

Otto Mayshun

Player: Fritz

N Android ace pilot technomancer 7

Atheist; Age: 22; Height: 5'; Weight: 120 lb.; Eyes: silvery;

Hair: n/a; Skin: copper-chrome

Speed: 50 ft., Fly Speed 40 ft., Languages: Arkanen, Common, Draconic, Eoxian, Gnome, Goblin, Ignan, Orc, Ysoki

Hit Points	Stamina	Resolve
39	49	9

Str	Dex	Con	Int	Wis	Cha
+0	+4	+2	+6	+1	-1

11 Str
18 Dex
14 Con
22 Int
12 Wis
8 Cha

INITIATIVE +4 = +4 Dex +0 Misc

FORTITUDE +4* = +2 Base +2 Con +0 Misc

REFLEX +6 = +2 Base +4 Dex +0 Misc

WILL +6 = +5 Base +1 Wis +0 Misc

EAC 23 = +9 Armor +4 Dex +0 Misc

KAC 24 = +10 Armor +4 Dex +0 Misc

KAC+8 32 = +10 Armor +4 Dex +0 Misc

Defenses

All Saves (Flat Affect): +2 bonus to DC of Sense Motive against you

All Saves (Constructed): +2 vs. disease, mind-affecting, poison, and sleep effects (unless the effect targets constructs)

Fortitude Save (Level 8 armor (Lashunta tempweave, advanced)): Immune to low-medium level radiation

Fortitude Save (Level 8 armor (Lashunta tempweave, advanced)): +6 circumstance bonus to save vs. radiation exposure (but not to cure radiation sickness)

All Armor Classes (Mobility): +4 vs. attacks of opportunity you provoke by leaving a threatened square

Lashunta tempweave, advanced

EAC: +9, KAC: +10, Max Dex: +6, Armor Check: -, Speed: -
Upgrades: *brooch of shielding* jetpack, quick-release sheath

Activated Abilities & Adjustments

Add a Movement Speed (Average, Fly)

Keen Senses

Laser pistol, azimuth

Ranged (80 ft.): +9 or Full: +5/+5 (1d4+3 F; Crit burn 1d4)

Special:

Special Abilities

Cache Capacitor (1 slots, Keen Senses) (Su)

When regaining spells, cast spell from limited list into spell cache to affect self for 24 hrs.

Constructed

Count as both base type and constructs (whichever worse). +2 to save vs. disease, mind-effects, poison, and sleep unless would affect construct.

Darkvision 60 ft.

You can see in the dark (black and white only).

Energize Spell (1/day) (Ex)

As a move action, cast spell using 20 charges per spell level from a power cell.

Character Number: 10468 - 701



Skills

<input type="checkbox"/>	+11	Acrobatics _{Dex, 7r}
<input type="checkbox"/>	+0*	Athletics _{Str}
<input type="checkbox"/>	-1	Bluff _{Cha}
<input type="checkbox"/>	+18	Computers _{Int, 7r}
<input type="checkbox"/>	+7	Culture _{Int, 1r}
<input type="checkbox"/>	-1	Diplomacy _{Cha}
<input type="checkbox"/>	-1	Disguise _{Cha}
<input type="checkbox"/>	+16	Engineering _{Int, 7r}
<input type="checkbox"/>	-1	Intimidate _{Cha}
<input type="checkbox"/>	+12	Life Science _{Int, 3r}
<input type="checkbox"/>	+13	Medicine _{Int, 7r}
<input type="checkbox"/>	+8	Mysticism _{Wis, 2r}
<input type="checkbox"/>	+10	Perception _{Wis, 7r}
<input type="checkbox"/>	+16	Physical Science _{Int, 7r}
<input type="checkbox"/>	+15	Piloting _{Dex, 7r}
<input type="checkbox"/>	+16	Profession (PILOT) _{Int, 7r}
<input type="checkbox"/>	-1	Sense Motive _{Wis}
<input type="checkbox"/>	+8	Sleight of Hand _{Dex, 1r}
<input type="checkbox"/>	+11	Stealth _{Dex, 7r}
<input type="checkbox"/>	+1	Survival _{Wis}

Skill Modifiers

Athletics (Land speed 50'): +8 to jump

Special Abilities

Flat Affect

+2 to DCs of Sense motive checks vs. you.

