

GRAVITY AGE™

NANOTECH EMPORIUM

STARFINDER
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SHGA-A02



GRAVITY AGE NANOTECH EMPORIUM

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STROH HAMMER





NANOTECH OVERVIEW

What follows is not a complete compendium of nanotech augmentation, but it is an extension of the existing options presented in The Starfinder Roleplaying Game for players and game masters.

Nanotech in the modern era, is an emerging field of science where scientists are trying to understand and control matter at the nanoscale. To put it in perspective, there are 25,400,000 nanometers in an inch and a sheet of paper is approximately 100,000 nanometers thick.

Nanotechnology is already here and it's not just a concept that some nut job scientist at an elite technology school is dreaming up. Well, it might be but some of those dreams are coming true. Although we are yet to build tiny drones that search out and destroy cancer, we are actively using this technology in many industries. Nanotechnologies are being used in medicine, electronics, food, fuel cells, solar cells, batteries, advanced materials, environmental cleanup, sporting goods, and fabrics.

In the future, nano-fabrics are not just stain resistant but also bullet proof, so when your operative goes medieval on some gun-toting bad guys and takes them out with a sword, you don't have to worry about buying a new shirt. Even tablet computers will appear to be nothing more than a clear sheet of plastic which can be easily rolled up and put away for storage, or stuck to a wall for use.

In most settings, nanotechnology is not some cheap technology that can be picked up off the street. While it is feasible that some campaign settings might have nanotechnology so common that any character could go to the local nanotech clinic and receive the latest nanite injection, its more likely that obtaining nanotechnology for personal use is more difficult than simply dropping the credits. GMs might limit the availability of nanotechnology by not only making nanocolonies expensive to purchase, but also requiring the character to become a member of a particular organization.

Although nanotechnology is present in almost all future technologies, this guide focuses applications which can directly and indirectly affect your characters.

NANOAUGMENTORS

Nanotech augmentations ("nanoaugmentors") follow most the cybernetic augmentation rules found in The Starfinder Roleplaying Game. Nanotech augmentations latch onto a specific biological system and provide consistent bonuses as long as the nanites remain active. Most nanoaugmentors are injected into a character or

WHAT IS THIS?

NANOTECH

Nanotech is the branch of future technologies which deal with dimensions and tolerances of less than 100 nanometers, especially the manipulation of individual atoms and molecules.

NANITE

The basic working unit of nanotechnology is a nanite, a single tiny robot that can be as small as a dozen atoms in length. Nanite is a generic term: Any robot built using nanotech, no matter what its purpose, is a nanite. Each one must be constructed and programmed for a specific purpose, and a nanite's true power lies not in what it can do individually, but what it can be programmed to do in complete synchronization with millions of other nanites that make up a nanocolony.

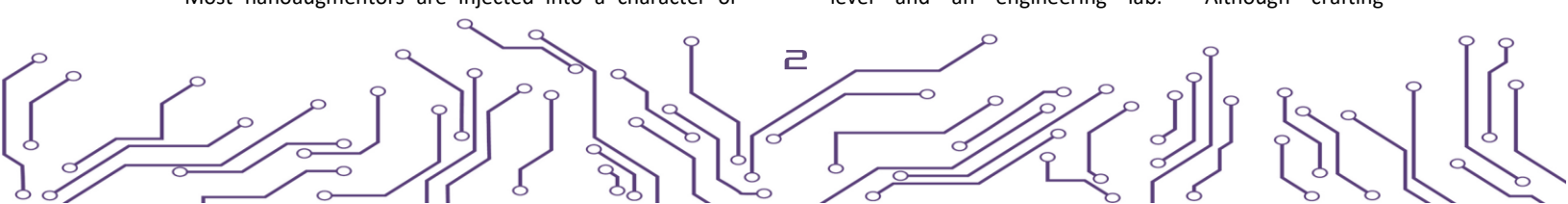
It is possible for a single item or piece of material to be composed of hundreds or thousands of different types of nanites, just as an animal is composed of a multitude of different types of cells.

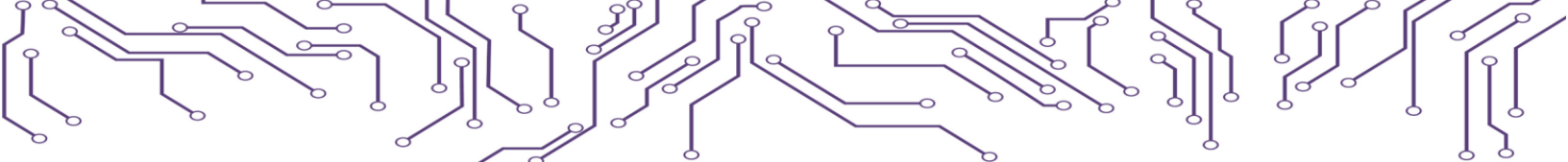
creature to permanently enhance performance and continue to function indefinitely. Nanoaugmentors are only removed by other nanites or by commanding the nanoaugmentors to end their program. When this occurs, nanoaugmentors are absorbed and recycled by the host body.

Unlike other augmentations, nanoaugmentors can share body systems with cybernetic or biotech augmentations. However, you are limited to one active nanoaugmentor at a time and can only have one nanoaugmentor per body system. Nanoaugmentors can be activated or inactivated as a move action.

Injecting a nanoaugmentor does not require a skill check. Each nanoaugmentor takes one minute per level to become fully integrated into the host when it's first injected. Nanoaugmentors are the most expensive type of augmentation but make up for their expense with ease of use.

Crafting new nanoaugmentations requires a character to have an Engineering skill equal to the nanoaugmentors' level and an engineering lab. Although crafting





nanoaugmentors doesn't save you any credits, creating your own might be the only way to obtain them in regions where nanotechnology is unavailable. It takes one hour per level of the nanoaugmentors to manufacture a nanoaugmentor.

THE NANOVIRUS

A nanovirus is a group of nanites acting like a virus to enhance or alter a specific body function. They move through the body and alter boost the efficiency of cells they are programmed to affect. Unlike nanoaugmentors a nanovirus is fast acting, taking only a single round to activate. However, the effects of a nanovirus are temporary. You can only have one active nanovirus at a time unless otherwise noted. If you are exposed to two or more active nanoviruses you must make a Fortitude save (DC = 10 + the sum of active nanoviruses' levels), or gain the nauseated condition for as long as you have more than one active nanovirus, plus 1d6 rounds.

There are designer nanoviruses that lay dormant after injection. These designer nanoviruses are triggered by a circumstance or as a conscious action by the recipient. A designer nanovirus can survive for up to a year after injection before it is destroyed by the body's natural defense mechanisms. You are limited to one dormant designer nanovirus at a time. Injecting more than one dormant designer nanovirus simply causes the previously one to get flushed from your system.

Each nanovirus has a specific delivery mechanism like a pharmaceutical, most can be injected, some are ingested, and a few are even delivered by suppository.

NANO-ARMOR

The experience of wearing nano-armor compared to most common armor is like riding a high-performance hover bike juxtaposed to riding your grandmother's tricycle. Both modes of transportation get you there but one does it faster and in style. In the case of armor, both armor types provide protection from energy and kinetic weapons but nano-armor generally out performs the rest because of its ability to adjust its protection according to the greatest need.

In many ways nano-armor is exactly like standard armor, both provide bonuses to EAC and KAC, possess a maximum Dexterity bonus, a potential armor check penalty, speed adjustment, upgrade slots, and a bulk rating. Unlike standard armor many types of nano-armor provide flex AC bonus that can be applied to EAC, KAC, or divided across both armor class bonus types. Donning nano-armor only

takes 1 round regardless of whether it's considered light or heavy armor. When a character dons nano-armor you predetermine what the EAC/KAC split will be with the flex AC bonus. A character can readjust the EAC/KAC bonus at the beginning of their turn as a swift action in any round.

Upgrades for nano-armor must be made of nanites and for this reason all armor upgrades for nano-armor cost 120% of their list price.

NANO-WEAPONS

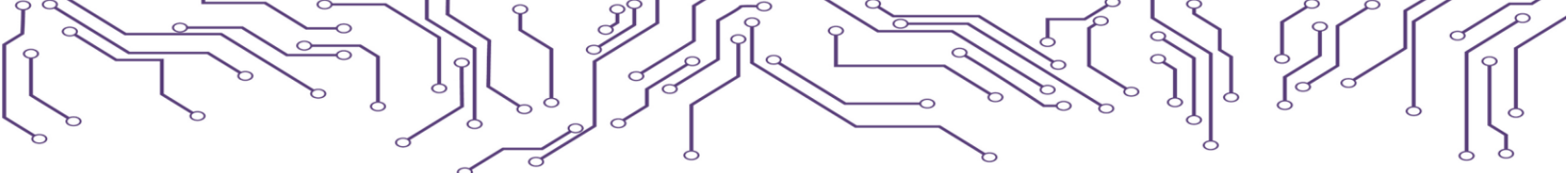
Nano-weapons are specialized nanoviruses which in most cases cause harm to the subject rather than providing a benefit. Most nano-weapons, like other applications of nanotechnology, started with more altruistic goals before the idea of weaponizing them came to fruition. Few nano-weapons were conceptualized as potential weapons from the start. It's usually near the end of the development life-cycle a scientist looking for additional research funds, or a scientist of questionable ethics has the eureka moment where they tell themselves, "Hey, wouldn't this make an awesome weapon, and I bet a defense company would pay top dollar for the design specifications."

Nano-weapons are stored in 1 ounce canisters and almost always delivered by injection. The needler pistol and rifle presented in Chapter 7 of the *Starfinder Core Rulebook*, and the retractable syringe presented in Section 4 of the *Gravity Age: Cybernetics Emporium*, are the most common delivery devices.

All nano-weapons with the injection delivery mechanism can also be purchased as a nano-grenade by paying double the normal purchase price. A nano-grenade consists of the typical nanite canister placed in a grenade-like container which deploys the nano-weapon as a 15-foot radius aerosol burst. This makes them twice as dangerous in public but much easier to defend against in military situations. Any armor that provides breathing as an environmental protection automatically shields the wearer from the effects of a nano-grenade. The aerosol deployment method does not function in a vacuum. For additional information on grenades, see the "Weapon Descriptions" section in Chapter 7 of the *Starfinder Core Rulebook*.

INDEPENDENT NANOCOLONIES

Although all the other categories of nanotechnology are by definition nanocolonies, the this section of the emporium is a catch all for independent nanocolonies that don't fit into a specific category. An independent nanocolony is one that is capable of functioning and surviving outside of a contained environment. Independent



nanocolonies can take many forms and can be either airborne or part of another piece of technology. These nanocolonies usually perform independent tasks, such as creating, building, or destroying, without having to enhance or alter an existing object. In fact, most independent nanocolonies are designed to function as autonomous units once released into the environment, only altering their objectives when given new commands or new programming.

Independent nanocolonies are among the most dangerous because they can move about freely and cannot be reclaimed easily (if at all) should a malfunction occur. In some settings, independent nanocolonies are responsible for the fall of entire civilizations. Some independent nanocolonies are capable of wiping out entire planets, moving from one location to the next devouring and destroying anything that stands in their way.

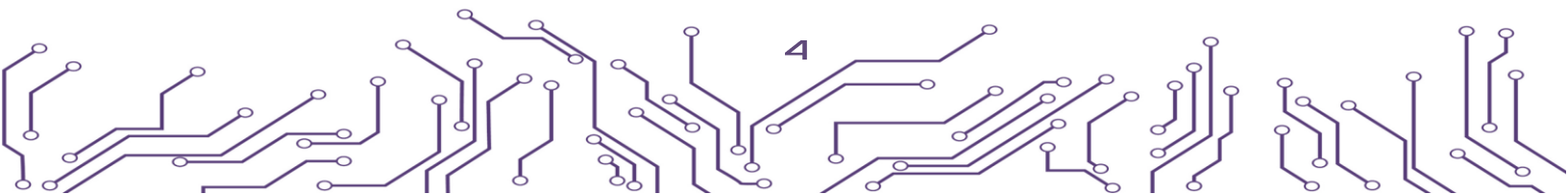
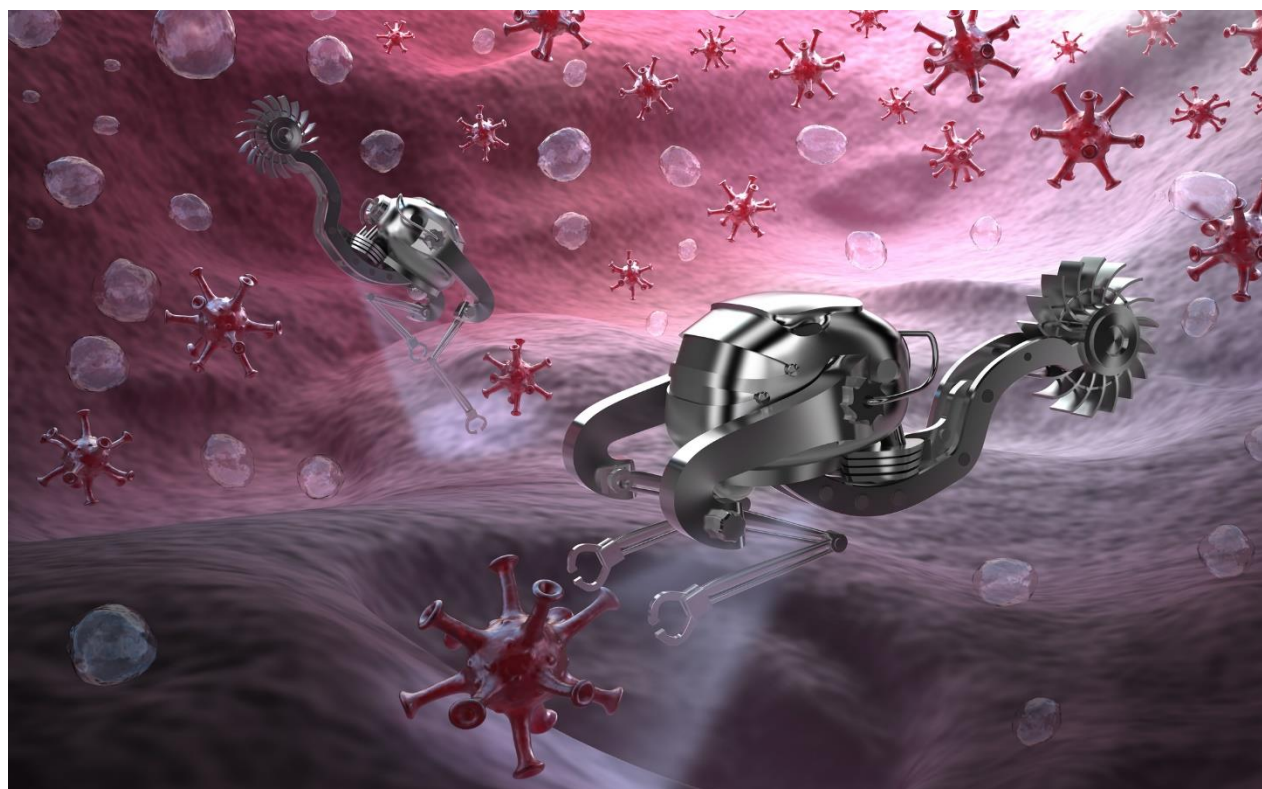
HOLISTIC NANOMEDICINE

The use of nanotechnology in medicine offers almost limitless possibilities. In a less advanced society, some of the applications of nanomedicine might even be misinterpreted as magic. Science has taken the techniques

involved in the application nanites to the limits of the imagination.

