ghosts in the shell! Plus, you get 6 ready-to-use envoy characters and creatures from CR 5 to 16 like the **imperial ambassador** and the alien **tentacled telepath**!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!





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## INTRODUCTION

### Why the Legendary Envoy?

In the advanced galaxy of the Starfinder Roleplaying Game, where powerful spells and mighty weapons run rampant, a quick wit and silver tongue can still prove valuable assets if used correctly. From courageous ambassadors to daring captains to imposing admirals, envoys exemplify the soft power of well-chosen words and charismatic people in a universe where war has transformed into something unrecognizable to most modern sensibilities. The skills of an envoy can often guide a party through perilous situations, enable the more martially-inclined individuals to save their punches for when they would be most valuable, and guide spellcasters in

scenarios where even their most powerful magics fail them.

And yet, sometimes, these skills just aren't enough to allow the envoy to keep up with their party.

The envoy, ever since its release, has been viewed as the weakest among Starfinder's core classes. Numerous feats and talents are required in order for the envoy to achieve even basic relevance in combat situations, and even then the envoy's class abilities sometimes wind up being inferior options compared to simply moving and attacking. envoy winds up being a class that parties take begrudgingly, a class which is necessary in specific circumstances but boring in quite a few others. This is a shame, as the envoy has perhaps the richest legacy of all the Starfinder



classes, drawing inspiration from some of the most iconic and heroic characters in the history of science fiction and fantasy.

This book is designed to help envoy characters live up to the hype which so often surrounds the title of “captain” or “icon”, providing the class with options enough to become an exemplar of galactic derring-do and courageous leadership (or, if one prefers, subtle masterminding). Presented in this book are numerous talents, improvisations, feats, and other options engineered to push the envoy to new heights.

## ENVOY CLASS MODIFICATIONS

Although fun to play, the envoy possesses limited options compared to many other classes. Oftentimes, numerous improvisations are required to fulfill basic support roles, some of which wind up becoming useless against certain creatures. What’s more, the envoy’s weaker combat abilities clash with the vision that some players may have for classic “envoy” characters who possess a fair amount of martial skill (for people who act as diplomats and leaders, many of these fictional characters tend to resolve situations with fisticuffs). **Star Classes: Envoys** presents a variety of additional options to enhance what the class can do, but for those who feel the core mechanics of the class themselves need revision to make the class viable, the player and GM may want to implement one or more of the following suggested changes.

The following options may be tailored to the play style of the GM and player group, and it is not suggested that all be implemented at once, which would likely end up overpowering the class. Instead, players and GMs should consider allowing whichever of the following they feel would best help the envoy live up to

its core concept and thematic while being as effective in play as a well-built character of another Starfinder Roleplaying Game class.

**Additional Talents:** You learn one expertise talent at 3rd level and every 2 levels thereafter rather than every 4 levels.

**Bonus Resolve:** You receive Extra Resolve as a bonus feat at 1st level.

**Combat Negotiator:** You gain the Combat Familiarity Expertise Talent for free at 1st level.

**Efficient Skillset:** You do not need to meet the prerequisites for any of your envoy Improvisations. In the event that you do actually meet the prerequisites for any envoy Improvisation that would require other Improvisations as prerequisites, you gain the Rapid Action Improvisation for the Improvisation as well as any improvisations used to meet its prerequisites.

**Expansive Improvisations:** You gain one envoy Improvisation at 1st level and every level thereafter, rather than only on even-numbered levels.

**Rapid Efficiency:** At 10th level, you gain the Rapid Action improvisation with all envoy improvisations you know as well as for any you may learn afterwards.

## NEW ARCHETYPE: ENGRAM CHANNELER

Some interstellar civilizations have embraced a transevolutionary philosophy to preserve the thoughts, memories, and vital essence



of those long dead, downloading the consciousnesses of countless generations into vast computer networks. Purely mechanical beings may store copies of consciousness to enable virtual cloning of the original entity into multiple iterations of itself, though something is often lost in the replication of the self. Biological races have had varying success in transferring their minds and thoughts, sometimes with elegant fidelity and other times fragmenting into dissociated shards. Engram channelers study such data records and memory matrices and have developed a technomagical knack to tap into intact and dispersed mnemonic resonance almost like mystics conjuring forth the spirits of the dead. Bonding with such an engram provides the channeler with a wealth of insight and inspiration.

### **ALTERNATE CLASS FEATURES**

The Engram Channeler archetype grants alternate class features at 2nd, 4th, 6th, and 12th levels.

#### **Engram Knowledge (Su) 2nd Level**

You can call on your engram to assist you, providing a +2 bonus on Engineering, Mysticism, and Physical Science checks. If you successfully use Aid Another to assist a character using one of these skills, they receive the engram's bonus in addition to the bonus you are providing with Aid Another.

#### **Engram Scout (Su) 4th level**

You can summon your engram as an incorporeal representation by entering a meditative state. As long as you remain in the state, gaining the asleep condition, except you are automatically awakened if the engram returns to you or is destroyed.

The engram is an incorporeal creature with KAC and EAC of 15 and 1 Hit Point per level. It has a supernatural fly speed of 30 feet and

perfect maneuverability.