Harmful Spells (Su)

When cast an instant spell dealing dam, gain extra dam.

Lone Wolf (Ex)

On skill check to repair/maintain starship or when in ship combat, can treat as though half ranks in pilot for appropriate skill.

Low-Light Vision (Ex)

See in dim light as if it were normal light.

Spell Cache (item type, 1/day) (Su)

Activate to cast any one spell known for free.

Special Abilities

Theme Knowledge (Ex)

-5 DC for Culture checks related to knowledge of starships, vehicles, and famous pilots.

Upgrade Slot

Body can integrate an armor upgrade as if light armor.

Feats

Agile Casting

As a full action, move up to speed and at any point use spell or supernatural ability that requires standard action or less.

Fleet [Combat Feat]

+10 to land speed in light or no armor, but only +5 if encumbered. When overburdened, speed = 10 ft.

Mobility [Combat Feat]

+4 to AC vs. attacks of opportunity provoked by leaving a threatened square.

Sky Jockey

If pilot in starship combat, ship gains +1 speed. +10 ft to speed of flight when operating vehicle or magic item.

Spell Focus

DC of spells (but not spell-like abilities) increases by 1, 2 (11th+ level), or 3 (17th+ level).

Spells

Technomancer spells known (CL 7th; ranged +9)

3rd (3/day)—*explosive blast, flight**

2nd (5/day)—*holographic image**, *invisibility, make whole, mirror image*

1st (6/day)—*detect radiation, keen senses, magic missile, overhear, unseen servant*

Cantrip (at will)—*detect magic, energy ray, mending, psychokinetic hand, telepathic message, token spell** This spell can be cast using a lower level spell slot to varying effect. See the spell's description.

Tracked Resources

Battery	<input type="text" value="20"/>
Battery (Holoskin)	<input type="text" value="20"/>
Battery, high-capacity (Jetpack)	<input type="text" value="40"/>
Brooch of shielding (55damage)	<input type="text" value="55"/>
Energize Spell (1/day) (Ex)	<input type="checkbox"/>
Medpatch	<input type="checkbox"/>
Serum of healing, mk II	<input type="checkbox"/>
Spell Cache (item type, 1/day) (Su)	<input type="checkbox"/>

Gear (Encum: 6 bulk, Over: 12 bulk)

Total Bulk Carried: 3.1, Unencumbered

(android upgrade slot: Longstrider module, +10 Speed)	-
Aeon stone, iridescent spindle	-
Android Hygiene Kit <In: Backpack, consumer (1 @ 0 blk)>	-
Backpack, consumer (1 @ 0 blk) <In: Null-space chamber,>	-
Comm unit, personal	L
Computer (tier 1)	-
artificial personality, hardened, miniaturization, miniaturization, range I (100 feet), security IV, self-charging	-
Engineering kit <In: Null-space chamber, mk 1 (6 @ 0 blk)>	L
Hacking kit	L
Holoskin	-
Ion Tape	-
Medkit, advanced	1

Experience & Wealth

Experience Points: **18** (8th @ 21)

Current Cash: **4,602.4 credits**

Factions

Dataphiles

Tier 0; Reputation 0

Exo-Guardians

Tier 0; Reputation 0

Second Seekers (Luwazi Elsebo)

Tier 0; Reputation 0

Wayfinders

Tier 3; Reputation 33

Boons

Dataphiles Champion [Faction]

Champion the faction

Wayfinders Champion [Faction]

Champion the faction

Gear

Medkit, basic <In: Null-space chamber, mk 1 (6 @ 0	1
Medpatch x2 <In: Null-space chamber, mk 1 (6 @ 0	0
Null-space chamber, mk 1 (6 @ 0 blk)	L
old suit of graphite carbonskin, worth 122 credits	-
Ring of sustenance	-
Serum of healing, mk II x3	-
Spell gem of comprehend languages, life bubble	L
Spell gem of detect affliction	L
Spell gem of magic missile	L
Spell gem of see invisibility	L
StarStone Compass <In: Null-space chamber, mk 1 (6	-
Zip Stick	-

Augmentations

Synaptic accelerator, mk 2 (Intelligence)

These implants supercharge the synaptic connections in your brain, allowing you to process information faster and send impulses throughout your body more effectively. Synaptic accelerators grant you additional ability points. This

Otto Mayshun – Abilities & Gear

Agile Casting (Feat)

Full action

You can move, cast a spell, and move again before foes react.