Nanotechnology in medicine involves the application of both nanocolonies and nanoparticles to make repairs to biological systems at the cellular and subcellular level. Nanites have been designed in a way that allows them to work like antibodies capable of assisting with and boosting our natural healing processes. Nanomedicines have been programmed to repair diseased cells, hunt and kill bacteria, remove toxins, eliminate damage from radiation, deliver pharma, and assist in the implantation of character augmentations.

Unlike the nanotech previously described in this emporium, the holistic nanomedicine which follows relies on the nanite working in a controlled or contained environment. The procedures are too invasive to deliver by mere injection. The devices which follow might even be perceived as fringe science or weird science. Some devices might be banned all together depending on a societies ethical views or acceptance of nanotechnology



NANOAugMENTORS

Table 2-1 Nanoaugmentors

NAME	LEVEL	PRICE	SYSTEM
Focus overload	1	450	Brain
Watchdog	1	400	Spine
Darkvision	3	1,950	Eyes
Personal upgrades, minor	3	1,400	NA
Prophecy	3	1,680	Brain
Proprioception	3	1,675	Brain and Spine
Psionic dampener	3	1,675	Brain
Chatter	5	3,125	Brain
Twenty/Twenty, standard	5	2,985	Eyes
Environ-x, standard	6	4,800	Skin
Nociception, standard	6	3,955	Skin
Personal upgrades, standard	7	6,500	NA
Twenty/Twenty, darkvision	7	6,915	Eyes
Acoustic wayfinder, standard	8	10,740	Ears
Focus regulator	8	14,400	Brain
Cyber psychosis dampener, standard	9	20,000	Brain
Perfect memory	10	22,200	Brain
Soullink	10	22,000	Brain
Nociception, advanced	11	24,955	Skin
Environ-x, advanced	12	57,600	Skin
Acoustic wayfinder, advanced	13	58,800	Ears
Biofountain	13	60,000	All
Personal upgrades, major	14	75,000	NA
Nociception, superior	15	122,000	Skin
Cyber psychosis dampener, advanced	17	288,000	Brain
Doppelganger	18	360,300	Skin and Eyes
Environ-x, superior	18	359,950	Skin

ACOUSTIC WAYFINDER		SYSTEM Ears
MODEL	LEVEL	PRICE
Standard	8	10,740
Advanced	13	58,800

This nanoaugmentor allows the character to navigate and react to their environment using audio feed back rather than visual cues in a method similar to echolocation. Standard acoustic wayfinder nanites grant you the blindsense special ability with a range of 30 feet. Characters injected with advanced acoustic wayfinder nanites gain blindsight with a 30 foot range. The blindsense and blind sight ranges double underwater, but don't work at all if the character is in a vacuum. For additional information on blindsense and blindsight, see the "Senses" section in Chapter 8 of the Starfinder Core Rulebook.

BIOFOUNTAIN		SYSTEM All
MODEL	LEVEL	PRICE
Standard	13	60,000

This is a nanoaugmentor for those who want to live forever, and is frequently injected into the rich and famous, biofountain virtually eliminates disease and is solely responsible for doubling the life expectancy of its recipient. Any recipient of this nanoaugmentor becomes immune to disease and gains Fast Healing 1 as long as the nanoaugmentor is active in all body systems.

CHATTER		SYSTEM Brain
MODEL	LEVEL	PRICE
Standard	5	3,125

Chatter is a useful nanoaugmentor colony frequently injected into soldiers on covert missions. It allows communication without speech. In many ways, chatter

resembles the technology of the internal communicator. However, unlike the internal communicator, the nanites in a chatter nanoaugmentors attach directly to the speech and language centers of the brain. When you wish to communicate via your chatter nanites, you need only to think of what you would say and the nanoaugmentors transmit those thoughts over a communications channel. When other nanites receive the communication, they transmit the information directly into your brain.

Each set of chatter nanites is keyed to only communicate with other chatter colonies sharing the same encryption key. Individuals without the chatter nanites can communicate and receive communications from those with the chatter nanoaugmentors through a computer system or communicator properly keyed into the same encrypted communications channels.

When you are injected with the chatter nanoaugmentors, you must spend 30 minutes practicing so that ambient thoughts do not interfere with the communications.

CYBER PSYCHOSIS DAMPENER		SYSTEM All
MODEL	LEVEL	PRICE
Standard	9	20,000
Advanced	17	288,000

The cyber psychosis dampener is a nanoaugmentor designed to combat the increasing number of cyber psychosis cases due to the prevalence of hedge cybernetic surgeons on the fringes of known space. These nanites reduce the effects of cyber psychosis to 1 round when triggered by a failed ability check, skill check, saving throw, or attack roll. The advanced cyber psychosis dampener allows a character to spend 1 Resolve Point as a reaction to remove the cyber psychosis effect. For additional information on Cyber Psychosis, see the "Cybernetics Overview" section in Section 1 of the Gravity Age: Cybernetics Emporium.

DARKVISION		SYSTEM Eyes
MODEL	LEVEL	PRICE
Standard	3	1,950

One of many useful nanoaugmentors, you gain the ability to see 60 feet in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision can be turned on or off as a swift action.

DOPPELGANGER		SYSTEM Skin/Eyes
MODEL	LEVEL	PRICE
Standard	18	360,300

Devious nanoaugmentors popular with criminals, the doppelganger nanites act as a dynamic plastic surgery system. They alter the physical appearance of their host. The nanoaugmentors can change the hair and eye color of a character instantly and, if desired, can reconfigure the bone structure and actual facial appearance of a character in ten minutes.

Reconfiguring the bone structure and facial features of a hero are excruciatingly painful. Most doppelganger colonies release anesthetics before and during the process to eliminate or reduce some of the pain. A doppelganger colony can change the hero's features any number of times, though each time requires 30 minutes of transformation time and another 30 minutes of recovery time. A character that has doppelganger nanoaugmentors transform their physical features gains the nauseated condition for the first 30 minutes and sickened condition during the recovery period.

Once the transformation is complete you gain a +10 on Disguise skill checks to impersonate the subject of your transformation. You must have seen and observed your subject at least once for at least 5 minutes.

ENVIRON-X		SYSTEM Skin
MODEL	LEVEL	PRICE
Standard	6	4,800
Advanced	12	57,600
Superior	18	359,950

One of the "second skin" nanoaugmentors, environ-x creates a network of nanolattices producing an environmental field (a minor force field specially attuned to pressure and temperature that does not reduce damage from attacks). The recipient does not have to make a Fortitude save to avoid environmental damage from cold and heat. Further, the recipient of advanced environ-x gains fire resistance 5 and cold resistance 5. Superior environ-x increases the cold and heat resistance to 10.

FOCUS OVERLOAD		SYSTEM Brain
MODEL	LEVEL	PRICE
Standard	1	475

Focus overload nanoaugmentors allow you to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information including symbols, ancient languages you don't speak, and exotic

scripts. Each round you can memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you can take as many rounds as necessary. If you are interrupted, you can pick up where you left off. You retain this information as long as the focus overload nanoaugmentors are active.

It takes 1 round to retrieve information stored with focus overload nanoaugmentors. However, each time you use this ability to memorize or retrieve information you gain the staggered condition for a minimum of 1 round during the memorization or retrieval process.

FOCUS REGULATOR			SYSTEM Brain
MODEL	LEVEL	PRICE	
Standard	8	14,400	

After the focus regulator injection nanites travel directly to the recipient's frontal lobes, temporal grey matter, caudate nucleus, and cerebellum. This regulator has much of the same effect as drugs used to treat Attention Deficit Disorder and improves concentration, impulse control, inhibition, and motor activity. The focus regulator nanocolony provides a +1 circumstance bonus to all skill checks, and a +2 circumstance bonus to Will saves. However, use of focus regulators inhibits emotions and the recipient receives a -2 penalty to Charisma.

NOCEPTION				SYSTEM Skin
MODEL	LEVEL	PRICE	DR	
Standard	6	3,955	2/-	
Advanced	11	24,955	4/-	
Superior	15	122,000	6/-	

After injection, nociception nanoaugmentors travel to the character's skin where they attach themselves to the character's nervous system and block their pain receptors. Nociception nanites allow the character to withstand unnatural levels of pain. When active, these nanites grant the character different grades damage reduction against Stamina damage based on the model of the nociception nanites. The damage reduction ends when the character's Stamina Points are reduced to 0 and they begin taking Hit Point damage.

PERFECT MEMORY			SYSTEM Brain
MODEL	LEVEL	PRICE	
Standard	10	22,200	

Perfect memory is a blessing and a curse. The perfect memory nanoaugmentors train your brain through micro-shock therapy. You gain a +4 circumstance bonus to all

Intelligence skill checks, but if you fail an Intelligence skill check roll you gain the dazed condition until your next action.

PERSONAL UPGRADES			TYPE NA
THERAPY	LEVEL	PRICE	ABILITY
Minor	3	1,400	+2
Standard	7	6,500	+4
Major	14	75,000	+6

The nanoaugmentors attach themselves to the host's cells augmenting the natural abilities of a specific cell type. These nanites produce massive physical or mental changes in the character. These upgrades use the Personal Upgrade rules presented in the Starfinder Core Rulebook, under the Augmentations section under Equipment.

PROPHECY			SYSTEM Brain and Spine
MODEL	LEVEL	PRICE	
Standard	3	1,680	

Another one of the brain-altering nanoaugmentations, prophecy allows the character to receive visual and audio data from a remote source. Prophecy nanoaugmentors link to a computer system that receives images and video from multiple sources and funnels the information directly to the nanocolony. A character can be fed images from other locations, giving them access to everything from security camera locations to computer representations of terrain. Like chatter, prophecy is often used on soldiers in the field to transmit dynamic battlefield representations directly into a soldier's mind. Additionally, prophecy is used to give mission briefings on the fly. However, prophecy nanites cannot record or transmit data, and only act as receivers of information from the remote computer system. It takes 2d6 rounds to tune prophecy into a wireless channel.

PROPRIOCEPTION			SYSTEM Brain and Ears
MODEL	LEVEL	PRICE	
Standard	3	1,675	

Any character injected with the proprioception obtains a heightened sense of awareness, the effort being employed in their movement, and the relative positions of their own body parts. Receptors in the character's nervous system even gain some information about the body's position before the position is obtained. Proprioception nanoaugmentors grant the character a +1 insight bonus to all Dexterity based skill checks.

PSIONIC DAMPENER

SYSTEM
Brain

MODEL	LEVEL	PRICE
Standard	3	1,675

A psionic dampener is an inhibitor that characters can find beneficial or harmful. Originally, psionic dampeners were designed to suppress a person's inherent psionic ability and help quiet the intrusive thoughts of those around you. This often happens to newly awakened minds. A psionic dampener suppresses all of a character's psionic/phrenic abilities when active, making it impossible to use any psionic powers. A non-psionic character may choose this nanoaugmentor because it also provides the character with a +4 enhancement bonus to all saves made to resist the effects of mind effecting spells and powers. It's a swift action to activate or deactivate these nanites. These nanites are not flushed from the body when inactive they simply lay dormant.

SOULLINK

SYSTEM
Brain

MODEL	LEVEL	PRICE
Standard	10	22,000

Pilots and drivers that want greater interaction with their vehicles frequently seek out soullink injections. The soullink nanites connect the mind of a character directly to the vehicle, starship, or mecha the character is currently piloting. The mind of the pilot directly links to the vessel, melding his consciousness with it. The pilot maneuvers the vessel as though it were an extension of his body. In combat, this nanoaugmentation allows the pilot to know when and where the vessel sustains damage; he also knows the severity of the damage without requiring an Engineering skill check.

An unfortunate drawback to this link between pilot and machine is that if the vessel's onboard computer system suffers trauma, such as when it takes damage, the pilot's mind often suffers damage as well. Whenever a soullinked vessel suffers damage to its computer systems, the soullinked pilot must make a Will save (DC 20) or suffer an immediate 1d4 points of ability damage to his Wisdom score.

A character with this nanoaugmentation gains a +6 bonus on Pilot skill checks while piloting a soullinked vessel. This

nanoaugmentation works with only those vessels that support soullink technology.

TWENTY/TWENTY

SYSTEM
Eyes

MODEL	LEVEL	PRICE
Standard	5	2,985
Darkvision	7	6,915

One nanoaugmentation that can be incredibly useful for scouts and investigators is the twenty/twenty nanocolony. By attaching to and enhancing sensitivity of a creature's optic nerves, the 20/20 nanites improve the creature's vision. One of the most common consumer nanotech injections, 20/20 corrects eye problems such as nearsightedness or a stigmatism. A creature injected with 20/20 nanites immediately gains a +2 enhancement bonus to all vision-based Perception checks.

Darkvision twenty/twenty includes the ability to see 60 feet in total darkness, but in black and white. Activating darkvision is a swift action.

WATCHDOG

SYSTEM
Spine

MODEL	LEVEL	PRICE
Standard	1	400

Often used in medical situations as well as in space exploration, the watchdog nanoaugmentation is a catchall phrase used to describe nanocolonies that monitor the health condition of a creature. Watchdog nanites monitor everything from heart rate and blood pressure to brain activity and the purity of air being taken into a host's lungs. Hospitals and other medical facilities often inject their patients with watchdog nanocolonies to monitor vital signs and watch for early warning signs of illness relapses or other medical problems. Additionally, organizations involved in space exploration often use the nanoaugmentation to monitor the vital signs of their explorers in remote regions of space. Watchdog nanocolonies can be linked to computer systems to monitor and report data automatically. However, a watchdog nanocolony cannot take action to heal or prevent damage to a host in the event of a problem with the host body's physiology. It takes 2d6 round to tune watchdog into a wireless channel.

NANOVIRUSES

Table 3-1 Nanoviruses

NAME	LEVEL	PRICE	DELIVERY METHOD
Nano-hunter, standard	1	80	Injection
Calcion	2	165	Injection
Photon refractors, limited	2	170	Injection
Hydro-lung	3	355	Injection
Leukonytes	3	375	Injection
Linguist	3	345	Injection
Neuron boost	4	500	Injection
Panacea, standard	4	450	Injection
Adaptive organ replacement, standard	5	800	Injection
Micro-muscels	5	755	Injection
Overdrive	5	750	Injection
Photon refractors, standard	5	750	Injection
Poly-vi, standard	5	1,000	Injection
Speedstitch, standard	5	720	Injection
Nano-hunter, advanced	6	2,000	Injection
Adaptive organ replacement, designer	7	1,750	Injection
Brain boost	7	1,750	Injection
Speedstitch, designer	7	1,720	Injection
Photon refractors, advanced	8	2,770	Injection
Sixth sense	8	2,550	Injection
Poly-vi, advanced	10	7,000	Injection
Breach, designer	11	6,250	Injection
Nano-hunter, superior	11	12,500	Injection
Panacea, advanced	11	6,400	Injection
Regenous-N	13	12,500	Injection
Aegis, standard	14	25,500	Injection
Poly-vi, superior	15	40,000	Injection
Aegis, designer	16	39,950	Injection
Nano-hunter, ultra	16	87,500	Injection
Poly-vi, ultra	20	333,335	Injection

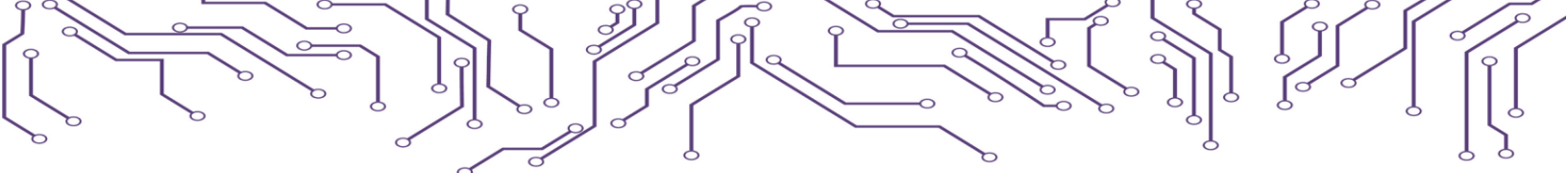
ADAPTIVE ORGAN REPLACEMENT		SYSTEM Virus
MODEL	LEVEL	PRICE
Standard	5	800
Designer	7	1,750

Necessity is often said to be the mother of innovation. The adaptive organ replacement nanovirus was engineered to treat grievous wounds on the battlefield in situations where time is of the essence and proper medical facilities might not be available.