It uses your skill bonuses for any skill checks. If the engram is destroyed, you lose all engram-based abilities for the remainder of the day. Since energy deals half damage to incorporeal creatures, passing through walls carrying steam or electrical conduits can disrupt the engram scout.

#### **Engram Rush (Su) 6th level**

As a standard action, you can unleash an energized engram to attack your foes. Trace a path up to 60 feet long and roll one attack targeting EAC. Enemies (but not allies) the







engram hit by that attack take 1d6 electric damage. You are automatically considered proficient in this attack and gain weapon specialization with it.

### **Engram Stability (Su) 12th level**

When you or another character receives the

bonus from Engram Knowledge, they can take 10 on the roll even if stress or distractions would normally prevent them from doing so. They can also spend a Resolve Point to treat the die result as a 20 rather than rolling.

## **NEW ARCHETYPE: POLYMATH**

Living a double life is not particularly unusual in the high-stakes world of galactic politics. For a polymath, however, it is foolish to content oneself with only two identities. Polymaths excel at assuming many personas and social roles, harnessing the most valuable assets from any given faction.

### **ALTERNATE CLASS FEATURES**

The Polymath archetype grants alternate class features at 2nd, 6th, 9th, and 18th levels.

#### **Many Lives (2nd level)**

You receive Second Identity as a bonus feat. You may select this feat multiple times, each time selecting a different theme that you can gain the benefits from. You are allowed to take the Second Identity feat any number of times.

#### **Without a Face (6th level)**

When you shift between identities, it is difficult for other creatures to discern where else they have seen you. For each theme you have, you may create a distinct name, backstory, and alignment to fit that theme. Whenever a creature who has seen another one of your identities attempts to identify you in your current identity, you are allowed to make a disguise check with an additional



+5 bonus opposed by their perception check to seem as if you are a different person.

### **Turncoat (9th level)**

By spending a resolve point, you may change between themes as a full-round action rather than a process which takes 1 hour.

### **Panoply of Skills (18th level)**

You may have two active themes at any given time, gaining all the benefits of both (you only gain the ability score bonus of one theme, however).

## **NEW ENVOY IMPROVISATIONS**

The following indicators indicate limits on the effects of the following new envoy improvisations.

[LD] Language-Dependent improvisation

[MA] Mind-affecting improvisation

[SD] Sense-Dependent improvisation

### **2ND-LEVEL IMPROVISATIONS**

#### **Inhuman Persuasion (Ex)**

You have learned to utilize your talents on creatures with even the most alien mindsets. You ignore any immunities to mind-affecting effects for the purpose of your envoy abilities.

### **4TH-LEVEL IMPROVISATIONS**

#### **Ambush Savvy (Ex) [LD][MA][SD]**

Whenever your allies would be surprised but you wouldn't be, you may spend a resolve point to cause a number of allies up to your charisma modifier to not be surprised.



#### **Anatomical Exploit (Ex)**

Whenever you or an ally deal damage to a target, you may spend a resolve point to add your expertise die to the damage roll of the attack.

#### **Cruel Ambush (Ex) [LD][MA]**

Whenever you damage a flat-footed creature, you may make an intimidate check against them as a swift action. If you spend a resolve point, you may use this ability on a creature which is not flat-footed.



### **Fry 'Em (Ex) [LD][MA][SD]**

Whenever you target a creature with Get 'Em, that creature also takes a -1 penalty on all saving throws against the abilities of you and your allies. If you have Improved Get 'Em, this penalty increases to -2. You must have Get 'Em to select this improvisation

### **Get Out There (Ex) [LD][MA][SD]**

As a swift action, you may spend a resolve point and select one of your allies. That ally acts on your initiative count -1 rather than on your own this round.

At 12th level, you may use this ability on a number of allies up to your Charisma modifier.

### **Pull Through! (Ex) [LD][MA][SD]**

Whenever you or an ally would fail a saving throw, you may spend a resolve point as a reaction to allow them to reroll the saving throw. Once a creature has been affected by this ability, it cannot be affected again until you take a 10-minute rest to regain stamina points.

### **Rapid Action (Ex)**

Choose one envoy Improvisation which does not require an attack roll from you or an ally. If the Improvisation normally requires a standard action, it now only requires a move action to use. If it normally requires a move action, it now only requires a swift action to use. This improvisation may be selected any number of times, and can be applied up to twice to any one improvisation.

## **6TH-LEVEL IMPROVISATIONS**

### **Come and Get Me (Ex) [MA][SD]**

You may spend a resolve point as a move action to open yourself up to attacks in a way that gives your allies opportunities. All creatures gain a +2 bonus on attack rolls

against you. However, if they do try to attack you, they provoke an attack of opportunity from your allies.

At 10th level, attacks made against you while using this ability provoke attacks of opportunity from you as well.

### **Continued Inspiration (Ex) [SD]**

As a standard action, you may extend the effects of any of your active envoy improvisations that normally last until the end of your next turn. This ability applies only to creature which remain within 60 feet of you.

### **Coordinated Assault (Ex)**

Whenever you cause a creature to become flat-footed, off-kilter, or off-target, you may spend a resolve point to change the penalty from -2 to a penalty equal to the value of your expertise die for one round. Whenever you provide covering fire, harrying fire, or flanking, you may spend a resolve point to change the bonus from +2 to a bonus equal to the value of your expertise die for one round.