- **Prerequisites:** Key ability score 15, Dex 15, Mobility, caster level 4th.
- **Benefit:** As a full action, you can move up to your speed and cast a single spell with a casting time of one standard action or less at any point during your movement. If you have a supernatural ability that can be activated as a standard action or less, you can instead use that ability at any point during your movement.
- **Normal:** You can move only before or after casting a spell, not both.

Fleet [Combat Feat] (Feat)

No action

You are faster than most.

- **Benefit:** While you are wearing light or no armor, your land speed increases by 10 feet. When you are encumbered, your land speed instead increases by only 5 feet. When you are overburdened, your speed is reduced to 10 feet.

Mobility [Combat Feat] (Feat)

No action

You can easily move past dangerous foes.

- **Prerequisites:** Dex 13.
- **Benefit:** You gain a +4 bonus to your Armor Class against attacks of opportunity that you provoke by leaving a threatened square.

Sky Jockey (Feat)

No action

You can get the most out of flying technology.

- **Prerequisites:** Piloting 5 ranks.
- **Benefit:** When you're using a device to fly (including magic items, but not spells or natural flight), your fly speed increases by 10 feet. If you are operating a flying vehicle, its fly speed increases by 10 (though this has no impact on its full speed or overland movement speed). When you are in the pilot role of starship combat, your starship's speed increases by 1.

Cache Capacitor (1 slots, Keen Senses) (S) (Class, Technomancer)

Free

Notes: always cast Keen Senses into this capacitor each day

You expand your spell cache into a cache capacitor. As part of regaining your spells each day, you can cast a single spell into your spell cache and have it affect you continuously for 24 hours. The cache capacitor can hold any of the following spells: *detect radiation*, *disguise self*, *keen senses*, or *unseen servant*. You must know a spell to store it in your cache capacitor. When you cast the spell into your cache capacitor, you expend the spell slot normally and make any decisions required for that spell, but the duration doesn't expire for 24 hours. If the spell in your cache capacitor is dispelled or dismissed, you can spend 5 minutes of uninterrupted concentration to reestablish it, keeping the same decisions you made when you cast it, and gaining whatever duration the spell had remaining. You can't exchange the stored spell for another spell until you again regains your spells.

At 12th level, your cache capacitor gains a second slot that can hold *darkvision*, *lesser resistant armor*, *life bubble*, or *spider climb*.

At 18th level, your cache capacitor gains a third slot that can hold *arcane sight*, *flight* (spell level 3rd or lower), *see invisibility*, or *tongues*.

Constructed (Android, Race)

No action

For effects targeting creatures by type, synthetic creatures count as both their actual creature type and constructs (whichever type allows an ability to affect them for abilities that affect only one type, and whichever type is worse for abilities that affect both creature types). They receive a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, synthetic creatures do not breathe or suffer the normal environmental effects of being in a vacuum.

Darkvision 60 ft. (Android, Race)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Energize Spell (1/day) (Ex) (Class, Magic Hack, Technomancer)

Move

Once per day as a move action, you can use a battery or a weapon's power cell to power your spellcasting, enabling you to cast one spell you know without using a spell slot. This expends 20 charges per spell level from the battery or power cell and requires you to touch the battery, power cell, or weapon. You must cast the spell before the start of your next turn, or the charges are wasted with no effect.

Flat Affect (Android, Race)

No action

Androids find emotions confusing and keep them bottled up. They take a –2 penalty to Sense Motive checks, but the DCs of Sense Motive checks attempted against them increase by 2.