One of the most interesting and useful developments in the field of biotech is the concept of adaptive organ replacement. Often used on battlefields and in situations where time is of the essence. Adaptive organ replacement provides a quick and versatile solution to cloned organs and

limbs. Adaptive organs are actually formless blobs of organic matter ("organiform") infused with nanocolonies and a variety of chemicals. This mix serves as a stopgap measure to keep a subject alive until they can be given a sufficiently cloned organ or cybernetic replacement. The formless organic matter is injected or otherwise inserted into an injured creature or character.

Adaptive organ replacement will keep a damaged organ functioning for up to 48 hours. Advanced adaptive organ replacement can prolong an organ's function for up to two weeks. These nanites cannot be applied to the same organ more than once and if the organ isn't repaired or replaced within limited timeframe the character will suffer the appropriate effects based on the organ. (i.e. If it's an eye the character loses sight, if it's a heart the character automatically suffers massive damage and dies.)



AEGIS		SYSTEM Virus
MODEL	LEVEL	PRICE
Standard	14	25,500
Designer	16	39,950

The aegis nanovirus is frequently used by spies and other individuals trying to enter places inconspicuously and who want to boost their defenses when the “poop” hits the fan. It forms a carbon lattice just beneath the skin protecting the recipient from kinetic and energy weapons.

You gain DR 5/- against kinetic damage including bludgeoning, piercing, and slashing damage. You also gain energy resistance 5 against a single energy type. You must choose the energy type (acid, cold, electricity, fire, or sonic damage) when the aegis nanovirus is activated. You may force the nanites to change the type of energy resistance as a move action on your turn as many times as you choose as long as the nanovirus is active. The aegis nanovirus last for 2d6 minutes before expending its energy and getting flushed from the recipient’s body systems.

BRAIN BOOST		SYSTEM Brain
MODEL	LEVEL	PRICE
Standard	7	1,750

Brain boost is a nanoaugmenter that gives the brain increased memory capacity frequently used by scientists, researchers, and mathematicians. The nanites in brain boost latch onto the memory and thought centers of the brain and transmit data back and forth between these centers at an incredible rate. Each nanite can store large amounts of data and acts as a temporary memory storage center. Brain boost nanites also move back and forth between various memory centers, copying and moving information in the most efficient manner possible.

Your thought and memory abilities are increased greatly. Any character injected with brain boost gains a +4 enhancement bonus to Intelligence. This bonus remains in effect for up to 4 hours as long as the nanoaugmenters remain attached to the brain.

BREACH		SYSTEM Virus
MODEL	LEVEL	PRICE
Designer	11	6,250

Of all the nanoviruses, breach is the most exotic and one of the most dangerous to use. Each breach nanovirus fits on the head of a pin. When breach is injected it replicates itself until every cell in the recipient’s body has a breach nanovirus incorporated within it. It takes 1 minute for the nanovirus to spread throughout the body and the recipient

normally gets a strong metallic taste in their mouth during this process. Breach goes dormant after this process and can remain so for up to a year.

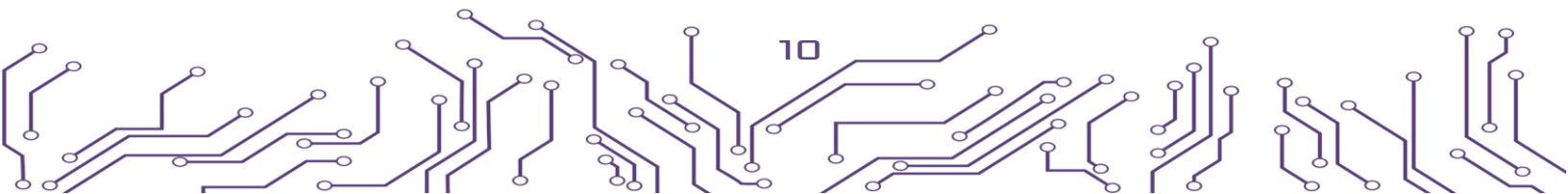
When breach is activated, it changes the harmonic quantum frequency of the recipient’s body and equipment putting them slightly out of phase with their surroundings. This allows the recipient to pass through metal, plaster, plastic, stone, or wood by allowing the recipient to pass through the space between the atoms. It does not allow the recipient to pass through force fields or star metals. While out of phase, the recipient is considered incorporeal with all its benefits and drawbacks.

Once breach is activated it can be used up to 5 times over the course of the next hour before it expires. Each time breach is used the recipient is only out of phase a brief instant (only long enough to take a single action). Breach is activated as a swift action which allows the recipient to immediately use a single move action to pass through a wall or barrier. While out of phase you can travel as far as you can move.

If you come back into phase while in an object it almost always results in death as your atoms are intertwined with those of the surrounding materials. If you are within 5 feet of an opening, you are entitled to a Reflex save (DC 25) to safely make it out of the solid object. If you fail by 5 or less you are stuck in the surface of the solid object (use the Table: Wounding Weapons in The Starfinder Role Playing Game to determine the effect and damage). If you fail by 6 or more you die an instant death by having your atoms merged with those of the solid object. If you succeed the reflex save you narrowly escape death.

CALCION		SYSTEM Virus
MODEL	LEVEL	PRICE
Standard	2	165

The calcion nanovirus is one of the most beneficial and commonly used nanocolonies in the field of medicine. Calcion is a bone-knitting nanite that repairs fractures and breaks in bones with advanced calcium-grafting technology. Additionally, calcion repairs joints and aids with skin regeneration. A character injected with calcion heals Hit Point damage at twice their normal natural rate until she reaches full hit points or 24 hours has passed. After your health is fully restored, the calcion nanoaugmenters deactivate and cease to function.



HYDRO-LUNG

SYSTEM
Virus

MODEL	LEVEL	PRICE
Standard	3	355

Hydro-lung was one of the first nanovirus applications. When the nanovirus is injected into the character the nanovirus attaches to the alveoli in the lungs and allows the lungs to extract oxygen directly from any type of water.

Activating the nanovirus is a rather unpleasant experience, you gain the staggered condition the first round you begin breathing water. After overcoming the fear of drowning and your body's natural responses to inhaling water, you can act normally. These nanite allow you to breath underwater as long as you are submerged. Deactivating the nanovirus is equally unpleasant. You gain the staggered condition while forcing the water out of your lungs. If you need to briefly come to the surface it is possible to hold your breath or in this case hold your water while operating out of the water. See The Starfinder Role Playing Game for rules on holding your breath.

JITTER

SYSTEM
Virus

MODEL	LEVEL	PRICE
Standard	6	975

JTR-102b or "Jitter" is a military grade solution to the absence of a cup of coffee and a good night's rest. Jitter allows mission critical employees to operate around the clock without stopping to rest. When jitter is injected it immediately attaches itself to the subject's nervous and endocrine systems. The nanites assist in the production hormones, adrenalin, and other chemicals that emulate the effects of a good night rest.

Any subject injected with jitter gains all the benefits of 8 full hours of uninterrupted rest. This allows the subject to regain some Hit Points, all their Stamina Points, and remove the fatigued or exhausted condition. (If spell casting is present in your campaign a caster may still have to spend time to study or pray to memorize spells).

Although the effect of the nanites is non-addictive, there are occasionally some undesired side effects. Overuse, or a simple bad reaction to jitter results in *confusion*. Each time jitter is used there is a 1% chance of gaining the confused condition because parts of the brain fail to reset while the body releases extra hormones, adrenalin, etc. If a subject were to take jitter for several consecutive days their chance of confusion doubles each time its used 1%, 2%, 4%, 8%, 16%, 32%, 64%, 100%. There is no saving throw against this confusion and the condition lasts for 24 hours or a specialized nano-hunter is administered to counter the

effects of the jitter nanites. In addition, once anyone has succumbed to jitter induced confusion they can no longer use the nanovirus without regaining the confused condition.

Jitter can only be used once per day. The nanites remain active in the user's system for 24 hours. Additional injections have no benefits, but do require the subject to make an additional % check to avoid the confused condition.

LEUKONYTES

SYSTEM
Virus

MODEL	LEVEL	PRICE
Standard	3	375

The leukonyte nanovirus carry out tasks similar to white blood cells, protecting the body against both infectious disease and foreign invaders including; viruses, bacteria, and toxins. The recipient gains a +4 bonus on Fortitude saves against poison or disease. These nanoaugmentors are commonly administered to soldiers, medical personnel, and researchers working with or in areas plagued by disease or bioweapons. The leukonytes nanovirus provides disease resistance for 7 days before going inactive and flushing from your system.

LINGUIST

SYSTEM
Virus

MODEL	LEVEL	PRICE
Standard	3	345

The linguist nanovirus allow you to read, understand, and communicate in a language you don't understand. For this nanovirus to work you must have the physical and mental means to communicate. The nanovirus last for 24 hours after injection or until its dismissed. You must spend 10 minutes acclimating to a new language before you are considered proficient.

MICRO-MUSCLES

SYSTEM
Virus

MODEL	LEVEL	PRICE
Standard	5	755

These nanites are often used to enhance soldiers and those involved in athletics. Micro-muscle nanites attach themselves to muscles which enables them to perform beyond their normal limitations. Micro-muscles not only enhance the strength of a creature injected with the nanites, but also allows the creature to push its muscles beyond their normal capacity.

Any creature or character injected with micro muscles gains a +4 bonus to Strength while the nanites are functioning. The subject gains an additional +4 bonus on all Athletics skill checks involving endurance or long-term

activity. The nanovirus lasts for up to 4 hours or as long as the nanites are attached to the subject's muscles.

NANO-HUNTER		SYSTEM Virus
MODEL	LEVEL	PRICE
Standard	1	80
Advanced	6	2,000
Superior	11	12,500
Ultra	16	87,500

Nano-hunters are nanoviruses with one specific purpose: to search and destroy other nanites. The nano-hunter nanites can be injected into a living creature to destroy one nano augmentation, colony, or virus already in the subject.

Before a nano-hunter can be used, it must be programmed to seek out and destroy a specific type of nanite. Any computer or neural computer with a datajack can perform this task as a full round action. After nano-hunter is programmed it is injected like other nanoviruses. In situations where time is of the essence, it's not uncommon for a nano-hunter to be preprogrammed. Once a nano-hunter has been programmed it cannot be changed without a Computers skill check (DC 15 + nano-hunter's level). It can never be reprogrammed after injection.

The maximum nanite level effected by a nano-hunter is the nano-hunter's level plus four. (i.e. a 1st level nano-hunter can destroy up to a 5th level nanovirus, nanoaugmentor, nanocolony, or nanoweapon).

NEURON BOOST		SYSTEM Brain
MODEL	LEVEL	PRICE
Standard	4	500

The neuron boost nanovirus attaches itself to your central nervous system increasing your reaction times. You can react much faster to changing conditions than you would normally. While the neuron boost nanovirus is active you gain a +2 enhancement bonus to initiative and a +4 enhancement bonus to Reflex saving throws. The neuron boost nanovirus remains active for 4 hours as long as it remains attached to your central nervous system.

OVERDRIVE		SYSTEM Virus
MODEL	LEVEL	PRICE
Standard	5	750

Frequently used by soldiers and special operations groups, overdrive is a popular nanovirus. It works by attaching itself to your central nervous system and muscle receptors granting you enhanced speed. The targeted creatures move and act more quickly than normal. This extra speed is a haste-like effect.

When making a full attack, while under the effect of the overdrive nanovirus you can also take a separate move action in order to move. The movement can occur before, after, or between the attacks from the full attack. All movement must occur at the same time. All your modes of movement (including base, burrow, climb, fly, and swim speeds) increase by 30 feet, to a maximum of twice your normal speed using that form of movement. This increase counts as an enhancement bonus, and applies to your jumping distance as a bonus for increased speed.

The overdrive nanovirus only last 4d6 rounds before burning itself out and it doesn't stack with any haste effect.

PANACEA		SYSTEM Virus
MODEL	LEVEL	PRICE
Standard	4	495
Advanced	11	6,400

Panacea is a powerful nanovirus used by medics to remove afflictions from a recipient, potentially neutralizing diseases, infestations, poisons, and other harmful conditions. The recipient is entitled to a new saving throw with a +4 circumstance bonus for each or their active afflictions (DC = the DC of the affliction). Success means the affliction is removed. In addition, if the recipient is blind or deaf due to an affliction or damage, panacea restores their vision and hearing unless the appropriate organ has been entirely removed from the subject's body.

A creature that is cured with panacea takes no additional effects from the diseases, infestations, or poisons removed, and any temporary effects are ended. The nanovirus does not reverse instantaneous effects, such as Hit Point damage, temporary ability damage, or effects that don't go away on their own (such as poison states). This nanovirus does not prevent the target from being afflicted by the same disease, infestation, or poison after a later exposure at a later date.

Advanced panacea allows the character to spend one resolve point and automatically remove a single affliction.

PHOTON REFRACTORS		SYSTEM Virus
MODEL	LEVEL	PRICE
Limited	2	170
Standard	5	750
Advanced	8	2,770

Photon refractor nanites attach themselves to the subjects endoderm (skin) and actually bend light waves as they approach the subject. A round after injecting the standard photon refractors the subject's outline appears blurred, shifting, and wavering. This distortion grants the

subject concealment (20% miss chance). Any subject using the limited photon refractors must use at least one move action each round to gain this benefit. The advanced photon refractors allows the subject to benefit from total concealment (50% miss chance), but unlike normal total concealment conditions this does not prevent enemies from targeting the subject. This effect last for 4d6 rounds before the nanites are drained of power and are removed from the subject's system by natural means.

The ability to see invisibility does not counteract the blur effect, but a true seeing does. Opponents that cannot visually see the subject ignore the nanovirus's effect (though fighting an unseen opponent carries penalties of its own).

POLY-VI		SYSTEM Virus
MODEL	LEVEL	PRICE
Standard	5	1,000
Advanced	10	7,000
Superior	15	40,000
Ultra	20	333,335

By far the most expensive, yet most versatile line of nanoviruses is poly-vi. Poly-vi can mimic the effects of any other nanovirus of equal or lesser level. Prior to injection poly-vi must be given instructions as to which nanovirus it will be replicating. Any computer or neural computer with a datajack can perform this task as a full round action. After poly-vi is programmed it is injected like other nanoviruses.

Poly-vi manufacturers are required to build safety protocols into their nanovirus, which prevent them from being used to create nano-weapons or gray goo.