### **Push Onwards (Ex) [LD][MA][SD]**

As a move action, you may grant an ally within 60 feet a +1 bonus on saving throws for one round and a single saving throw to prematurely end one effect on them (using the same save DC as the original effect).

At 10th level, you may spend a resolve point to affect all allies within 60 feet with this ability.

## **8TH-LEVEL IMPROVISATIONS**

### **Combat Expert [Ex]**

When using Expert Attack, you no longer need to spend resolve points. You must have the expert attack exploit to select this exploit.





attack. You must have the Inspiring Boost improvisation to select this improvisation.

## NEW EXPERTISE TALENTS

Envoys can select from the following new expertise talents, granting them both combat and social flexibility and effectiveness.

### **Combat Familiarity (Ex)**

Although you specialize in romance, you are not a stranger to the intensity of combat. You gain proficiency with heavy armor, advanced melee weapons, and longarms, and gain the benefits of your weapon specialization class feature with such weapons.

### **Expert Aid (Ex)**

When using the Aid Another action with one of your expertise skills, you may choose to add your expertise die to the result of your aided ally's check rather than your own.

### **Fearsome Presence (Intimidate) (Ex)**

When you make an intimidate check to demoralize a creature that is already shaken, you may forgo adding your expertise die to cause the creature to become frightened for 1 round rather than extending the shaken duration.

### **Framing (Diplomacy) (Ex)**

Whenever you make a Diplomacy check against a creature, you can choose not to roll your expertise die. If you do, that creature takes a penalty equal to the value of your expertise die on the next diplomacy, bluff, or intimidate check it makes against you.

### **Imposter (Disguise) (Ex)**

By forgoing your expertise die, you may make a Disguise check to disguise yourself

### **Cruel by Association (Ex) [LD][MA]**

Whenever any ally damages or otherwise affects a creature within 60 feet of you, you may spend a resolve point to make an Intimidate check against the creature as a reaction. You must have the Cruel Ambush improvisation to select this improvisation.

### **Improved Not in the Face (Ex) [SD]**

When using Not in the Face, you may target a number of creatures up to your Charisma modifier rather than a single creature. Even if they succeed on their will save, they still take a -1 penalty on their attack rolls.

### **Keep it Together (Ex) [LD][MA][SD]**

You may spend a reaction to use Inspiring Boost on an ally who is targeted by an



or another creature as a specific individual. If an imposter ever encounters the creature that they are disguised as, all perception checks made to pierce their disguise gain a +5 bonus.

### **Malfeasance Intuition (Sense Motive) (Ex)**

Whenever you identify that a creature is under one or more mental effects using Sense Mental Effects, you automatically discern what effects are on the creature as well as how many are on the creature.

### **My Mind is My Own (Ex)**

Whenever you roll a will save against a compulsion effect, you may spend a resolve point to add your expertise die to the saving throw.

### **Planar Agent (Ex)**

You have learned to call upon extraplanar entities to do your bidding. Once per day, you may cast Planar Binding as a spell-like ability. You are considered to be casting it as a 4th-level spell if you are below 13th level, a 5th-level spell if you are between 13th and 16th level, and a 6th-level spell if you are 16th level or higher. You must be at least 11th level to select this expertise talent.

### **Probe Intentions (Sense Motive) (Ex)**

By forgoing your expertise die on a sense motive check, you may attempt to glean detailed information on your target, learning their surface thoughts as if you had concentrated on them for at least three rounds using the detect thoughts spell.

### **Social Savvy (Sense Motive) (Ex)**

You are allowed to make Sense Motive checks as a swift action rather than a move action. In addition, whenever you make a sense motive check, you may attempt to Sense

Assumptions, Sense Relationships, and Sense Mental Effects as part of the same check.

### **Spell Deceiver (Bluff) (Ex)**

Spells such as discern lies and zone of truth are incapable of telling when you are lying or stopping you from lying.

### **Subtle Distortion (Bluff) (Ex)**

While another individual attempts to recount information or explain something, you may make a bluff check against the target to interject comments or statements that cause the individual to muddle their ability to recall accurate or specific details. If the check succeeds, the target not only cannot explain what they were trying to but also takes a penalty on Diplomacy and Intimidate checks against anyone who heard the altered story and your target remains unaware that your interjections caused the confusion. However, if you fail, the target is allowed a Sense Motive check (DC equal to your failed Bluff check) to figure out that you made deliberate attempts to confuse the story.

### **Tenacious Expertise (Ex)**

When using your expertise die, you may roll twice and take the higher result between the two rolls.

### **Varied Skillset (Ex)**

Choose two skills that you cannot normally select with Skill Expertise. You may select these skills with skill expertise, and they become class skills for you if they weren't already.

### **Wheel and Deal (Diplomacy) (Ex)**

When using a diplomacy check to make a deal, you may choose to not add your expertise die. If you do, you may make the check as a standard action rather than a process that takes 1 minute.