Otto Mayshun – Abilities & Gear

Harmful Spells (Su) (Class, Magic Hack, Technomancer)

Free

When you cast an instantaneous spell that deals damage, you can increase the spell's damage by half your technomancer level. This increased damage applies to all creatures damaged by an area spell, but for spells that target multiple creatures with multiple rays or other attacks (such as *magic missile*), the increased damage applies only to a single ray or missile. This increased damage doesn't apply to ongoing damage from the spell (such as bleed or burn). This magic hack doesn't increase ability damage or other spell effects, only damage to Stamina Points or Hit Points.

Lone Wolf (Ex) (Theme)

No action

You know at least a little bit about handling every role on a starship, and you can sub in for certain tasks in a pinch. Whenever you need to attempt a skill check either during starship combat or to directly repair or otherwise maintain your starship, you can treat half your ranks in Piloting as your ranks in the appropriate skill for the check, if that would be better (since you effectively have ranks in the related skill, you are considered trained in the skill for the purposes of this check).

Low-Light Vision (Ex) (Android, Race)

Standard

The creature can see in dim light as if it were normal light. Low-light vision is color vision, unlike darkvision. A creature with low-light vision can read as long as even the tiniest source of light is next to it. Creatures with low-light vision can see outdoors on a moonlit night as well as they can during the day, since the moon casts dim light.

Spell Cache (item type, 1/day)(Su) (Class, Technomancer)

Standard

As the culmination of your early study of the fundamental forces of the galaxy, you have created a spell cache that allows you to store and access spells. Your spell cache could be a device such as a handheld computer or technological implant; an item such as a ring or staff; or a symbol such as a brand, tattoo, or other permanent modification to your body. While you don't need your spell cache to cast your spells, once per day, you can activate your spell cache to cast any one spell you know and are capable of casting, even if you've expended all your spell slots for that spell's level.

If your spell cache is damaged, it is restored to full Hit Points the next time you prepare spells. If the spell cache is lost or destroyed, you can replace it after 1 week with a special ritual that takes 8 hours to complete.

Theme Knowledge (Ex) (Theme)

No action

You are obsessed with starships and vehicles, and have committed to memory almost every related tidbit of knowledge you've ever come across. Reduce the DC of Culture checks to recall knowledge about starship and vehicle models and parts as well as famous hotshot pilots by 5. Piloting is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to your Piloting checks. In addition, you gain an ability adjustment of +1 to Dexterity at character creation.

Upgrade Slot (Android, Race)

No action

Notes: Longstrider module installed

Androids have a single armor upgrade slot in their bodies. Regardless of whether androids are wearing physical armor, they can use this slot to install any one armor upgrade that could be installed into light armor.

Dataphiles Champion (Boon)

You've declared your allegiance to the Dataphiles and dedicate your missions to furthering the goals of that faction.

Prerequisites: Dataphiles Tier 0

Cost: 2 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Dataphiles faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

Normal: A character gains no Reputation unless he has a Faction boon slotted.

Appears In: Starfinder Society

Wayfinders Champion (Boon, Faction)

You've declared your allegiance to the Wayfinders and dedicate your missions to furthering the goals of that faction.

Prerequisites: Wayfinders Tier 0

Cost: 2 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Wayfinders faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

Normal: A character gains no Reputation unless he has a Faction boon slotted.