REGENEROUS-N		SYSTEM Brain
MODEL	LEVEL	PRICE
Standard	13	12,500

Regenerous-N is a miracle of science for characters and others suffering from severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs (including eyes). The regenerous-n nanovirus allows you to grow severed body members back. It rebuilds your missing body parts by reading the blueprints from your DNA.

After the nanovirus is injected, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. The severed member must be reattached within one hour to be viable for reattachment. If the severed member is not available it takes 2d10 hours to completely regrow a limb or organ.

Regenerous-N also restores 2d8 Hit Points per round for 6 rounds, and eliminates all nonlethal damage the target has taken. It has no effect on nonliving creatures (including undead). However, it can be used to repair cybernetics since they are programmed into the recipient's genes.

SIXTH SENSE		SYSTEM Virus
MODEL	LEVEL	PRICE
Standard	8	2,550

The sixth sense nanovirus augments the recipient's intuitive faculty giving them increased awareness beyond that which is considered normal perception. When you are surprised, you may make a Wisdom check (DC 15) to act during the surprise round. You also gain a +2 insight bonus to Perception skill checks. This augment last 4 hours or until it is deactivated. You cannot rest to regain stamina while this nanovirus is active.

SPEEDSTITCH		SYSTEM Virus
MODEL	LEVEL	PRICE
Standard	5	720
Designer	7	1,720

Speedstitch is composed of nanites proficient in accelerating the body's natural healing process allowing it to rapidly repairing hit point damage. Each injection of the speedstitch nanovirus heals 3d6 points of damage immediately upon introduction to the recipient's body. Once this healing is complete, the speedstitch nanites deactivate and cease to function.

Designer speedstich nanovirus lays dormant in your system and may be activated as a swift action on your turn or automatically as a reaction if you are reduced to 0 Hit Points. Designer speedstich can remain in your system for up to a year before expiring.

NANO-ARMOR

Table 4-1 Nano-armor

NAME	LEVEL	PRICE	EAC BONUS	KAC BONUS	FLEX AC BONUS	MAX DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJ.	UPGRADE SLOTS	BULK
Smart Suite 1	5	3,050	4	4	4	4	-	-	1	L
Reactive Amor 1	6	5,000	8	8	4	2	-1	-	2	1
Smart Suite 2	11	25,250	11	11	6	5	-	-	2	L
Reactive Amor 2	12	50,000	15	15	6	3	-1	-	4	1
Fortified Vest [20%]	13	50,000	15	15	-	4	-	-	2	L
Fortified Vest [40%]	15	128,000	17	17	-	5	-	-	3	L
Fortified Vest [60%]	17	295,000	19	19	-	6	-	-	5	L
Smart Suite 3	17	315,000	15	15	8	6	-	-	3	L
Reactive Amor 3	18	500,000	20	20	8	4	-1	-	6	1

FORTIFIED VEST		Type Light
MODEL	LEVEL	PRICE
Fortified Jacket [20%]	13	50,000
Fortified Jacket [40%]	15	128,000
Fortified Jacket [60%]	17	295,000

The fortified vest was originally designed to protect criminals from would be assailants and revenge seekers during transport and trial. Due to the expense of the nanites used to manufacture each fortified vest and its association with hardened criminals owning one has become a status symbol among elite criminals. From a distance a fortified vest is often mistaken for a normal hoodie, but closer inspection reveals a shimmer from the



Starmetal Lab's Fortified Vest

nanites as they constantly reweave themselves into the fabric.

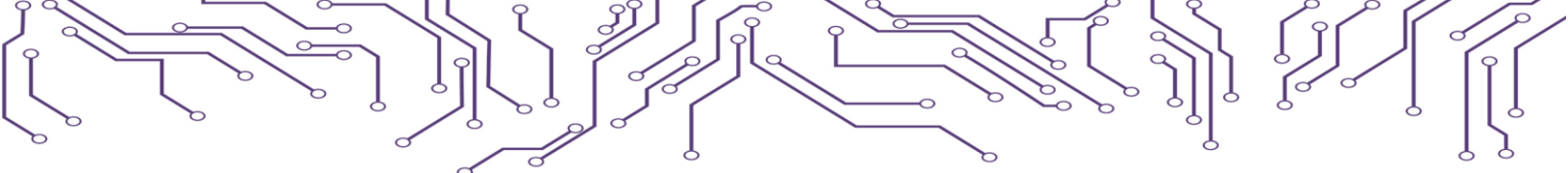
A fortified vest is considered light armor provides a bonus to EAC and KAC, but it is treasured for its fortification abilities. It give a character a percentage chance that a critical hit is treated as a normal attack, dealing normal damage and not applying any critical effect. You roll your fortification percentage chance before the critical hit's damage is rolled.

Fortified jackets do not require a power source or recharging. They are powered by nanobatteries which are recharged by body heat, solar, and kinetic mechanics.

REACTIVE ARMOR		Type Heavy
MODEL	LEVEL	PRICE
Reactive Armor 1	6	5,000
Reactive Armor 2	12	50,000
Reactive Armor 3	18	500,000

Reactive armor is the smart suite's big brother and the most advanced application of nanotechnology in armor. Unlike other heavy armor that provides specific amounts of protection against energy and kinetic attacks the reactive armor nanites can adjust themselves to provide greater protection against the greatest threat.

Before reactive armor is activated it is worn as a belt with a matching pair of boots. Casual inspection will reveal they are of simple design but made from exotic materials. Close examination requires an Engineering check (DC = 12 + equipment level) to determine they are made of nanites. When the armor is activated the nanites stream from the belt and boots covering the wearer in a full suite of heavy armor complete with self-contained breathing and pressure



controls in addition to zero-g boots. It takes one round to don a reactive armor.

Like a smart suite, reactive armor provides base EAC and KAC bonuses which are adjusted by the flex AC bonus. The flex AC bonus can be split between the EAC and KAC bonus in whatever combination the character desires or the entire flex bonus can be applied to just one base bonus. The EAC and KAC should be calculated when the armor is activated. The EAC and KAC can be readjusted as a swift action on any of your following turns.

In addition to adjusting the character's EAC and KAC reactive armor provides limited damage reduction and energy resistance. When the nanites react to a kinetic attack, they provide damage reduction equal to the reactive armor's model number (DR 1/-, DR 2/-, or DR 3/-). Because of the reactive nature of the nanites, the wearer can also ignore some energy damage from any energy type. While the armor is active, the character gains energy resistance equal to the model number of the reactive armor against all energy types (acid, cold, electricity, fire, and sonic).

Reactive armor is powered by nanobatteries which are recharged by body heat, solar, and kinetic mechanisms. Reactive armor holds enough power for 8 hours of continuous operation. The reactive armor can only be recharged while its deactivated and regains 1 hour of charge for every 2 hours its deactivated.

SMART SUITE		Type Light
MODEL	LEVEL	PRICE
Smart Suite 1	5	3,050
Smart Suite 2	11	25,250
Smart Suite 3	17	315,000

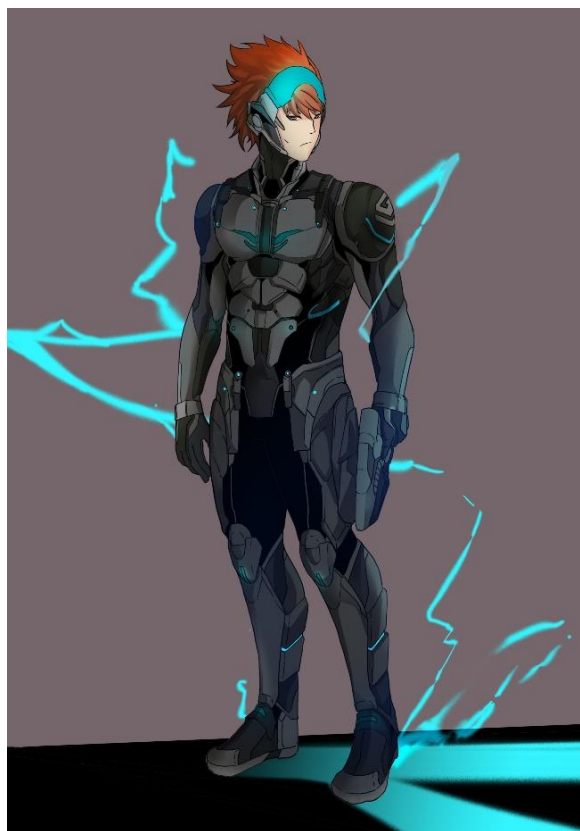
Available on only the most advanced worlds the smart suite is an advanced application of nanotechnology. Unlike other light armors that provide specific amounts of protection against energy and kinetic attacks, the smart suite nanites can adjust themselves to provide greater protection against the greatest threat.

Before the smart suite is activated it is worn as a pair of bracers or large bracelets most often mistaken as exotic star metal jewelry of simple design. Close examination requires an Engineering check (DC = 12 + equipment level) to determine they are made of nanites. When the armor is activated the nanites stream from the wrists covering the

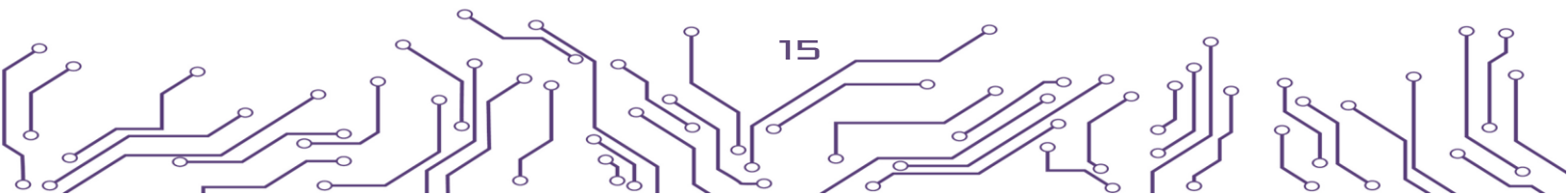
wearer in a full suite of light armor complete with self-contained breathing and pressure controls in addition to zero-g boots. It takes one round to don a smart suite.

The smart suite provides base EAC and KAC bonuses which are adjusted by the flex AC bonus. The flex AC bonus can be split between the EAC and KAC bonus in whatever combination the character desires or the entire flex bonus can be applied to just one base bonus. The EAC and KAC should be calculated when the armor don. The EAC and KAC can be readjusted as a swift action on any of your following turns. This adaptability allows smart armor to fulfill a greater variety of tactical roles.

Smart suites are powered by nanobatteries which are recharged by body heat, solar, and kinetic means. The smart suite holds enough power for 4 hours of continuous operation. The smart suite can only be recharged while deactivated and regains 1 hour of charge per hour it remains deactivated.



Raijin Smart Suite



NANO-WEAPONS

Table 5-1 Nano-Weapons

NAME	LEVEL	PRICE	DELIVERY METHOD
Glowworm, standard	3	500	Injection
Gray death	3	585	Injection, or touch
Friendship	5	650	Injection
Carbonite encasement	6	995	Injection
Truth bringer	6	1,150	Injection
Jubilex, standard	6	1,000	Injection
Glowworm, advanced	7	1,500	Injection
Gray death, blue death	9	4,495	Injection, or touch
Nano-EMP	9	4,500	Injection
Jubilex, advanced	10	5,250	Injection
Reaper	10	4,950	Injection
Glowworm, superior	11	6,000	Injection
Paralytic inhibitor	11	6,185	Ingestion, or injection
Gray death, violet death "chainsaw"	13	12,475	Injection, or touch
Kill switch	15	30,000	Ingestion, or injection
Synapse Overload	18	95,000	Injection

CARBONITE ENCASEMENT		DELIVERY Injection
MODEL	LEVEL	PRICE
Standard	6	995

One of the strangest nano-weapons on the market, carbonite encasement was originally developed to ship livestock between planets on sub-FTL system ships.

The subject must make a Fortitude save (DC 16), or succumb a state of hibernation. The nanites use carbon molecules stored in the subject's solid, liquid, and gas wastes to encase their body in carbonite lattices complete with controls to end the encasement. Carbonite encasement can be maintained for up to one year per level or Hit Dice of the subject. Carbonite encasement only works on carbon based organics.

GRAY DEATH		DELIVERY Injection, Touch
MODEL	LEVEL	PRICE
Standard	3	585
Blue Death	9	4,495
Violet Death	13	12,475

A weapon of the most depraved and fool hardy, gray death is a weaponized derivative of gray goo. It comes in a special injection module with its own containment field. When the nanovirus is injected into victim gray death goes immediately to work replicating itself at the host's expense. The gray death builds more gray death nanites by recycling the hosts living tissues for materials.

For most people an injection with gray death is a death sentence. Each round the victim must make a Fortitude save (DC 20) or suffer 1d2 points of damage to each of their ability scores. Gray death continues every round until either all of the victim's ability scores are reduced to 0, or the gray death is deactivated by a nano-hunter. Victim's slain by gray death become gray goo colonies. (There may be other ways of removing this affliction at the GM's discretion.)

Blue Death: This is the weaponized version of gray-blue goo. Blue death functions exactly like standard gray death except it only reacts with carbon-based organics. It will dissolve an enemy and transform them into gray-blue goo, but has the advantage of leaving their equipment intact and undamaged.

Violet Death: Designed as a weapon from conception, violet death is the assassin's weapon of choice. Violet death functions like blue death but is programmed to only attack organisms with specific nuclear DNA markers. Its also known as "chainsaw" on in the shadow market because it can eliminate an entire family tree. Violet death can target up to five generations of a family. Note, a husband and wife don't share the same DNA markers, but their children do. Targeting a child's nuclear DNA would affect both parents, but targeting a parent's nuclear DNA would affect the targeted parent and the children leaving the other parent immune.

Gray death and its derivatives blue death and violet death are all horrible nano-biological weapons. They are

outlawed by almost all civilizations that have the technology to produce them.

FRIENDSHIP		DELIVERY Injection
MODEL	LEVEL	PRICE
Standard	5	650

Friendship makes a humanoid creature or playable character race regard you as its trusted friend and ally (treat the subject's attitude as friendly). This nanovirus causes the subject to act as though they are under the effect of a *Charm Person* spell with a few exceptions.

Once the subject is injected they receive a Will save (DC 15 to fight off the effects of the friendship nanovirus. If they succeed they are not charmed, but gain the dazed condition for 1 round. If the subject failed their Will save they fall under the *charm person* affect for 4 hours.

GLOWWORM		DELIVERY Injection
MODEL	LEVEL	PRICE
Standard	3	500
Advanced	7	1,500
Superior	11	6,000

Glowworm is favored among bounty hunters and spies who literally need to paint a target on their quarry. The subject must make a Fortitude save (DC 11), or a pale glow surrounds the subject in a dim luminescence similar to candle light. Any subject outlined by the effects of the glowworm nanites takes a -20 penalty on all Stealth checks. An outlined subject does not gain any benefit from concealment provided by darkness, blur, displacement, cloaking, refractors, invisibility, or similar effects. Advanced glowworm is more difficult to resist (Fort DC 15) and superior glowworm is even difficult to resist (Fort DC 19). Once glowworm infects a subject the nanovirus feeds off the biological energy provided by the host and its effects will last indefinitely until the subject makes a fortitude save or is injected with proper nano-hunters. The subject is entitled to a new saving throw every 24-hours to rid themselves of the glowworm nanites.