## EXPANDED SKILL USAGE

In addition to the uses for various skills set down in the core rulebook, there are numerous other potential uses for many of the envoy's skills. Outlined below are several examples of other utilities for various social skills. While these could be used in a campaign as expanded uses for skills by anyone trained in them, it is suggested that these skill specializations be reserved for envoys to reflect their special expertise in the social arena.

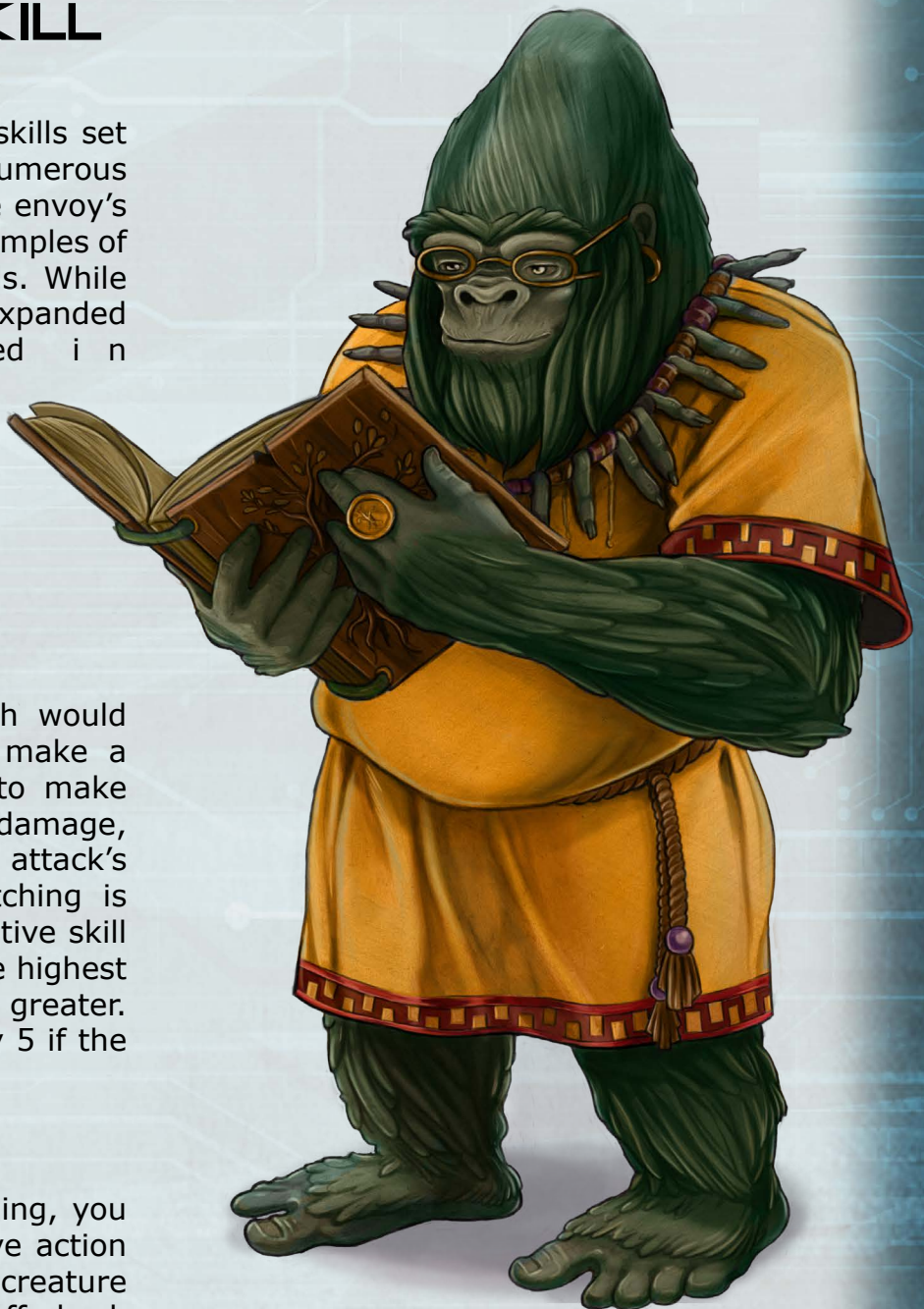
### BLUFF

#### Fabricate Lethality

As part of making an attack which would deal nonlethal damage, you may make a bluff check as part of the attack to make the attack seem like it was lethal damage, and vice versa. The DC to falsify an attack's lethality in the eyes of those watching is equal to  $10 + \text{the highest Sense Motive skill bonus of observers}$  or  $15 + 1.5 \times \text{the highest CR among observers}$ , whichever is greater. The DC of this check is increased by 5 if the attack is a critical hit

#### False Attack

Whenever you strike a foe from hiding, you can attempt a Bluff check as a move action to convince the foe that another creature was the attacker as if making a bluff check to convince them of a falsehood. This can be accomplished with just physical trickery (a shared language is not required). If the Bluff is successful, and you maintain concealment or cover, your stealth does not end.



### DIPLOMACY

#### Call Truce

As a standard action, you can call for a truce with any creatures that have an Intelligence score of 4 or greater and can understand you. When doing so, you can't be wielding



a weapon or threatening implement, such as a charged spell or anything else the creatures you are entreating might consider threatening.