Appears In: Starfinder Society

Otto Mayshun – Spells

Detect Affliction	Cantrip	Magic Missile	1st-level
School: divination; Casting Time: 1 standard action; Range: close (25 + 5 ft./2 levels); Target: one creature or object; Duration: instantaneous; Save: none; Resistance: yes (harmless) Determine whether a creature or object has been poisoned, is diseased, is cursed, or is suffering a similar affliction.		School: evocation (force); Casting Time: 1 standard action; see text; Range: medium (100 + 10 ft./level); Target: up to three creatures, no two of which can be more than 15 ft. apart; see text; Duration: instantaneous; Save: none; Resistance: yes Two missiles deal 1d4+1 force damage.	
Detect Magic	Cantrip	Magic Missile	1st-level
School: divination; Casting Time: 1 standard action; Range: 60 ft.; Area: cone-shaped emanation; Duration: concentration, up to 1 minute/level; Save: none; Resistance: no Detect spells and magic items within 60 feet.		School: evocation (force); Casting Time: 1 standard action; see text; Range: medium (100 + 10 ft./level); Target: up to three creatures, no two of which can be more than 15 ft. apart; see text; Duration: instantaneous; Save: none; Resistance: yes Two missiles deal 1d4+1 force damage.	
Energy Ray	Cantrip	Overheat	1st-level
School: conjuration (creation); Casting Time: 1 standard action; Range: close (25 + 5 ft./2 levels); Target: one creature or object; Duration: instantaneous; Save: none; Resistance: yes Ray deals 1d3 acid, cold, electricity, or fire damage.		School: evocation (fire); Casting Time: 1 standard action; Range: 15 ft.; Area: cone-shaped burst; Duration: instantaneous; Save: Reflex half; Resistance: yes Deal 2d8 fire damage to creatures in cone.	
Mending	Cantrip	Unseen Servant	1st-level
School: transmutation; Casting Time: 10 minutes; Range: 10 ft.; Target: one object of up to 1 bulk; Duration: instantaneous; Save: Will negates (harmless, object); Resistance: yes (harmless, object) Restore 1d4 Hit Points to an object or construct.		School: conjuration (creation); Casting Time: 1 standard action; Range: close (25 + 5 ft./2 levels); Effect: one invisible, mindless, shapeless servant; Duration: 1 hour/level; Save: none; Resistance: no Invisible force obeys your commands.	
Psychokinetic Hand	Cantrip	Holographic Image	2nd-level
School: transmutation; Casting Time: 1 standard action; Range: close (25 + 5 ft./2 levels); Target: one unattended object of no more than 10 lbs. or 1 bulk; Duration: concentration; Save: none; Resistance: no Telekinetically move an object of 1 bulk or less.		School: illusion; Casting Time: 1 standard action; Range: see text; Area: see text; Duration: see text; Save: Will disbelief; Resistance: no Illusory double of your likeness can talk and cast spells.	
Telepathic Message	Cantrip	Invisibility	2nd-level
School: divination (language-dependent, mind-affecting); Casting Time: 1 standard action; Range: medium (100 + 10 ft./level); Target: up to one creature/level; Duration: 10 minutes/level; Save: none; Resistance: no Send a short telepathic message and hear simple telepathic replies.		School: illusion; Casting Time: 1 standard action; Range: touch; Target: one creature or object no more than 10 bulk/level; Duration: 1 minute/level (D); Save: Will negates (harmless, object), see text; Resistance: yes (harmless, object) Target is invisible for 1 minute per level or until it attacks.	
Token Spell	Cantrip	Make Whole	2nd-level
School: transmutation; Casting Time: 1 standard action; Range: 10 ft.; Target: see text; Effect: see text; Area: see text; Duration: 1 hour; Save: none; Resistance: yes Perform simple magical effects.		School: transmutation; Casting Time: 10 minutes; Range: close (25 + 5 ft./2 levels); Target: one object of up to 1 bulk/level or one construct of any size; Duration: instantaneous; Save: Harmless, Will negates; Resistance: harmless, object, yes Restore 5d6 Hit Points to an object or construct.	
Comprehend Languages	1st-level	Mirror Image	2nd-level
School: divination; Casting Time: 1 standard action; Range: personal; Duration: 10 minutes/level You understand all spoken, signed, and written or tactile languages.		School: illusion; Casting Time: 1 standard action; Range: personal; Duration: 1 minute/level Create decoy duplicates of yourself.	
Detect Radiation	1st-level	See Invisibility	2nd-level
School: divination; Casting Time: 1 standard action; Range: 120 ft.; Area: 120-ft. spherical emanation centered on you; Duration: 10 minutes/level; Save: none; Resistance: no Detect radiation within 120 feet.		School: divination; Casting Time: 1 standard action; Range: personal; Duration: 10 minutes/level (D) See invisible creatures or objects.	
Keen Senses	1st-level	Explosive Blast	3rd-level
School: transmutation; Casting Time: 1 standard action; Range: touch; Target: one creature; Duration: 1 minute/level (D); Save: Will negates (harmless); Resistance: yes (harmless) Target gains low-light vision and a +2 bonus to Perception checks.		School: evocation (fire); Casting Time: 1 standard action; Range: medium (100 + 10 ft./level); Area: 20-ft.-radius burst; Duration: instantaneous; Save: Reflex half; Resistance: yes Deal 9d6 fire damage to creatures in a 20-foot radius.	
Life Bubble	1st-level	Flight	3rd-level
School: abjuration; Casting Time: 1 standard action; Range: medium (100 + 10 ft./level); Target: up to one creature/level, no two of which can be more than 30 ft. apart; Duration: 1 day/level; Save: Will negates (harmless); Resistance: yes (harmless) Encase targeted creatures with a shell of tolerable atmosphere.		School: transmutation; Casting Time: 1 standard action; see text; Range: see text; Target: see text; Duration: see text; Save: Will negates (harmless); Resistance: yes (harmless) Multiple targets can fly at a speed of 60 feet.	