JUBILEX		DELIVERY Injection
MODEL	LEVEL	PRICE
Standard	6	1,000
Advanced	10	5,250

Jubilex is another seedy black-market nanovirus popular amongst anarchist and persons more interested in causing mayhem than out right murder. Due to its nature, the victim is often brought down by law enforcement before the truth

of the nanovirus is known. Criminals have been know use jubilex on innocents to cover their escape.

The jubilex nanovirus attacks the neurological system, causing the subject to be confused, as per *confusion*, for 2d6 rounds. If the subject succeeds at a Will save (DC 16) they are unaffected by the jubilex nanites. Advanced jubilex is more intense than the standard version, requiring a Will save (DC 20) to avoid the confused condition. If the saving throw is failed, the subject is gains the confused condition for 2d6 round but the D% is increased by +25% and any roll of 100+ is considered a 100.

KILLSWITCH		DELIVERY Ingestion, Injection
MODEL	LEVEL	PRICE
Designer	15	30,000

Killswitch is a deadly nanovirus used by extremist governments and top-secret agencies to blackmail subjects into doing something they normally wouldn't do. Killswitch isn't just a clever name, it allows someone to trigger a potentially deadly nanite attack remotely as simply as flipping a switch. Unlike other nanoviruses, killswitch isn't always injected, but often ingested after being planted in food or drink. After ingestion, the killswitch nanites work their way to the brain and heart of the subject. Killswitch must be triggered, but may be done so remotely through the Cortex or the Tracer network. These nanites can also be set to trigger if the subject ever disconnects from the Cortex or the Tracer network.

When kill switch is triggered, the subject must make a Fortitude save (DC 25) or take 3d6 Constitution damage. If the subject makes their saving throw they take half damage.

NANO-EMP		SYSTEM Brain
MODEL	LEVEL	PRICE
Standard	9	4,500

The nano-EMP is one of the great equalizers when primitive societies find themselves at odds with highly advanced ones. These nanites are often gifted to primitives by spacefaring societies who are opposed to the advanced society the primitives have found themselves at odds with. After injection, the nano-EMP lays dormant in its host. The host can activate the nano-EMP as a move action. Once activated the nano-EMP lets out a relatively weak 30-foot radius electromagnetic pulse. This pulse is too weak to destroy electronic equipment but is strong enough to prevent it from functioning while in its area of effect. The pulse effect last for 4d6 rounds and cannot be turned off once activated. This nano-weapon is a one-use item.

Cybernetics and bionics (biotech) operate on biological systems and are not affected by this nano-weapon, but the pulse does temporarily shut down other nanites.

PARALYTIC INHIBITOR		SYSTEM Virus
MODEL	LEVEL	PRICE
Standard	11	6,185

Paralytic inhibitors have as many legitimate as illegitimate uses. In addition to injection these nanites may also be ingested. They immediately spread throughout the body and attempt to cease all of the target's motor functions.

The subject must make a Fortitude save (DC 21), or gain the helpless condition for 2d6 minutes. If the subject succeeds on their saving throw they gain the staggered condition for 1 round.

REAPER		DELIVERY Injection
MODEL	LEVEL	PRICE
Designer	10	4,950

An incredibly vile nanovirus, reaper is used in both torture and espionage. It has a single purpose—to inflict excruciating pain and damage to the subject. It floats inert in the bloodstream until activated, at which point the nanites burrow outward in random directions. Unlike other nano-weapons reaper can be activated up to 5 times and each time the results are more intense than the previous activation.

When reaper is activated, the subject is inflicted agonizing pain that imposes a -2 penalty to ability checks, attack rolls, and skill checks. In addition, the subject must make a Fortitude DC 20, or take 1d8 points of damage. This damage is not subject to any form of shielding or damage reduction. Each time reaper is activated the damage increases by 1d8, so by the fifth activation it does 5d8 damage. Each activation is subject to a separate Fortitude saving throw. In the case of a successful saving throw the

subject only takes half damage for that activation. Reaper can only be activated once per round, but does not have to be activated in successive rounds.

Reaper comes with a small remote control for activating the nanites. The range on the remote control is limited to 500 feet. Since reaper is used in espionage it was specifically designed not to work on wireless Cortex or Tracer frequencies as to avoid any form of remote detection from traffic sniffing.

SYNAPSE OVERLOAD		DELIVERY Injection
MODEL	LEVEL	PRICE
Standard	18	95,000

For many years this nanovirus was used in correctional facilities for prisoners sentenced to death. After injection, the nanite colony travels straight to the brain. This nanovirus causes all the subject's synapses to violently trigger resulting in a storm of overstimulation.

The subject immediately takes 14d20 damage and is staggered for 1 minute. The subject can make a successful Fortitude (DC 21) to avoid the staggered condition, but still takes full damage.

TRUTH BRINGER		DELIVERY Injection
MODEL	LEVEL	PRICE
Standard	6	1,150

A favorite nanovirus for interrogation specialist, the truth bringer prevents the subject of the injection to tell any deliberate or intentional lies. The subject is aware that they cannot lie and can choose to avoid answering a question rather than telling the truth. It last for 4 hours and is then flushed out by subject's natural body systems.

The subject may attempt to resist the truth bringer nanites by making a Will save (DC 16), but failure result in 2 Wisdom damage. The subject can avoid the saving throws by telling the truth.

INDEPENDENT NANOCOLONIES

Table 6-1 Independent Nanocolonies

NAME	LEVEL	PRICE	ACTIVATION	BULK	CAPACITY	USAGE
Gray goo, gray	1	500	--	L	1	1
Holographic Servant	3	950	unlimited	--	--	--
Nano-clothes	3	1,000	unlimited	1	--	--
Utility fog, obscuring	5	2,675	1/day	1	--	--
Zombie dust, standard	5	2,650	--	--	1	1
Gray goo, gray-blue	6	5,000	--	L	1	1
Deflection screen, standard	7	7,125	10 rounds/day	--	--	--
Zombie dust, advanced	8	10,550	--	--	--	--
Utility fog, solid	9	14,350	1/day	--	--	--
Deflection screen, advanced	13	52,475	10 rounds/day	--	--	--
Zombie dust, superior	13	51,750	--	--	1	1

DEFLECTION SCREEN		SYSTEM Colony
MODEL	LEVEL	PRICE
Standard	7	7,125
Advanced	13	52,475

This nanocolony is normally worn as a belt buckle or brooch. When activated the nanites envelope the subject producing a visible sheen just above the skin's surface. These nanite operate in quite the opposite fashion of a magnetic containment field, the deflection screen repels different energy types providing a +2 circumstance bonus to the wearer's EAC. The advanced deflection screen provides a +4 circumstance bonus to the wearer's EAC. Activating the deflection screen is a move action.

The nanobatteries store enough energy to power the deflection screen 10 round per day. The nanites are recharged by kinetic energy and magnetic fields. Neither type of deflection screen requires a separate power source.

GRAY GOO		SYSTEM Colony
MODEL	LEVEL	PRICE
Gray	1	500
Gray-Blue	6	5,000

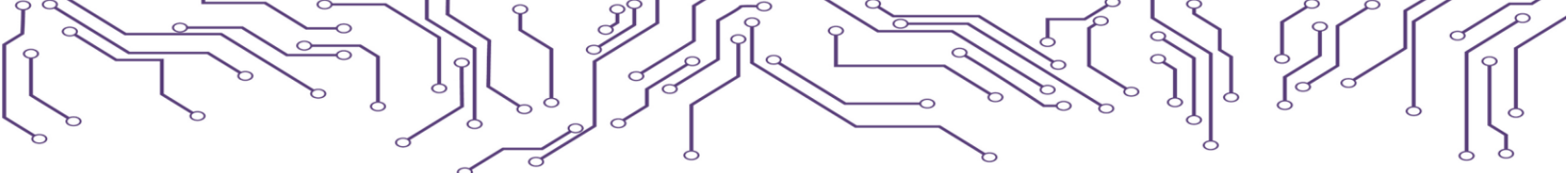
Gray goo is one of the most destructive nanotechnologies in the universe. In its infancy the primary goal for scientist in the field of nanotechnology was to build nanites capable of self-replication. This seemed like a noble goal since millions of nanites are needed to perform a given task and creating nanites is incredibly difficult given their size. Unfortunately, gray goo is generally one of the first successful nanocolonies that scientists learn to create, and

in almost every case are completely unprepared for the results. Gray goo must be contained in a magnetic storage field or it will eat through almost any organized matter while it replicates itself.

This colony of nanites exists for the sole purpose of replicating itself. The nanites within gray goo attack any organic or organized materials they come in contact with and convert it into additional gray goo nanites. In other words, any manufactured object or person that touches this material is consumed by it. A few examples, gray goo will eat though armor, ceramics, clothing, plastic, sheet metal, or glass but will not consume disorganized materials like concrete or stone. Gray goo is not harmed by water and actively avoids contact with it.

Anyone touching or being touched by gray goo must attempt a Fortitude saving throw (DC 30) for each round of contact. If the save is successful, the character severed contact before any damage was done. If the save fails, the nanites have gotten into the character's system. The character takes 1 point of ability damage to all their ability scores every 10 minutes. When the character's Constitution score is reduced to 0 they are irretrievably killed and completely transformed into gray goo. The only way to prevent this is to amputate any portion of the body that has come in contact with the gray goo nanites (use the Table: Wounding Weapons in The Starfinder Role Playing Game to determine the body location).

Fortunately, gray goo is extremely slow and it only moves 5 feet per round. Gray goo does not have to roll to hit simply occupying the same space requires a saving throw. It will always attempt to consume the closest source of



material for replication and will not chase a potential victim past an easier source of raw materials.

Gray goo nanites are immune to all energy and kinetic attacks. The only known surefire way to destroy it is by introducing nano-hunters to the colony.

Blue Goo: Blue goo is a derivative of normal gray goo but it only consumes organic matter otherwise its identical to gray goo. Blue colonies were developed as a weapon of mass destruction. It had one purpose, to eliminate all enemy personnel but leave the base and equipment intact.

HOLOGRAPHIC SERVANT		SYSTEM Colony
MODEL	LEVEL	PRICE
Standard	3	950

Although the holographic servant has often been considered a vanity item, many lonely souls in the depths of space would have went lost their mind without one. This nanocolony provides a semi-transparent semi-corporeal form to an A.I. That advantage of a holographic servant over other holographic devices is the capability of the nanites to manipulate their surroundings. It can fetch an item, open doors, get you a coffee, or scratch an itch as long as its within network range of its central A.I. Any computer with an A.I. can be synced with this nanocolony.

The holographic servant can perform one physical activity at a time due to the limited number of nanites dedicated to physical manipulation. It can only open normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can only manage items of 1 bulk or less). It can trigger some types of traps, but it can only exert up to 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any tasks which require a skill check for a skill which it doesn't possess or that cannot be used unskilled. Although produces enough propulsion to move objects and hover slightly above the ground it cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. The holographic servant is dispersed and destroyed if it takes 6 points of damage from area attacks and is also destroyed by strong winds. (It gets no saves against these attacks.) A holographic servant only functions within 100 feet of its AI or within 100 feet of a network that provides direct access to its A.I. If the holographic servant is cut off from its AI or moves beyond its functional range, the nanites fall to the ground and it ceases to exist.

The holographic servant is stored in a tiny canister the size of a shotgun shell. Activating or deactivating the

servant is a move action. The nanites cannot be activated if beyond the range of its AI.

NANO-CLOTHES		SYSTEM Colony
MODEL	LEVEL	PRICE
Standard	3	1,000

Not all nanorobotic systems change the course of human history, or turn garbage into starship fuel. Nano-clothes are a simple form of nanocolony that transforms itself to the user's tastes as a comfortable, fashionable outfit that never needs to be washed or changed. Its operation doesn't interfere with other nanocolonies. This nanocolony provides a +1 circumstance bonus to Charisma based skill checks which require the character to be dressed in a specific outfit or uniform.

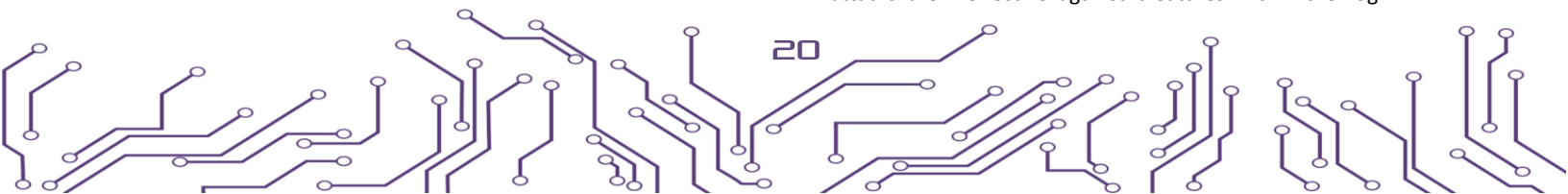
UTILITY FOG		SYSTEM Colony
MODEL	LEVEL	PRICE
Obscuring	5	2,675
Solid	9	14,350

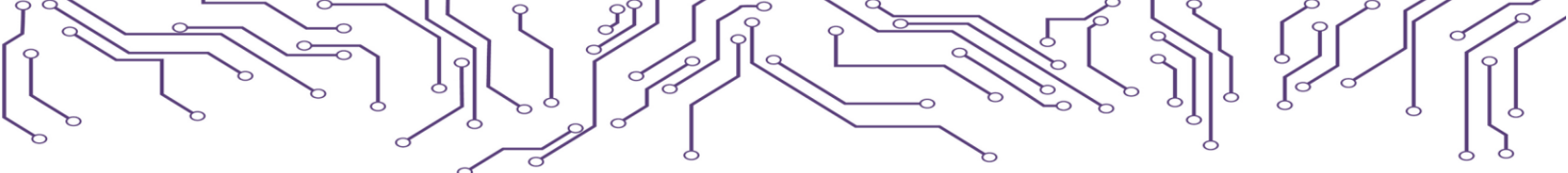
Inactive utility fog is carried in a 1-liter container. If it were poured out, it resembles a formless, colorless substance a little more viscous than water. When utility fog is fed instructions through a computer or neural computer, it can reorganize its size and density to produce a fog cloud of nanites. Activating or deactivating utility fog is a move action.

Standard utility fog produces a 20-foot radius, 10-foot high cloud of nanite fog surrounding the controller. The fog can be programmed to move with the controller or left in place. The controller range on utility fog is 100 feet + 10/level of the computer or neural computer used to control the fog. If the controller walks out of range the fog falls harmlessly to the ground and can only be retrieved by the controller coming back into range. The fog can only be moved up to 30' per round by the controller. Utility fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the utility fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. These nanites do not function underwater.

Solid utility fog functions like standard utility fog, but in addition to obscuring sight, the solid utility fog is so thick that it impedes movement. Creatures moving through a solid utility fog move at half their normal speed and take a -2 penalty on all melee attack and damage rolls. Ranged attacks are ineffective against creatures within the fog.





Kinetic weapons are slowed and energy weapons are diffraction and absorbed. A creature or object that falls into solid fog is slowed so that each 10 feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5-foot-step while in solid utility fog. Solid utility fog, and effects that work like solid utility fog, do not stack with each other in terms of slowed movement and attack penalties.

Unlike standard utility fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

ZOMBIE DUST		SYSTEM Colony
MODEL	LEVEL	PRICE
Standard	5	2,650
Advanced	8	10,550
Superior	13	51,750

Zombie dust is a tool worthy of any Gothic horror tale. The nanites are used to reanimate a recently deceased corpse. Zombie dust is a nanite colony which reacts to chemicals (a mix of Benzene, Freon, Sulfur, and carbon tetrachloride) naturally release by a corpse shortly after death. The conditions for zombie dust to work properly only exist within the first 72 hours after death. Zombie dust has no effect on the living.