Attempt a single Diplomacy check (DC 15 + the highest diplomacy modifier among the creatures you are trying to entreat or 20 + 1.5 x the CR of the highest CR creature you are trying to entreat). If you are successful, combat ceases for 1 minute, or until any creature in the opposing group is threatened or attacked.

If you fail the check by 5 or more, you cannot use Diplomacy again with any creature you attempted to entreat for 1d4 hours. If anyone in your group instead plans to use the parley to gain a combat advantage, the opponents can attempt a Sense Motive check against each such member of your group to get a hunch, with a DC equal to the result of that character's Bluff check.

If the parley would inherently result in the opponents surrendering or losing, if the opponents are mind-controlled or fanatics, or if there are other appropriate circumstances at the GM's discretion, the DC of this check increases by 5.

### **Make a Deal**

In a process that takes one minute, you may attempt to strike a bargain with a creature that can understand you and that you can understand, persuading them to agree to do something in exchange for something you offer. Make a Diplomacy check with a DC of 10 + the highest diplomacy modifier among the creatures you are trying to bargain with or 15 + 1.5 x the CR of the highest CR creature you are trying to bargain with. On a success, the creature or creatures agree to the deal, and will attempt to fulfill their end of it to the best of their ability.

If the deal would be disadvantageous to the creature (by accepting it, they would lose more than they would gain), the DC of the check increases by 5. Severely disadvantageous or irrational deals may increase the DC of the check by up to 10. In addition, the DC increases by an additional 5 against hostile or unfriendly creatures. Particularly favorable deals can decrease the DC of check by up to 10.

You may retry any diplomacy checks to make a deal at no penalty. However, you must somehow change the parameters of the deal with every check that you make (creatures will not agree to a deal that they have reject just because you bring it up again).

## **DISGUISE**

### **Feign Death**

Whenever you would fall prone, you may make a disguise check as a free action to appear dead. Creatures (both allies and enemies) are allowed opposed perception checks to clarify that you are in fact alive, although it is possible to work out certain signals beforehand with your allies to indicate your actual state of life.

### **Vocal Manipulation**

As a move action, you may distort your voice to change your voice, create an animal or machine sound, or make it sound like your voice is coming from somewhere or someone else. The DC to fool a creature with this ability is 15 + 1.5 x their CR or 10 + their perception modifier, whichever is higher.

## **SENSE MOTIVE**

### **Sense Assumptions**

You can attempt a Sense Motive check to intuit some of another person's assumptions



after 1 minute of conversation. The DC equals  $15 + 1.5 \times$  the target's CR, or  $10 +$  the target's Bluff modifier, whichever is higher. If you succeed, you learn whether or not any falsehoods related to the topic of conversation would impose a penalty on Bluff checks to convince the target of that falsehood's truth. If you fail by 4 or less, you learn nothing. If you fail by 5 or more, the target realizes you are trying to glean information from it. You can retry this check, but the DC increases by 5 for each previous failure on this check against that target.

### Sense Relationships

After 1 minute or more of interaction or observation, you can attempt a Sense Motive check to get a hunch in order to intuit the relationship between any two creatures interacting with one another. The DC equals  $15 + 1.5 \times$  the higher of the two targets' CR, or  $10 +$  the higher of the two targets' Bluff modifier, whichever is higher

### Sense Telepathy

As a move action, you can attempt a sense motive check to see if a creature is communicating telepathically with any other creatures. The DC equals  $15 + 1.5 \times$  the target's CR, or  $10 +$  the target's Bluff modifier, whichever is higher. If you succeed, you identify whether or not the target is communicating telepathically, as well as any other creatures within line of sight that the target is communicating telepathically with.

## NEW FEATS

The following are feats useable by any class, though they are uniquely well suited for use by envoys.

### Back to Back [Combat]

You watch your allies in the heat of combat

**Benefit:** While adjacent to you, your allies are immune to the flat-footed condition.

### Cautious Opportunist [Combat]

Where most would employ crucial moments for attacks, you prefer to bail when you have the chance

**Benefit:** Whenever a creature would provoke an attack of opportunity from you, you may take a guarded step as a reaction in place of making an attack of opportunity.

### Compensating Attack [Combat]

You make up for the shortcomings of your allies

**Benefit:** Whenever an ally misses a creature with an attack or fails a combat maneuver against it, you may spend a resolve point as a reaction to make an attack against the creature your ally missed. You may choose to perform a combat maneuver rather than making an attack with this ability.

### Cooperative Critical [Combat]

You take advantage of injuries left by your allies

**Benefit:** Whenever you score a critical hit against a creature, you may use the critical hit effect of any weapon which has hit the target since your last turn, rather than using the critical hit effect of your own weapon.

### Covered Gunning [Combat]

Your allies keep you safe in the midst of a firefight

**Prerequisite:** Mobility


**Benefit:** If you are adjacent to one of your allies, you do not provoke attacks of opportunity for firing a ranged weapon.

### Deadly Precision [Combat]

Your wilder attacks still retain a modicum of accuracy

**Prerequisite:** Deadly Aim





**Benefit:** When using deadly aim, the penalty is reduced to -1 and the bonus damage changes from half your base attack bonus to half your level.