SFS1-01 - Otto Mayshun

Date (game world): 09/02/4717; **Date (real world):** 09/02/2017 **XP Reward:** 1 XP; **Net Cash:** 545 ; **Fame:** +2;
Wayfinders reputation: +2

FACTION'S FRIEND (social boon)
DID NOT GET SUBDERMAL GRAFT!

SFS1-02 - Otto Mayshun

Date (game world): 09/03/4717; **Date (real world):** 09/03/2017 **XP Reward:** 1 XP; **Net Cash:** 751 ; **Fame:** +2;
Wayfinders reputation: +2

ABADARCORP ACQUAINTANCE (social boon)
TRUE SAVIOR OF TASCH (slotless boon)

SFS1-03 - Otto Mayshun

Date (game world): 09/04/4717; **Date (real world):** 09/04/2017 **XP Reward:** 1 XP; **Net Cash:** 777 ; **Fame:** +2;
Wayfinders reputation: +2

purchased Graphite Carbonskin
AUTOMATED DEFENSES (starship boon)
FRIEND OF MEMBRANE GHIBRANI (social boon)
GHIBRANI LINGUIST (slotless boon)

special starting boon - Otto Mayshun

Date (game world): 08/01/2016; **Date (real world):** 08/01/2016 **XP Reward:** 0 XP; **Net Cash:**

SPELLGEM CACHE! (*three gems*) AT TIME OF NEED, SELECT FROM THE FOLLOWING SPELLS: Comprehend Languages or Life Bubble . . . 1 HAS BEEN USED UP

SFS1-00 - Otto Mayshun

Date (game world): 09/01/4717; **Date (real world):** 09/01/2017 **XP Reward:** 1 XP; **Net Cash:** 894 ; **Fame:** +2;
Wayfinders reputation: +2

SOCIETY CONTACT (slotless boon)
CLAIMANT TO SALVATION (slotless boon)

SFS1-07 - Otto Mayshun

Date (game world): 02/20/4718; **Date (real world):** 02/20/2018 **XP Reward:** 1 XP; **Net Cash:** 641 ; **Fame:** +1;
Wayfinders reputation: +1; **Dataphiles reputation:** +1

SOLAR-POWERED LASER WEAPON SYSTEM (starship boon)

SFS1-05 - Otto Mayshun

Date (game world): 02/18/4718; **Date (real world):** 02/18/2018 **XP Reward:** 1 XP; **Net Cash:** 793 ; **Wayfinders reputation:** +2

purchased NullSpace Chamber (in game)
HIGH SOCIETY INFLUENCE (ally boon):
HONORAY SPIDER (social boon);
JOURNEY TO THE SCOURED STARS SEGMENT 1 (unidentified boon)
PROTECTOR OF THE FUTURE (slotless boon)

SFS1-20 - Otto Mayshun

Date (game world): 08/31/4718; **Date (real world):** 08/31/2018 **XP Reward:** 1 XP; **Net Cash:** -277 ; **Fame:** +2;
Wayfinders reputation: +2; **Dataphiles reputation:** +2

party managed to "dominate" all 3 factions...Otto procured a Mk2 Healing Serum during mission -- and didn't even use it...

