

Homebrew Envoy Improvisations

For the *EMPYREAL SKYLARK* Starfinder Campaign



GM NOTE - Having witnessed firsthand the difficulty of effectively using some of the existing RAW Envoy Improvisations -- and having looked down the list and seen how many more that could effect -- I've made the decision to try out some homebrew alternatives.

Most of the improvisations below have been gratefully adapted from similar abilities made for a similar class in D&D 5e's lesser-known Starfinder counterpart called Hyperlanes. I have reworked them (and workshopped them in a couple of homebrewing forums) to try to ensure they are correctly balanced and integrated for Starfinder.

Fast Talk (Any Level) (language-dependent, sense-dependent, mind-affecting)

You are gifted in the use of speech patterns that baffle and boggle the mind. If you initiate a conversation with a sentient creature outside of combat rounds, you may keep them from moving and/or attacking for so long as you continue to speak. They must succeed in a Will save against a DC of 10 + half your Envoy level + your Charisma modifier to avoid this effect. If a creature engaged in this way is confronted with direct danger or danger to a close ally, they escape your entrancement.

This ability may be used at vehicle or starship scales if you are in communications with the target.

Go! I'll Cover You! (Any Level)

When performing Covering Fire or Harrying Fire actions in combat, the circumstance bonus your allies derive from the action is equal to your Charisma modifier rather than being the standard +2.

Leadership (2nd Level)

You are a natural leader capable of bringing out the best in a team when the chips are down. As a standard action, you can Aid Another and grant two allies a +2 morale bonus to their actions. These do not have to be the same action. At 13th level, you can do this as a move action.

Rousing Speech (2nd Level) (language-dependent, sense-dependent)

Beginning at 2nd level, you can spend 1 Resolve Point and use oration to help revitalize your wounded allies during a short rest. If they have expended Resolve to recover Stamina Points during the same short rest, any allies who can hear and understand your speech also regain a number of Hit Points equal to your Charisma modifier. At 9th, 13th, 17th and 20th levels, you get an additional +1 bonus to HP healed with this ability.

I Believe in You! (6th Level) (language-dependent, sense-dependent, mind-affecting)

Your ability to inspire others with your stirring words now allows you to gift them with Inspiration bonuses on skill checks, attack rolls or saving throws. As a standard action you can spend 1 Resolve Point and select any ally who can hear you within 60 feet; that ally gains a d6 Inspiration die to be used for any skill check in which they have ranks, or for any attack roll or saving throw, within the next ten minutes.

These Inspiration die function similarly to Expertise die for the Envoy: the ally can roll the die and add the number rolled as an insight bonus to one skill check they make. The ally can wait until after they roll the d20 before deciding to use the Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost.

An ally can have only one Inspiration die at a time. At 9th, 17th, and 20th levels, allies add a further +1 to this Inspiration die (cumulative). At 13th level, the die becomes a 1d8.

Improved Fast Talk (6th Level) (language-dependent, sense-dependent, mind-affecting)

When a creature is entranced by your Fast Talk, it does not automatically break free if endangered. Instead it must roll a second Will save against a DC of 10 + half your Envoy level + your Charisma modifier to break free of the effect.

Envoy For All Seasons (8th Level)

Your experience with people from many different walks of life and disciplines gives access to abilities you would not otherwise have. In place of an Improvisation, you can select either a bonus Combat Feat or a 2nd-Level Operative Exploit.

Taken again at 14th and 20th levels, this allows access to one more bonus Combat Feat each time or a 6th and 10th-level Operative Exploit respectively.

Improved Leadership (8th Level)

Your use of Leadership is now a free action equivalent to combat banter, and it confers a circumstance bonus on your allies' actions equal to your Charisma bonus.