### **Escape Route [Combat]**

You rely on your allies to cover your movements

**Prerequisite:** Mobility

**Benefit:** You do not provoke attacks of opportunity for moving through spaces which are adjacent to your allies.

### **Living Shield [Combat]**

Your allies are your best defense

**Benefit:** When you are adjacent to an ally and somebody makes an attack against you that would not hit that ally, you may duck behind that ally as a reaction. If you do, you gain a +2 bonus to your AC against the attack, but the attack strikes your ally if it misses by 5 or less.

### **Opportune Manipulation**

Your abilities are more effective against off-kilter foes



**Benefit:** Flat-footed creatures take a -2 penalty to saving throws against your abilities.

### **Pinpoint Vulnerabilities [Combat]**

Your knowledge of creatures enables you find better ways to fight them

**Prerequisites:** 3 ranks in Life Science, Mysticism, or Engineering

**Benefit:** When you successfully identify a creature with any of the above skills, you gain a +1 insight bonus on damage rolls and skill checks against that creature and other creatures of its kind for 1 minute. At 10th level, this bonus increases to +2.

### **Squad Flanking [Combat]**

You excel at locking down your enemies regardless of position.

**Benefit:** If you and an ally are both adjacent to a creature, that creature is considered to be flat-footed against your attacks.

### **Squad Maneuvering [Combat]**

You are able to move through your allies with ease

**Benefit:** Whenever an ally moves through one of your spaces, you may take a guarded step as a reaction, potentially swapping places with your ally.

### **Swarm Fighter [Combat]**

You fight better amidst your allies

**Prerequisite:** Small size

**Benefit:** You can share spaces with allies who are medium or larger and gain a +2 bonus to AC whenever you are sharing a space with such an ally.

### **Trade Initiative [Combat]**

You can get your allies into action quickly

**Benefit:** Whenever you and your allies roll for initiative, you may spend a resolve point to swap the initiative rolls of yourself and one willing ally.

### **Unbalanced Attack [Combat]**

You are able to take advantage of unsteady foes to push them around

**Benefit:** When using a combat maneuver against a flat-footed creature, you target their KAC rather than their KAC + 8 for the purpose of determining the combat maneuver's success.

### **Second Identity**

You are able to maintain multiple personas in your life

**Benefit:** Choose a second Theme besides the one you selected at 1st level. In a process that takes 1 hour, you may exchange your current theme for your other theme. You do not gain the ability score bonus of this second theme but gain the Theme Knowledge feature of both themes at all times. Any other abilities from your theme only operate if that theme is your active theme.

### **Sly Diplomat**

It's difficult for others to resist your charms even amidst failures

**Prerequisite:** Diplomacy 1 rank

**Benefit:** Failing a Diplomacy check no longer causes a creature's attitude towards you to worsen, even if you failed by 5 or more.

### **Telepathic Probe**

You are able to infiltrate the telepathic networks of others

**Prerequisites:** Sense Motive 1 rank, telepathy

**Benefit:** Whenever you sense that a creature is communicating telepathically using sense motive and that creature is in the range of your telepathy, you may listen in on that creature's telepathic conversation, hearing whatever they are attempting to communicate.



# SAMPLE ENVOY CREATURES

Presented below are some new envoy NPCs for use in your game.



## CROWN PRINCE

CR 16

XP 76,800

Vesk envoy

LE Medium humanoid (vesk)

**Init** +5; **Senses** low-light vision; Perception +29

**DEFENSE** HP 280 RP 6

**EAC** 30; **KAC** 31

**Fort** +14; **Ref** +16; **Will** +19

## OFFENSE

**Speed** 30 ft.

**Melee** grindblade +28 (8d8+25 S; critical bleed 2d8), unarmed strike +28 (1d3+31 B)

**Ranged** advanced seeker rifle +25 (6d8+16 P)

## STATISTICS

**Str** +7; **Dex** +2; **Con** +3; **Int** +4; **Wis** +4; **Cha** +10

**Skills** Athletics +29, Bluff +34, Culture +34, Diplomacy +34, Disguise +29, Sense Motive +34

**Languages** Aklo, Common, Draconic, Drow, Dwarven, Infernal, Kasatha, Lashunta, Orc, Vesk

**Other Abilities** armor savant, envoy improvisations (cruel ambush, cruel by association, improved hurry, sustained determination), fearless, natural weapons  
**Gear** vesk monolith II, grindblade, advanced seeker rifle, mk 1 spell reflector, red force field



## DRACONIC SAGE

CR 18

XP 153,600

Copper dragon envoy

CG Gargantuan dragon (earth)

Init +6; Senses low-light vision, blindsense 60 ft., darkvision 120 ft.; Perception +37

Aura frightful presence (240 ft., DC 25)

**DEFENSE** HP 350 RP 7

**EAC** 32; **KAC** 33

**Fort** +18; **Ref** +18; **Will** +22

**DR** 20/magic; **Immunities** paralysis, sleep, electricity; **SR** 29

### OFFENSE

**Speed** 60 ft., burrow 30 ft., burrow 60 ft., fly 200 ft. (clumsy)

**Melee** bite +31 (8d8+18 S)

**Ranged** blue star plasma caster +29 (5d10+18 E & F; critical burn 2d10)

**Space** 20 ft.; **Reach** 20 ft.

**Offensive Abilities** breath weapon (120 ft. line,

19d8 A, Reflex DC 25 half, usable every 1d4 rounds)