Zombie dust is normally carried in a small vile and once the contents of the vile are poured into any opening in the corpse. If the gases are present, the nanite colony immediately goes to work replicating and scrubbing the CO2 from the corpse substantially slowing down decay. At the same time parts of the colony repair critical neural pathways to the primitive sections of the brain and muscle tissue. It only takes 1d4 minutes for the subject to rise as a nano-zombie ("zombie"). A zombie can be created only from a mostly intact corpse and the corpse must be that of a creature with a physical anatomy that was once living.

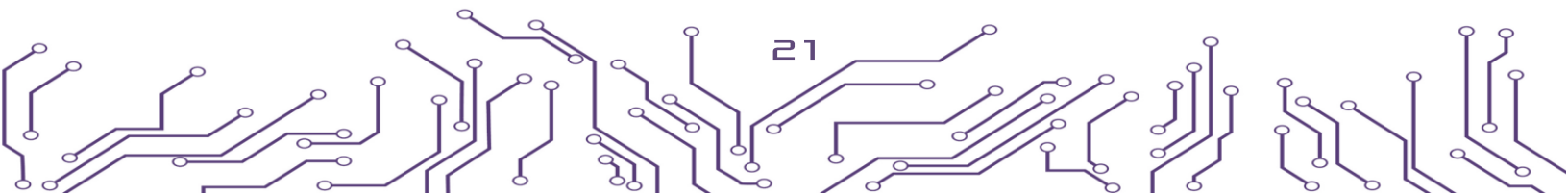
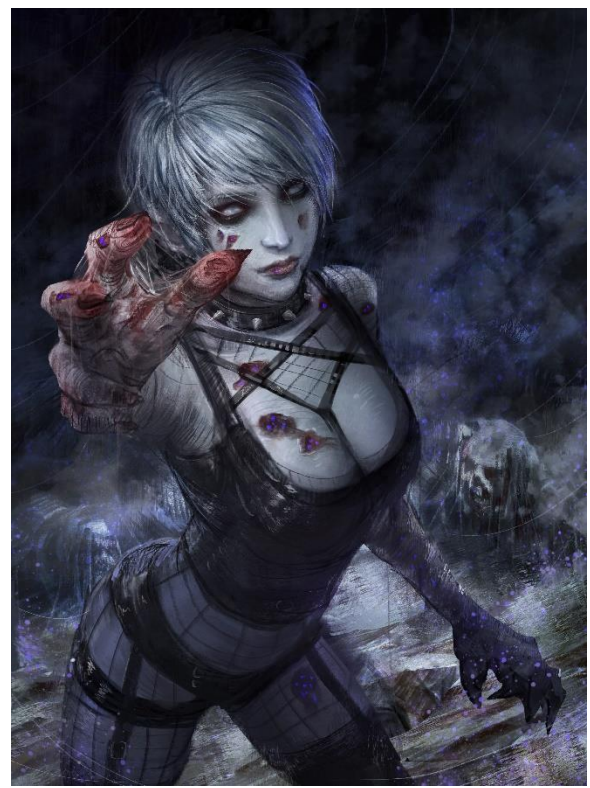
Zombie dust is usually synced with a computer or neural computer. Either type of computer can control up to 4HD per device level of zombies. The zombies are considered uncontrolled under any of the following conditions; the computer controlling the zombies is destroyed, the zombie dust isn't linked to a computer before application to a corpse, or the computer doesn't have the hit dice capacity to control the Zombie. Unfortunately, due to the replication protocol of the nanites, uncontrolled zombies created by

zombie dust attack the living in attempt to create the conditions necessary to create new zombie dust colonies. An uncontrolled zombie will intentionally "dust" other corpses. Dusting a corpse is a full action.

Zombie dust grants the zombie template to any corporeal creature meeting the requirements. Advanced zombie dust grants any zombie variant template (CR +0) to any corporeal creature meeting the requirements. Superior zombie dust grants any zombie variant template (CR +1) to any corporeal creature meeting the requirements.

Any zombie created with zombie dust gains the Nanite Repair special ability. For additional information on the Nanite Repair see Nanoswarm Menu A under the Creature Update: Nanoswarm section of this emporium.

A few interesting facts about zombie dust; zombie dust was originally marketed as a "coroner in a bottle", more than one moon base has fallen victim to a zombie apocalypse, and possession of zombie dust is illegal almost everywhere.



HOLISTIC NANOMEDICINE

Table 7-1 Holistic Nanomedicine

NAME	LEVEL	ACCESS LEVEL ¹	PRICE	PRICE PER USE	BULK	CAP.	USAGE
Healing chamber, tier 1	4	1	4,000	200	100	1	1
Healing chamber, tier 1	9	6	36,000	1,200	100	1	1
Healing chamber, tier 1	16	11	160,000	6,400	100	1	1
Resurrection chamber, copper	16	12	374,000	41,500	250	1	1
Mnemonic transfer pod	18	See below	325,000	70,000/35,000	200	1	1
Resurrection chamber, silver	18	14	824,000	91,550	250	1	1
Resurrection chamber, gold	20	16	2,000,000	264,000	250	1	1

¹ Character's will gain access to this item before they are available for purchase. They can pay the "price per use" at a facility hosting one of these holistic medicine devices.

HEALING CHAMBER		SYSTEM Colony
MODEL	LEVEL	PRICE
Tier 1	4	4,000
Per use	1	200
Tier 2	9	36,000
Per use	6	1,200
Tier 3	14	160,000
Per use	11	6,400

The healing chamber was one of the first standardized applications of nanomedicine. These chambers started out in only the most prestigious medical institutions but over the course of only a few generations they have found their way into general practice medical facilities in poorest of communities. It's not uncommon for a starship to have one in their medical bay. Healing chambers use nanites and a green translucent nutrient bath to heal injuries and afflictions. Healing chambers are typically large tube like structures in which the subject is completely immersed.

TIER 1 HEALING CHAMBER

After an hour of immersion, the healing chamber completely restores a subject's Stamina Points and ends any and all of the following adverse conditions affecting the subject: blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, sickened, and stunned. Inside the healing chamber the nanites accelerate and enhance the body's natural cellular repair rates. The subject heals 1 Hit Point of damage every 10 minutes, or 6 Hit Points an hour, and continues to heal Hit Points as long as the subject remains in the healing chamber.

While in the healing chamber, the subject is placed under twilight anesthesia to induce anxiolysis (anxiety relief), and anterograde amnesia (inability to form new memories).

The subject is not unconscious but sedated and able to follow simple instructions and is responsive. If the subject is attacked or brought out of the chamber before the process has completed they will gain the staggered and confused condition for 2d6 minutes until the twilight anesthesia wears off.

The tier 1 does not allow the subject to regenerate lost limbs or organs and does not restore negative levels.

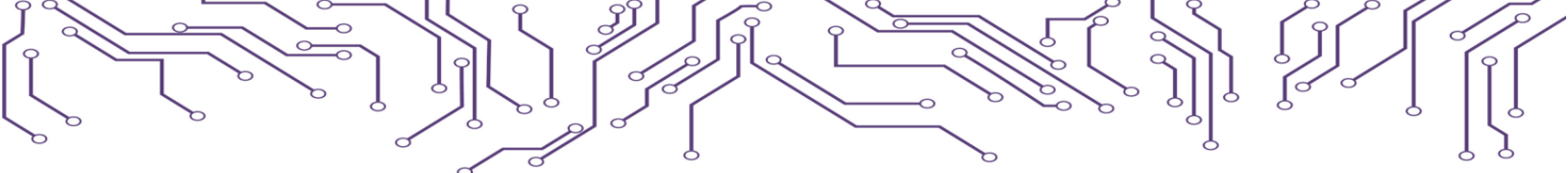
TIER 2 HEALING CHAMBER

The tier 2 healing chamber functions like the tier 1 healing chamber except it ends additional conditions and heals Hit Point damage at a faster rate. After an hour of immersion, the healing chamber completely restores a subject's Stamina Points, temporary negative levels, and ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble minded, insanity, nauseated, poisoned, sickened, and stunned. The subject heals 2 Hit Points of damage every 10 minutes or 12 Hit Points an hour and the nanites continue to restore Hit Points as long as the subject remains in the healing chamber. The healing chamber also restores one permanent negative level per week of continuous immersion.

The tier 2 does not allow the subject to regenerate lost limbs or organs.

TIER 3 HEALING CHAMBER

The tier 3 healing chamber functions like the tier 2 healing chamber except it heals Hit Point damage and negative levels at much faster rates than other healing chambers. This healing chamber also allows the subject to regenerate lost limbs and organs. The subject heals 4 Hit Points of damage every 10 minutes or 32 Hit Points an hour and the nanites continue to restore Hit Points as long as the



subject remains in the healing chamber. The healing chamber also restores one permanent negative level per 48 hours of continuous immersion. The regenerative properties of the specialized nanites in the tier 3 healing chamber restore a subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed subject), broken bones, and ruined organs. The healing chamber take 2d6 hours to regrow a severed body member.

MNEMONIC TRANSFER POD		SYSTEM Colony
MODEL	LEVEL	PRICE
Mnemonic transfer Pod	18	325,000
PROCESS	LEVEL	PRICE
Clone	14	70,000
Trade	16	70,000
Coexistence	16	70,000
Remove Coexistence	18	70,000
Upload to AI	11	35,000

These highly specialized nanites allow the subject's memories, ideologies, and behavior ("identity") to be transferred to another host. This technology was originally developed to transfer one's consciousness or soul to a clone, but it has also been used in a more nefarious way. Complete mnemonic transfer can allow two subjects to trade identities, essentially trading bodies, or it can be used to allow more than one identity to occupy the same body.

During mnemonic transfer, the subject or subjects are typically restrained due to seizure-like muscle spasms induced by the mnemonic transfer. Nanites are injected directly into the brain, usually through the eye socket in humans and mammals, but can vary by species. The nanites spread throughout the brain and begin recording the chemical and electrical markers which make up a subject's identity.

Performing a mnemonic transfer requires a medical professional with Medicine and Life Science skills equal to the procedure being performed and a medical lab.

Any who is unwilling to undergo mnemonic transfer is entitled to a Will save (DC 25), to fight off the nanites and prevent the mnemonic transfer. It cannot be attempted again for 24 hours due to the elevated chemical levels and electrical activity which prevent the nanites from properly recording the subject's identity.

If the mnemonic transfer is interrupted the subject or subjects become insane (permanent confusion condition). The insanity can be repaired by restarting the mnemonic transfer and allowing it to complete, or using it to reverse the partial identity transfer which has already occurred. A

tier 3 healing chamber will remove insanity and restore a subject original identity.

CLONE

When a subject's identity is transferred to a clone, the nanites in the subjects old body perform the mnemonic transfer by recording their identity and transmitting the recordings directly to a colony of paired nanites in the clone's mind. The transmissions are transmitted over an encrypted frequency. It takes 1 hour per character level of the subject to transfer an identity to a clone. When the process completes the original subject's body dies.

Unlike other forms of mnemonic transfer, if a mnemonic transfer is interrupted while the subject's identity is being transferred to a clone the subject does not go insane. The subject retains all their memories and the clone never activates. The mnemonic transfer does not include the price of the clone.

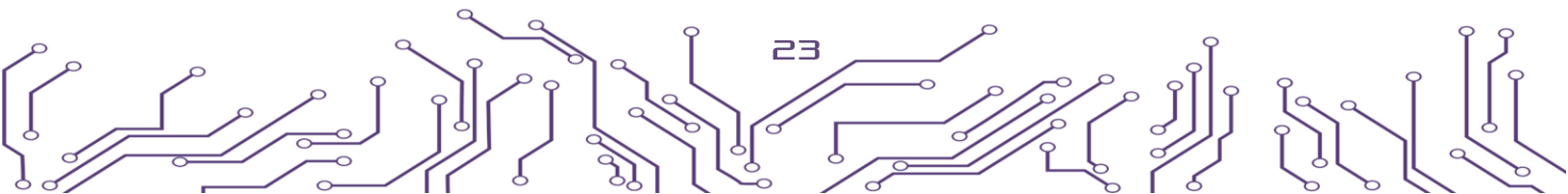
TRADE

Mnemonic transfer between two subjects and exchanging identities is more complicated than transferring an identity to a clone. Due to the complexity of identities and brain mapping, the subjects must belong to the same species or race. During mnemonic transfer, nanites in both subjects simultaneously record their subject's identity, transfer their identity to the other subject and substitutes the new identity over the existing identity erasing it in the process. It takes 1 hour per character level of both subject's combined to complete an identity trade.

COEXISTENCE

Only the most deranged or desperate individuals would use mnemonic transfer to coexist identities with another subject. The process for coexistence is identical to trading identities except the nanites "make room" in the second subjects mind to receive the first subject's identity. An unwilling subject is still entitled to a saving throw and interrupting the mnemonic transfer still has potentially fatal results.

When two identities share the same host body the identity with the largest ego runs the show. The ego of each identity is determined by adding together each identities character level plus INT, WIS, and CHA modifiers (ego = character level + INT modifier + Wisdom modifier + Charisma modifier). The identity with the higher ego is known as the superior ego, while the identity of the lower ego is known as the inferior ego. The inferior ego may attempt to wrestle control of the host by making an opposed ego check. (Ego check is a d20 + ego score vs opponent's d20 + ego score). In some rare cases the



superior ego allows the inferior ego to run day to day operations of the host, but may also force an opposed ego check to take control of a situation. The host only has access to the class ability's available to the identity with the controlling ego.

REMOVE COEXISTANCE

Splitting coexistent identities is the most difficult processes faced by anyone performing a mnemonic transfer. It is the only type of mnemonic transfer which requires a Medicine skill check by the medical professional performing the operation.

Splitting the personalities requires a Medicine skill check (DC = superior ego's character level + the inferior ego's character level). If the check is successful, one of the identities can be moved to a clone, uploaded and converted to a computer AI, or erased.

UPLOAD TO AI

The final use for mnemonic transfer is uploading a subject's identity to a computer and converting it into an AI. This is an irreversible process. Once an identity has been converted to an AI it is impossible to map the identity back to a biological format. It takes 1 hour per character level of both subjects combined to complete an identity trade. Any AI created through mnemonic transfer follows any existing rules already in play for a singularity. Subject's may continue to gain character levels through experience, but otherwise gain the construct (technology) type. The AI can remain in a properly tiered computer, travel the Cortex, or be uploaded to a drone or robot.

A subject's identity cannot be uploaded to a computer for storage without being converted to an AI. The storage capacity required to store an identity in its biological format is simply too large.

RESURRECTION CHAMBER		SYSTEM Colony
MODEL	LEVEL	PRICE
Copper	16	374,000
Per use	12	41,500
Silver	18	824,000
Per use	14	91,550
Gold	20	2,000,000
Per use	16	264,000

The resurrection chamber is the most advanced application of nanotechnology. The chamber is designed to revive a deceased subject and reunite their corporeal body with their immortal soul. The chamber is typically a sarcophagus like structure consisting of alloys of noble metals and star metals. These expensive metals are key to

containing potentially lethal radiation required to stimulate cell growth and resist the corrosiveness of the nutrient bath used during the resurrection process. The nanites are released into the chamber with the nutrient bath, allowing them immediate access to the building blocks of life. Due to the complexity of the resurrection tasks, the nanites are controlled remotely by a specialized tier 10 computer. Resurrecting a subject takes 1 hour per level or hit dice of the subject.