DUSKMIRE ALLEGIANCE (ally boon)

SFS1-14 - Otto Mayshun

Date (game world): 02/21/4719; **Date (real world):** 02/21/2019 **XP Reward:** 1 XP; **Net Cash:** 4914 ; **Fame:** +2;
Wayfinders reputation: +2; **Dataphiles reputation:** +2

HEART FRIEND FOREVER (ally boon);
SCOURED STARS MEMORIAL (social boon);
TIP OF THE CONSPIRACY (unidentified boon);

SFS1-99 - Otto Mayshun

Date (game world): 02/22/4719; **Date (real world):** 02/22/2019 **XP Reward:** 1 XP; **Net Cash:** 1508 ; **Fame:** +1;
Wayfinders reputation: +1; **Second Seekers (Jadnura) reputation:** +1

DEFENDER OF THE FLEET (starship boon);
SCOURED STARS SURVIVOR (personal boon);
SCOURED STARS VETERAN (slotless boon)

SFS1-32 - Otto Mayshun

Date (game world): 04/27/4719; **Date (real world):** 04/27/2019 **XP Reward:** 1 XP; **Net Cash:** 1040 ; **Fame:** +1;
Wayfinders reputation: +1; **Dataphiles reputation:** +2

purchased Spell Gem of SEE INVISIBILITY
DISTINGUISHED AMBASSADOR (social boon)

SFS1-37 - Otto Mayshun

Date (game world): 04/28/4719; **Date (real world):** 04/28/2019 **XP Reward:** 1 XP; **Net Cash:** 750 ; **Fame:** +1;
Wayfinders reputation: +1; **Dataphiles reputation:** +2

purchased IRIDESCENT SPINDLE Aeon Stone, *and* RING OF SUSTENANCE
HIGH AUTHORITY INFLUENCE (ally boon)

SFS1-35 - Otto Mayshun

Date (game world): 05/19/4719; **Date (real world):** 05/19/2019 **XP Reward:** 1 XP; **Net Cash:** 885 ; **Fame:** +1;
Wayfinders reputation: +2

purchased LONGSTRIDER MODULE

EXPLORER'S PERSERVERENCE (slotless boon)

SFS1-19 - Otto Mayshun

Date (game world): 06/09/4719; **Date (real world):** 06/09/2019 **XP Reward:** 1 XP; **Net Cash:** -4987 ; **Fame:** +2;
Wayfinders reputation: +2

security detail for new SFS lodge on dragon planet; SFS data was stolen, party hunted down perps -- won a space battle handily! then battled an actual dragon -- barely survived! . . .after adventure, purchased ADVANCED LASHUNTA TEMPWEAVE ARMOR! also replaced 100' titanium cable line, purchased two Spell Gems of Magic Missile, a zip stick & some ion tape. (total spent: 9,115 credits)

ALL BOONS GAINED BY OTTO - Otto Mayshun

Date (game world): 12/31/4721; **Date (real world):** 12/31/4721 **XP Reward:** 0 XP; **Net Cash:** ; **Fame:** +4

SLOTTED BOONS: ALLY = DUSKMIRE ALLEGIANCE (at end of session, 20% discount on a Serum of Healing);
FACTION = WAYFINDER CHAMPION; PERSONAL = SCoured STARS SURVIVOR (reduce Resolve Point cost to stabilize by 1 -- and immediately recover 2d6 hit points!); PROMOTIONAL = SPELL GEM CACHE (3 Spell Gems of Comprehend Languages); SOCIAL = DISTINGUISHED AMBASSADOR (10% discount on 4 major purchases); STARSHIP = SHIP #2: DEFENDER OF THE FLEET -- FINEST ENGINES (+2 to ship's thrust rating)

SEVEN SLOTLESS BOONS: #1) Society Contract #2) Claimant to Salvation #3) Protector of the Future #4) Scoured Stars Veteran #5) Ghibrani Linguist #6) True Savior of Tasch #7) Explorer's Perseverance also, TWO 'UNIDENTIFIED' BOONS: #1) Journey to the Scoured Stars segment 1, and #2) Tip of the Conspiracy

other boons available:

ALLY #2: GUN RUNNER (10% discount on grenades, or one-time 20% discount on a weapon at end of session)
ALLY #3: HONORBOUND ALLIES (defeated Capt yuluzak in space combat -- he owes me one!)
ALLY #4: HEART FRIEND FOREVER (bonuses when dealing with vesk-types)
ALLY #5: HIGH AUTHORITY INFLUENCE (impressed all five dignitaries -- maybe of future use...)
ALLY #6: HIGH SOCIETY INFLUENCE (impressed all 5 of the key attendees)
ALLY #7: 1st SEEKER'S INTUITION (works with weapon fusions)
SOCIAL #2: SCoured STARS MEMORIAL (reduce Fame cost of RAISE DEAD by 4)
SOCIAL #3: HONORARY SPIDER (+1 to Sense Motive checks)
SOCIAL #4: ABADAR CORPORATION ACQUAINTANCE (respect)
SOCIAL #5: FACTION'S FRIEND (earn reputation even if Fame denied)
SOCIAL #6: FRIEND OF MEMBRANE GHIRBRANI
SHIP #2: AUTOMATED DEFENSES (Science Officer can halve a tracking weapon's speed)
SHIP #3: SOLAR-POWERED LASER WEAPON (one ship's laser gets +1 damage -- +4 if gunner's Resolve Point used)

SEVEN SLOTLESS BOONS: #1) Society Contract #2) Claimant to Salvation #3) Protector of the Future #4) Scoured Stars Veteran #5) Ghibrani Linguist #6) True Savior of Tasch #7) Explorer's Perseverance also, TWO 'UNIDENTIFIED' BOONS: #1) Journey to the Scoured Stars segment 1, and #2) Tip of the Conspiracy

SFS1-04 - Otto Mayshun

Date (game world): 02/17/4718; **Date (real world):** 02/17/2018 **XP Reward:** 1 XP; **Net Cash:** 742 ; **Fame:** +2; **Wayfinders reputation:** +2; **Exo-Guardians reputation:** +1

HONORBOUND ALLIES boon

SFS1-06 - Otto Mayshun

Date (game world): 02/19/4718; **Date (real world):** 02/19/2018 **XP Reward:** 1 XP; **Net Cash:** 1501 ; **Wayfinders reputation:** +2; **Wayfinders reputation:** +2

purchased SYNAPTIC ACCELERATOR Mk1! (+2 INT)

GUN RUNNER (ally boon)
HALF-ORC ADMITANCE (personal boon)

SFS1-26 - Otto Mayshun

Date (game world): 09/07/4719; **Date (real world):** 09/07/2019 **XP Reward:** 1 XP; **Net Cash:** 1459 ; **Fame:** +2; **Wayfinders reputation:** +2

rescued the first seeker from a void hantu...it almost killed Otto...snagged a BROOCH OF SHIELDING during the adventure

FIRST SEEKER'S INTUITION (works with weapon fusions)
spent 1,000 credits to purchase Brooch of Shielding, plus a Healing Serum Mk 2 for 340 credits (Duskmire Allegiance discount)

SFS2-06 part 1 - Otto Mayshun

Date (game world): 10/12/4719; **Date (real world):** 10/12/2019 **XP Reward:** 1 XP; **Net Cash:** 1346 ; **Fame:** +2; **Wayfinders reputation:** +2

"THE STUMBLING SOCIETY, pt 1"

'Datch' (our nemesis) beat us to major equipment and weapons cache in arsenal near Sangora's Bulwark...used up two-out-of-three Healing Serums (purchased one at the end, so has two MK2 Healing serums for next session)

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Otto purchased the Advanced Medical Kit for 2,700 credits, plus a Healing Serum Mk 2 for 340 credits (Duskmire Allegiance discount)

SFS2-06 part 2 - Otto Mayshun

Date (game world): 11/02/4719; **Date (real world):** 11/02/2019 **XP Reward:** 1 XP; **Net Cash:** 7602 ; **Wayfinders reputation:** +3

peacefully got StarFinder weapons back from Kiirinta tribes, prevented Datch from falsely incriminating Society

Kiirinta Linguist (slotless boon)

upgraded Synaptic Accelerator to +4 (used 'Distinguished Ambassador' for 10% discount), purchased another Healing Serum MK2 for 340 credits