**Spell-like Abilities** (CL 18th; ranged +29)

6th (1/day)—*control gravity* (DC 25),

*interplanetary teleport* (DC 25)

5th (3/day)—*dispel magic (greater)*, *planar binding* (level 5) (DC 24), *telekinesis* (DC 24), *wall of force*

4th (at will)—*creation* (level 4), *wall of fire*

### STATISTICS

**Str** +0; **Dex** +6; **Con** +0; **Int** +8; **Wis** +0; **Cha** +11

**Skills** Bluff +32, Culture +37, Diplomacy +37, Mysticism +32, Perception +37, Sense Motive +37

**Languages** Abyssal, Celestial, Common, Draconic, Elven, Infernal

**Other Abilities** envoy improvisations (come and get me, continued inspiration, rapid action (continued inspiration), improved get 'em), sound imitation

**Gear** blue star plasma caster





## IMPERIAL AMBASSADOR

CR 9

XP 6,400

Human envoy

LN Medium humanoid (human)

Init +3; **Senses** Perception +18

**DEFENSE** HP 135 RP 5

EAC 22; KAC 23

Fort +8; Ref +10; Will +12

### OFFENSE

**Speed** 30 ft.

**Melee** microerrated longsword +17 (2d10+9 S; critical bleed 2d6)

**Ranged** semi-advanced auto pistol +19 (2d6+9 P)

## STATISTICS

**Str** +0; **Dex** +3; **Con** +0; **Int** +4; **Wis** +0; **Cha** +6

**Skills** Bluff +23, Culture +18, Disguise +23, Intimidate +23, Sense Motive +23, Sleight of Hand +18, Stealth +18

**Languages** Common, Kasatha, Lashunta, Truespeech, Vesk

**Other Abilities** envoy improvisations (push onwards, inspiring boost, rapid action (inspiring boost))

**Gear** gold travel suit, microerrated longsword, semi-advanced auto pistol, tactokinesis gloves, mindlink circlet mk 2, aeon stone (dark blue rhomboid)







## INFERNAL DEALER

CR 10

XP 9,600

Devil envoy

LE Small outsider (devil)

**Init** +3; **Senses** darkvision 60 ft., see in darkness; Perception +25

**DEFENSE** HP 150 RP 5

**EAC** 23; **KAC** 24

**Fort** +9; **Ref** +11; **Will** +13

**Immunities** fire, poison; **Resistances** acid 10, cold 10

## OFFENSE

**Speed** 30 ft., fly 60 feet (good)

**Melee** claw +20 (2d8+10 S)

**Ranged** firebolt +18 (3d4+10 F)

## Devil Spell-Like Abilities (CL 10th)

1/day—*summon allies*

**Spell-like Abilities** (CL 10th; ranged +18)

4th (1/day)—*dimension door* (DC 20)

3rd (3/day)—*dispel magic*

2nd (at will)—*hold person* (DC 18)

## STATISTICS

**Str** +0; **Dex** +3; **Con** +0; **Int** +5; **Wis** +0; **Cha** +8

**Skills** Bluff +25, Intimidate +25, Life Science +20, Mysticism +20, Perception +25, Sense Motive +25

**Languages** Common, Infernal, telepathy

**Other Abilities** envoy improvisations (fry 'em, improved get'em, improved not in the face, hidden agenda)





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**SYNTHETIC COURTESAN****CR 5**

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**XP 1,600**

Android envoy

CN Medium humanoid (android)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +11

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**DEFENSE**    **HP 65** **RP 4**

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**EAC 17; KAC 18****Fort** +4; **Ref** +6; **Will** +8

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**OFFENSE**

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**Speed** 30 ft.**Melee** sword cane +10 (1d4+5 B)**Ranged** zero pistol +12 (1d4+5 C)**Spell-like Abilities** (CL 5th; ranged +12)2nd (1/day)—*inject nanobots* (DC 15)1st (3/day)—*disguise self* (DC 14)0 (at will)—*ghost sound* (DC 13)

---

**STATISTICS**

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**Str** +0; **Dex** +2; **Con** +0; **Int** +3; **Wis** +0; **Cha** +5**Skills** Bluff +16, Culture +16, Diplomacy +11, Disguise +16, Medicine +11, Sense Motive +16**Languages** Common, Elven, Lashunta**Other Abilities** constructed, envoy

improvisations (not in the face, quick dispiriting taunt), flat affect, upgrade slot

**Gear** d-suit I, advanced sword cane, frostbite-class zero pistol, mindlink circlet mk 1



## TENTACLED TELEPATH

CR 6

### XP 2,400

Oulbaene envoy

LN Small monstrous humanoid

**Init** +2; **Senses** darkvision 60 ft.; Perception +18

**DEFENSE** HP 76

**EAC** 18; **KAC** 19

**Fort** +5; **Ref** +9; **Will** +9

Immunities mind-affecting effects, trip

### OFFENSE

Speed 20 ft., climb 20 ft., swim 30 ft.