Resurrection chambers are extremely rare and access to a resurrection chamber normally requires membership to an organization which can afford to maintain and defend its resurrection chamber. In addition to purchase price, every resurrection chamber has a per use cost associated with the nanites and nutrient bath which are consumed by the resurrection process.

COPPER RESURRECTION CHAMBER

The copper resurrection chamber can restore life to a subject that has been dead no longer than 10 days. On rare occasions the body is fully repaired but never regains consciousness. Mystics have theorized that the subject's soul must be free and willing to return.

Coming back from the dead is an ordeal. The subject brought back by the copper resurrection chamber gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised from death).

A raised subject has a number of hit points equal to its current HD and does not regain any Stamina Points. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject. (If your campaign includes magic or psionics, diseases and curses of this nature are not undone.) While the chamber closes mortal wounds and repairs lethal damage of most kinds, the body of the subject to be raised must be whole. Otherwise, missing parts are still missing when the subject is brought back to life. (If your campaign includes magic or psionics the raised subject returns with no spells or powers available.)

This chamber only works on creatures which can be identified by the Life Science skill.



SILVER RESURRECTION CHAMBER

The silver resurrection chamber functions like a copper resurrection chamber, except that you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor. So long as some small portion of the subject's body still exists, it can be resurrected, but the portion entering the resurrection chamber must have been part of the subject's body at the time of death. (The remains of a subject must contain viable cells for the process to work. A subject who suffered death by disintegration would not be eligible for resurrection.) The subject can have been dead no longer than 10 weeks.

Upon completion, the subject is immediately restored to full Stamina Points, Hit Points, vigor, and health. (If your campaign includes magic or psionics the subject will return with no loss of prepared spells or powers.) The subject of the resurrection gains one permanent negative level when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be resurrected).

You can resurrect someone killed by a death effect, or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. This chamber only works on creatures which can be identified by the Life Science skill.

GOLD RESURRECTION CHAMBER

The gold resurrection chamber functions like the silver resurrection chamber, except that you can resurrect a creature that has been dead for as long as 10 years.

Upon completion, the subject is immediately restored to full Stamina Points, Hit Points, vigor, and health, with no negative levels (or loss of Constitution. (If your campaign includes magic or psionics the subject will retain all of the prepared spells or powers they possessed when they died.)

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This chamber only works on creatures which can be identified by the Life Science or Mysticism skills, but cannot restore life to a creature which is currently undead.

Even a gold resurrection chamber can't restore to life a creature who has died of old age.

GRAVITY AGE : NANOMEDICINE

In the Gravity Age campaign setting access to holistic nanomedicine is akin to going to the doctor, urgent care, or the emergency room. Listed below are the suggested locations for these resources.

Due to their expense, facilities containing this type equipment will always be well defended with top of line security and never have more than 1d20 charges of the nanites available to use the equipment.

HEALING CHAMBER, TIER 1

These chambers are relatively common. Most colonies, outposts, and stations with populations over 100 will have access to one. A medium-sized medical frigate might be equipped with one or two in addition to its medical bays.

HEALING CHAMBER, TIER 2

These chambers are somewhat rare and will be only be found on well-established colonies and stations with populations over 10,000. A fleet of military starships often travel with at least one huge-sized hospital ship which will have at least one tier 2 chamber in addition to several tier 1 chambers.

HEALING CHAMBER, TIER 3

These chambers are extremely rare and are reserved for the rich and the elite. Only the finest hospitals on core worlds will have access to this equipment. These chambers are never found in military installations because it's cheaper and more efficient to augment the wonder than repair them.

MNEMONIC TRANSFER POD

Any civilization that prolongs life through cloning will have access to mnemonic transfer pods. Well established colonies and stations and even a few less established ones will have one pod in addition to their cloning facilities. In civilizations where cloning is illegal or considered unethical these pods are only found in secret labs belonging to scientist most would consider mad.

RESURRECTION CHAMBER, ANY

Any type resurrection chamber is going to be extremely rare. If they are found at all top secret military bases, a few mega-corporation headquarters, and educational institutions with large grants for pursuing immortality.



NANOTECH FEATS

IMPROVED NANOPHILE

You are a hotbed of nanotech activity and can host additional active nanoaugmentors.

Prerequisites: Nanotaker, Nanophile

Benefit: You can have three nanoaugmentors active at once, but are still limited to one nanoaugmentor per body system.

IMPROVED NANOVIRUS MARSHAL

Your body is especially tuned to nanoviruses and can take advantage of multiple nanoviruses at once.

Prerequisites: Nanotaker, Nanovirus Marshal

Benefit: You can have three active nanoviruses before you are required to make a Fortitude save to avoid gaining the nauseated condition.

NANOTECH ENGINEER

You have extensive knowledge of nanotechnology and are more skilled at creating nanotech than other engineers.

Prerequisites: Engineering 5 ranks

Benefit: You gain a +2 bonus on all skill checks dealing with nanotech and you treat your class level as +1 higher for creating nanotechnology augmentations.

NANOIMMUNITY

You are able to ward off malware nanocolonies or nano-weapons and force your body to expel the offending nanite.

Prerequisite: Nanotaker.

Benefit: You gain a +4 on any saving throw to ward off the effects of nanotech. If the save is successful, the malware nanotech fails to activate and is flushed from your system by normal biological means.

NANOPHILE

You can have more than one active nanoaugmentor.

Prerequisites: Nanotaker

Benefit: Your body has become accustomed to nanite colonies surging through your body. You can have two active nanoaugmentors active at once, but each one must be located in a different body system.

NANOTAKER

You are keenly aware of the presence of nanotech. You can identify any nanotech residing inside and outside of your body.

Benefit: You can recognize the presence of nanocolonies both within your own body and within the vicinity. You can automatically determine what nanocolonies are within your body at any given time as a swift action. In addition, you gain a +4 to any Engineering skill check to identify nearby nanotech.

Normal: An engineering skill check (DC 15 + nanotech's level) is required as a full action to identify a nanoaugmentor, nanovirus, nano-armor, nano-weapons, or nanocolony within 5 feet.

NANOTECH EXEMPLAR

Your ability to absorb nanotech is limitless.

Prerequisites: Improved nanophile, improved nanovirus marshal, nanophile, nanotaker, nanovirus marshal.

Benefit: Your ability to control nanoaugmentors is only limited by the number of body systems. In addition, you also have no restriction on the number of inactive or active nanoviruses in your body and are no longer at risk of receiving the nauseated effect.

NANOTECH SUSPENSION

You can end the program all nanoaugmentors without flushing them from your system allowing you to pass through nanotech detectors without setting off an alarm.

Prerequisites: Nanophile, Nanotaker

Benefit: You can end program and suspend all your nanoaugmentors for up to 10 minutes per character level without having them reabsorbed and flushed out of your system.

NANOVIRUS MARSHAL

Your body can deal with more than one nanovirus before suffering negative effects.

Prerequisites: Nanotaker

Benefit: You can have two active nanovirus colonies before you are required to make a Fortitude save to avoid gaining the nauseated condition.



CREATURE UPDATE: NANOSWARM

As products of advanced nanotech, nanoswarms are constructs made up of hundreds or even thousands of miniaturized robots or drones. These robots or drones combine with each other to create larger machines and perform tasks. Robotic nanoswarms are programmed with various levels of artificial intelligence allowing them to perform various tasks without further instruction.

A nanoswarm is made up of drones, has no Intelligence score, but is capable of following its last set of simple commands until it's given new orders. Drone nanoswarms must be fed instructions through some type of encrypted wireless network device. Some drone swarms are managed by computers and others are managed by other forms of AI, maybe even a robotic nanoswarm. Drone nanoswarms can even be piloted using other nanite devices like Soullink or a cybernetic neural computer. For additional information on neural computers, see the Section 4 of the Gravity Age: Cybernetics Emporium.

COMBAT

Nanoswarms act as directed by their controllers or according to their AI laws. As a swift action, a nanoswarm's controller can direct the swarm to attack particular enemies, use specific tactics or powers, perform other actions, or do nothing at all. The swarm does exactly what its controller directs it to do.

A nanoswarm generally appears as an animate clump of fine metallic nanobots, but the controller can mold or sculpt the swarm according to his or her whim within the limits imposed by the creature's size. The quality of such "nanoswarm sculpture" is determined by an Engineering check. A result of 10 to 19 creates an object or creature that is recognizably similar to the desired object or creature shape; a result of 20 to 29 creates an object or creature that looks like an accurate portrayal of that object or creature type; a result of 30 or higher creates a construct that looks like a specific individual. No matter how high the Engineering check result, a nanoswarm's appearance can't hide the metallic materials from which it is formed.

CONSTRUCT (TECHNOLOGICAL, SWARM)

A nanoswarm has immunity to poison, sleep, paralysis, stunning, disease, death effects, critical hits, kinetic damage, necromancy effects, mind-affecting effects

(charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, flanking, exhaustion, or energy drain.

Nanoswarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent. A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting which targets technological constructs. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons, grenades, and many evocation spells. Due to their ability to bond with one another, a nanoswarm is not subject to high winds. It cannot heal damage, but it can be repaired.

Nanoswarms always consist of fine nanobots unless otherwise noted. Due to the unique gravitational forces involved in maintaining a swarm of fine nanobots, nanoswarms gain Strength bonuses according to the size of the swarm and ignore Strength penalties normally associated with swarms. Due to their technological nature nanoswarms do not have a Constitution score.

Swarm Attack: nanoswarms don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Nanoswarm attacks are not subject to a miss chance for concealment or cover.

SPECIAL ABILITIES

Every time a nanoswarm is created, the engineer can choose to apply one special ability to the nanoswarm. The type of special abilities available to each nanoswarm is listed under the Unique Nanoswarm Ability section of the creature description. The nanoswarm ability menus are listed after the nanoswarm stat blocks.

NANOSWARM – CR 1

XP 400

N Tiny construct (technological, swarm)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE HP 20

EAC 13; **KAC** 17

Fort +0; **Ref** +0; **Will** -1

Immunities construct immunities, swarm immunities (including kinetic damage)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee swarm (1d12+1)

Ranged none or +4 (by weapon type), granted by unique nanoswarm ability or template

Offensive Abilities distraction, swarm

STATISTICS

Str +2; **Dex** +3; **Con** —; **Int** +1 (–); **Wis** +0; **Cha** +0

Skills Acrobatics +9, Athletics +6, Computers +6

Languages Common, (none)

Noncombat Abilities unliving

Gear none

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Distraction (Ex): A creature damaged by the nanoswarm is nauseated for 1 round (DC 10 Fortitude negates).

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Unique Nanoswarm Ability (Ex) Choose one ability from Nanoswarm Menu A

NANOSWARM – CR 3

XP 800

N Small construct (technological, swarm)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE HP 41

EAC 16; **KAC** 19

Fort +2; **Ref** +2; **Will** +0

Immunities construct immunities, swarm immunities (including kinetic damage)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee swarm (1d12+4)

Ranged none or +8 (by weapon type), granted by unique nanoswarm ability or template

Offensive Abilities distraction, swarm

STATISTICS

Str +2; **Dex** +4; **Con** —; **Int** +1 (–); **Wis** +0; **Cha** +0

Skills Acrobatics +11, Athletics +8, Computers +8

Languages Common (none)

Noncombat Abilities unliving

Gear none

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 12 Fortitude negates).

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Unique Nanoswarm Ability (Ex): Choose one ability from Nanoswarm Menu A

NANOSWARM – CR 5

XP 1,600

N Medium construct (technological, swarm)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE HP 75

EAC 19; **KAC** 21

Fort +4; **Ref** +4; **Will** +2

Immunities construct immunities, swarm immunities (including kinetic damage)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee swarm (1d12+10)

Ranged none or +12 (by weapon type), granted by unique nanoswarm ability or template

Offensive Abilities distraction, swarm

STATISTICS

Str +3; **Dex** +5; **Con** —; **Int** +2 (–); **Wis** +0; **Cha** +0

Skills Acrobatics +13, Athletics +10, Computers +10

Languages Common (none)

Noncombat Abilities unliving

Gear none

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 13 Fortitude negates).

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Unique Nanoswarm Ability (Ex): Choose one ability from Nanoswarm Menu A

NANOSWARM – CR 7

XP 3,200

N Medium construct (technological, swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE HP 116

EAC 21; **KAC** 23

Fort +6; **Ref** +6; **Will** +4

Immunities construct immunities, swarm immunities (including kinetic damage)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee swarm (1d12+16)

Ranged none or +15 (by weapon type), granted by unique nanoswarm ability or template

Offensive Abilities distraction, swarm

STATISTICS

Str +4; **Dex** +6; **Con** —; **Int** +2 (–); **Wis** +0; **Cha** +0

Skills Acrobatics +15, Athletics +12, Computers +12

Languages Common (none)

Noncombat Abilities unliving

Gear none

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 15 Fortitude negates).

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Unique Nanoswarm Ability (Ex): Choose one ability from Nanoswarm Menu B, or two abilities from Nanoswarm Menu A.

NANOSWARM – CR 9

XP 6,400

N Medium construct (technological, swarm)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE	HP 158
---------	--------

EAC 24; **KAC** 26

Fort +8; **Ref** +8; **Will** +6

Immunities construct immunities, swarm immunities (including kinetic damage)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee swarm (1d12+22)

Ranged none or +19 (by weapon type), granted by unique nanoswarm ability or template

Offensive Abilities distraction, swarm

STATISTICS

Str +4; **Dex** +7; **Con** —; **Int** +3 (–); **Wis** +0; **Cha** +0

Skills Acrobatics +17, Athletics +14, Computers +14

Languages Common (none)

Noncombat Abilities unliving

Gear none

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 16 Fortitude negates).

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Unique Nanoswarm Ability (Ex): Choose one ability from Nanoswarm Menu B, or two abilities from Nanoswarm Menu A.

NANOSWARM – CR 11

XP 12,800

N Medium construct (technological, swarm)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE	HP 199
---------	--------

EAC 26; **KAC** 28

Fort +10; **Ref** +10; **Will** +8

Immunities construct immunities, swarm immunities (including kinetic damage)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee swarm (1d12+28)

Ranged none or +21 (by weapon type), granted by unique nanoswarm ability or template

Offensive Abilities distraction, swarm

STATISTICS

Str +5; **Dex** +8; **Con** —; **Int** +3 (–); **Wis** +0; **Cha** +0

Skills Acrobatics +19, Athletics +15, Computers +15

Languages Common (none)

Noncombat Abilities unliving

Gear none

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 18 Fortitude negates).

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Unique Nanoswarm Ability (Ex): Choose one ability from Nanoswarm Menu B, or two abilities from Nanoswarm Menu A.

NANOSWARM – CR 13

XP 25,600

N Large construct (technological, swarm)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE	HP 248
---------	--------

EAC 29; **KAC** 30

Fort +12; **Ref** +12; **Will** +10

Immunities construct immunities, swarm immunities (including kinetic damage)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee swarm (1d12+34)

Ranged none or +24 (by weapon type), granted by unique nanoswarm ability or template

Offensive Abilities distraction, swarm

STATISTICS

Str +6; **Dex** +9; **Con** —; **Int** +4 (--); **Wis** +0; **Cha** +0

Skills Acrobatics +21, Athletics +17, Computers +17

Languages Common (none)

Noncombat Abilities unliving

Gear none

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 19 Fortitude negates).