Melee tentacle +13 (1d4+6 A plus revolting touch)

Ranged corona laser pistol +15 (2d4 F; critical 1d4 burn)

Offensive Abilities revolting touch (DC 16)

### STATISTICS

**Str** +0; **Dex** +2; **Con** +0; **Int** +3; **Wis** +1; **Cha** +5

**Skills** Acrobatics +13, Culture +18, Diplomacy +13, Perception +18, Stealth +13

**Languages** Aquan, Common, Elven, Oulbaene; limited telepathy 30 ft.

**Other Abilities** envoy improvisations (duck under, improved get 'em), multi-limbed, water breathing

**Gear** elite stationwear, corona laser pistol with 1 high-capacity battery (40 charges), mk 2 serum of healing

### SPECIAL ABILITIES

**Limited Telepathy (Su)** An oulbaene can mentally communicate with any other telepathic creature within 30 feet with which it shares a language.

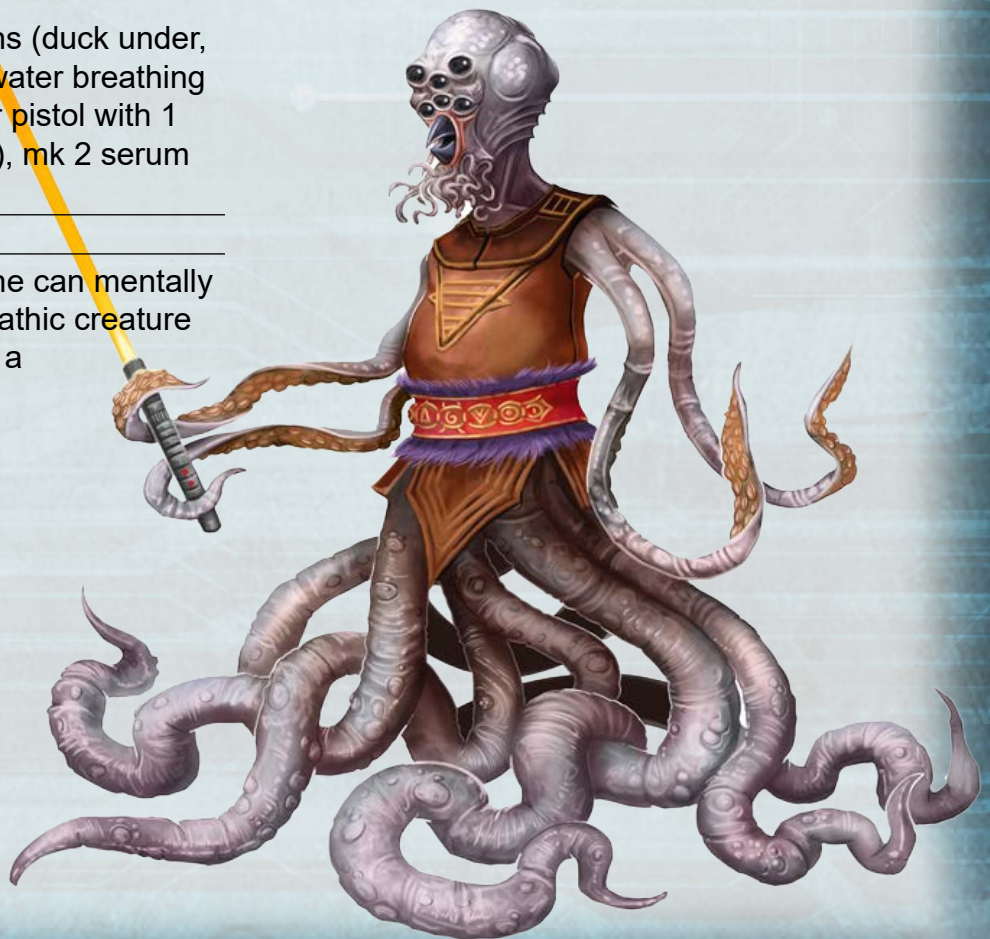
**Multi-Limbed (Ex)** An oulbaene has six lower and four upper tentacular appendages. Its lower limbs grant it immunity to being tripped. Two of its upper limbs serve as its primary arms and can wield weapons normally; the other two upper limbs are slimy tentacles that can be used to deliver a specialized secondary attack. These tentacles cannot be used to wield weapons but can manipulate or hold items.

Suckers on its limbs enable an oulbaene to climb sheer surfaces.

**Revolting Touch (Ex)** A creature damaged by an oulbaene's slimy tentacle is sickened for 1d3 rounds (Fortitude DC 16 negates). A creature that succeeds at its initial saving throw is immune to that oulbaene's revolting touch for 24 hours. A creature already sickened must attempt a new save each time it is damaged by an oulbaene's tentacle, with each failed save extending the duration of being sickened by 1 round and also causing the creature to become nauseated until the end of its next turn.

**Water Breathing (Ex)** An oulbaene can breathe underwater indefinitely, and it can use verbal and other breath-related abilities underwater normally.

**Note:** The oulbaene are an octopus-like alien species described in the *Alien Bestiary* from Legendary Games, but all information needed to use this creature is provided in the above stat block.





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