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Unique Nanoswarm Ability (Ex): Choose one ability from Nanoswarm Menu B, or two abilities from Nanoswarm Menu A.

NANOSWARM – CR 15

XP 51,200

N Huge construct (technological, swarm)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE	HP 303
---------	--------

EAC 31; **KAC** 32

Fort +14; **Ref** +14; **Will** +11

Immunities construct immunities, swarm immunities (including kinetic damage)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee swarm (1d12+43)

Ranged none or +26 (by weapon type), granted by unique nanoswarm ability or template

Offensive Abilities distraction, swarm

STATISTICS

Str +7; **Dex** +10; **Con** —; **Int** +5 (--); **Wis** +0; **Cha** +0

Skills Acrobatics +25, Athletics +20, Computers +20

Languages Common (none)

Noncombat Abilities unliving

Gear none

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 21 Fortitude negates).

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Unique Nanoswarm Ability (Ex): Choose one ability from Nanoswarm Menu C, two abilities from Nanoswarm Menu B, or one ability from Nanoswarm Menu B and two abilities from Nanoswarm Menu A

NANOSWARM – CR 17

XP 102,400

N Huge construct (technological, swarm)

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +17

DEFENSE	HP 371
---------	--------

EAC 33; **KAC** 35

Fort +16; **Ref** +16; **Will** +13

Immunities construct immunities, swarm immunities (including kinetic damage)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee swarm (1d12+52)

Ranged none or +29 (by weapon type), granted by unique nanoswarm ability or template

Offensive Abilities distraction, swarm

STATISTICS

Str +8; **Dex** +11; **Con** —; **Int** +5 (--); **Wis** +0; **Cha** +0

Skills Acrobatics +29, Athletics +23, Computers +23

Languages Common (none)

Noncombat Abilities unliving

Gear none

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 22 Fortitude negates).

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Unique Nanoswarm Ability (Ex): Choose one ability from Nanoswarm Menu C, two abilities from Nanoswarm Menu B, or one ability from Nanoswarm Menu B and two abilities from Nanoswarm Menu A

NANOSWARM – CR 19

XP 204,800

N Gargantuan construct (technological, swarm)

Init +13; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE	HP 454
---------	--------

EAC 36; **KAC** 38

Fort +17; **Ref** +17; **Will** +14

Immunities construct immunities, swarm immunities (including kinetic damage)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee swarm (1d12+64)

Ranged none or +31 (by weapon type), granted by unique nanoswarm ability or template

Offensive Abilities distraction, swarm

STATISTICS

Str +9; **Dex** +13; **Con** —; **Int** +6 (--); **Wis** +0; **Cha** +0

Skills Acrobatics +33, Athletics +27, Computers +27

Languages Common (none)

Noncombat Abilities unliving

Gear none

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 21 Fortitude negates).

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Unique Nanoswarm Ability (Ex): Choose one ability from Nanoswarm Menu C, two abilities from Nanoswarm Menu B, or one ability from Nanoswarm Menu B and two abilities from Nanoswarm Menu A

NANOSWARM – CR 21

XP 409,600

N Colossal construct (technological, swarm)

Init +14; **Senses** darkvision 60 ft., low-light vision; Perception +21

DEFENSE HP 550

EAC 38; **KAC** 40

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

Immunities construct immunities, swarm immunities (including kinetic damage)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee swarm (1d12+73)

Ranged none or +33 (by weapon type), granted by unique nanoswarm ability or template

Offensive Abilities distraction, swarm

STATISTICS

Str +10; **Dex** +14; **Con** —; **Int** +7 (--); **Wis** +0; **Cha** +0

Skills Acrobatics +33, Athletics +27, Computers +27

Languages Common (none)

Noncombat Abilities unliving

Gear none

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 25 Fortitude negates).

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Unique Nanoswarm Ability (Ex): Choose one ability from Nanoswarm Menu C, two abilities from Nanoswarm Menu B, or one ability from Nanoswarm Menu B and two abilities from Nanoswarm Menu A

NANOSWARM – CR 23

XP 819,200

N Colossal construct (technological, swarm)

Init +15; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSE HP 660

EAC 41; **KAC** 43

Fort +20; **Ref** +20; **Will** +17

Immunities construct immunities, swarm immunities (including kinetic damage)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee swarm (1d12+82)

Ranged none or +35 (by weapon type), granted by unique nanoswarm ability or template

Offensive Abilities distraction, swarm

STATISTICS

Str +11; **Dex** +15; **Con** —; **Int** +7 (--); **Wis** +0; **Cha** +0

Skills Acrobatics +33, Athletics +27, Computers +27

Languages Common (none)

Noncombat Abilities unliving

Gear none

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 27 Fortitude negates).

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Unique Nanoswarm Ability (Ex): Choose one ability from Nanoswarm Menu C, two abilities from Nanoswarm Menu B, or one ability from Nanoswarm Menu B and two abilities from Nanoswarm Menu A

NANOSWARM – CR 25

XP 1,638,400

N Colossal construct (technological, swarm)

Init +16; **Senses** darkvision 60 ft., low-light vision; Perception +25

DEFENSE HP 770

EAC 43; **KAC** 45

Fort +22; **Ref** +22; **Will** +19

Immunities construct immunities, swarm immunities (including kinetic damage)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee swarm (1d12+97)

Ranged none or +38 (by weapon type), granted by unique nanoswarm ability or template

Offensive Abilities distraction, swarm

STATISTICS

Str +12; **Dex** +16; **Con** —; **Int** +8 (--); **Wis** +0; **Cha** +0

Skills Acrobatics +45, Athletics +37, Computers +37

Languages Common (none)

Noncombat Abilities unliving

Gear none

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 28 Fortitude negates).

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Unique Nanoswarm Ability (Ex): Choose two abilities from Nanoswarm Menu C, or one ability from group C and two abilities from Nanoswarm Menu B, or one ability from group C, one ability from Nanoswarm Menu B and two abilities from Nanoswarm Menu A

NANOSWARM MENUS

NANOSWARM MENU A

- **Bonus Skill** The nanoswarm gains an extra skill at their lowest existing skill rank. (Example a Nanoswarm CR 19 might gain Stealth +27)
- **Celerity (Ex)** The nanoswarm's land speed is increased by 10 feet.
- **Cerametal Armor (Ex)** The nanoswarm gains a +1 enhancement bonus to EAC and KAC.
- **Fly (Ex)** Each nanobot in the nanoswarm is equipped with micro anti-grav plates and gains a flight speed of 20 feet (average)
- **Force Fields (Ex)** A force field sheathes the nanoswarm in a thin layer of shimmering energy that grants a number of bonus Stamina points that varies according to type of nanoswarm (2 x the nanoswarm's CR). All damage dealt to a nanoswarm with an active force field is reduced from these Stamina points first. A force field has a form of fast healing equal to the robot's CR, but it only restores the Stamina points granted by the force field itself, once its Stamina points are reduced to 0, the force field shuts down and remains inactive for 10 minutes.
- **Integrated ranged weapon (Ex)** The nanoswarm can organize itself to create any laser pistol or rifle with an item level up to its CR. This weapon is made up of nanites and is not salvageable. For additional information on laser pistols and rifles, see the "Weapon" section in Chapter 7 of the Starfinder Core Rulebook.
- **Mobility (Ex)** The nanoswarm gains the mobility feat
- **Nanite Repair (Ex)** A nanoswarm's nanites heal it, restoring a number of Hit Points per hour equal to its CR. Once per day as a full action, a nanoswarm can restore 1d8 Hit Points to itself or any construct touched with the technological subtype.
- **Resistance (Ex)** Choose one of the following energy types: fire, cold, acid, electricity, or sonic. The nanoswarm gains resistance 5 against that energy type.
- **Superior Materials (EX)** The nanoswarm gains 5 extra hit points
- **Swim (Ex)** The nanoswarm is streamlined navigating water like a school of sardines and gains a swim speed of 30 feet.



NANOSWARM MENU B

- **Blindsense (sound, vibration) (Ex):** The nanoswarm gains blindsense out to 30 feet. Since the nanoswarm automatically does swarm damage to creature's occupying the same spaces it is not effected by concealment.
- **Energy Arc (Ex)** Choose one of the following energy types: fire, cold, acid, electricity, or sonic. Once every 1d4 rounds as a standard action, a nanoswarm can shoot an arc of electricity at up to four creatures within 40 feet (no two of which can be more than 30 feet apart). This arc deals 1d8 of energy damage to each target (Reflex DC 10 + CR half).
- **Energy Swarm (Ex)** Choose one of the following energy types: fire, cold, acid, electricity, or sonic. The nanoswarm deals an extra energy damage (1d6 + its CR) while swarming an opponent.
- **Heavy Cerametal Armor (Ex)** The nanoswarm gains a +4 enhancement bonus to EAC and KAC.
- **Improved Bonus Skill** The nanoswarm gains an extra skill at their highest existing skill rank. (Example a Nanoswarm CR 19 might gain Stealth +33)
- **Improved Fly (Ex)** The nanoswarm is equipped with a full micro anti-grav system and gains a fly speed of 40 feet (average).
- **Improved Force Fields (Ex)** A force field sheathes the nanoswarm in a thin layer of shimmering energy that grants a number of bonus Stamina points that varies according to type of nanoswarm (5 x the nanoswarm's CR). All damage dealt to a nanoswarm with an active force field is reduced from these Stamina points first. A force field has a form of fast healing equal to the robot's CR, but it only restores the Stamina points granted by the force field itself, once its Stamina points are reduced to 0, the force field shuts down and remains inactive for 10 minutes.
- **Improved Nanite Repair (Ex)** A nanoswarm's nanites heal it, restoring a number of Hit Points per hour equal to its CR. Once per day as a full action, a nanoswarm can restore 3d8 Hit Points to itself or any touched construct with the technological subtype.
- **Improved Superior Materials (Ex)** The nanoswarm gains an extra 15 hit points.
- **Improved Swim (Ex)** The nanoswarm is streamlined navigating water like a school of tuna and gains a swim speed of 60 feet.

NANOSWARM MENU C

- **Displacement Field (Ex)** Once per day the nanoswarm can activate a displacement field equivalent to the

displacement spell. However, the nanoswarm's ability to displace itself is technological and cannot be dispelled. The nanoswarm's caster level is equal to its CR. For additional information on the *displacement* spell, see the "Spell Descriptions" section in Chapter 10 of the Starfinder Core Rulebook.

- **Extreme Force Fields (Ex)** A force field sheathes the nanoswarm in a thin layer of shimmering energy that grants a number of bonus Stamina points that varies according to type of nanoswarm (10 x the nanoswarm's CR). All damage dealt to a nanoswarm with an active force field is reduced from these Stamina points first. A force field has a form of fast healing equal to the robot's CR, but it only restores the Stamina points granted by the force field itself, once its Stamina points are reduced to 0, the force field shuts down and remains inactive for 10 minutes.
- **Extreme Nanite Repair (Ex)** A nanoswarm's nanites heal it, restoring a number of Hit Points per hour equal to its CR. Once per day as a full action, a nanoswarm can restore 7d8 Hit Points to itself or any touched construct with the technological subtype.
- **Extreme Superior Materials (Ex)** The nanoswarm gains an extra 30 hit points.
- **Greater Synaptic Pulse (Ex)** Twice per day a nanoswarm can release a synaptic pulse as a standard action. This is a technological version of the *greater synaptic pulse* spell (DC = to the nanoswarm's distraction DC), it cannot be dispelled, and is not subject to spell resistance. The nanoswarm's caster level is equal to its CR. For additional information on the *greater synaptic pulse* spell, see the "Spell Descriptions" section in Chapter 10 of the Starfinder Core Rulebook.
- **Inject Nanobots (Ex)** Three times per day the nanoswarm can attempt to inject nanobots during its swarm attack as a swift action. This is a technological version of the *inject nanobots* spell (DC = to the nanoswarm's distraction DC), it cannot be dispelled, and is not subject to spell resistance. The nanoswarm's caster level is equal to its CR. For additional information on the *inject nanobots* spell, see the "Spell Descriptions" section in Chapter 10 of the Starfinder Core Rulebook.
- **Power Resistance (Ex)** The nanoswarm gains spell resistance equal to 10 + its CR.
- **Super Heavy Cerametal Armor (Ex)** The nanoswarm gains a +8 enhancement bonus to EAC and KAC.

CREATURE UPDATE: NANOSWARM-TEMPLATES

HORROR (CR +0, +1, +2)

Little understood and extremely dangerous, nanoswarm horrors ("horrors") were thought to have been wiped out by the Norse before their own disappearance. Ancient Norse data vaults found in the Sanctuary on Mars describe the destruction of the Alpha horror but at great expense to their home world of Asgard. Although Asgard has yet to be rediscovered it is widely believed that the horrors were stopped in or near the Kappa-1 Ceti system.

Horrors are different from other nanoswarms. They are controlled by an A.I. singularity of unknown origin. This singularity, known as the Manyone is responsible for the creation of the horrors and their hierarchy. The horrors mimic communal insects in many ways. Each cast within a colony has a specific role and although are capable of independent thought, they often give into the hive mind for most decision making. Horrors operate with a purpose, to consume and reproduce. Every recorded horror encounter has been hostile.



The horrors are incapable of spaceflight. However, it appears they are capable of commandeering and piloting any space craft unfortunate enough to have come in contact with them. All recorded accounts of horror armadas are reminiscent of ragtag colonization fleets or heavily damaged remnants fleets of once great but forgotten galactic empires. Horrors are patient and don't require niceties like life support, gravity, or food. It would not be farfetched for a salvage team investigating the destroyed remains of an ancient spacecraft to stumble upon a colony of horrors. A colony which has been patiently waiting on a ride for centuries.

COMMON HORROR TRAITS

- **Alignment** Neutral Evil
- **Glow (Ex)** All horror types of horrors glow with an eerie light. This 5-foot radius glow is considered less than candle light. Each cast of horror glows with a different color. These colors mimic starlight which is why horrors are classified by star type. This glow cannot be turned off by any means other than the horror's own destruction. The glow causes a -10 penalty on all Stealth checks.
- **Hivemind (Su)** Horrors are linked together by telepathy. They aware of anything which any other horror in the same hivemind is aware as if instantly sharing that horror's memories as they form. A horror cannot be surprised by a creature or event unless all members of its hivemind are surprised by that creature or event, and cannot be flanked by any creature unless no other members of the same hivemind can see that creature.
- **Tiny Nanobots (Ex)** Horrors are made up of Tiny nanobots rather than fine nanobots. They lose their immunity to kinetic weapons, but only take half damage from takes half damage from slashing and piercing weapons.
- **Nanoswarm Unique Abilities** Horrors gain nanoswarm unique abilities according to their CR.
- **Low Radiation (Ex)** All horrors emit low level radiation in a radius equal to the space they occupy. (i.e. a large horror would emit low level radiation in a 10-foot radius.) For additional information on radiation, see the "Environment" section in Chapter 11 of the Starfinder Core Rulebook.



TYPE M HORROR (CR +0)

Distinguished by its red glow. The type M horror is widely believed this is the most common type of horror. Compared to other horrors they have no know special abilities that are not common to all nanoswarms or horrors. Type M horrors are common laborers and are well suited for harvesting natural resources and constructing future generations of horrors.

- **Hivemind Limitations (Su)** The Type M horror's telepathy is limited to 1 mile when communicating with other Type M horrors.
- **Medium (Ex)** Type M Horrors are always medium sized. This template can be applied to CR5, CR 7, CR 9, or CR11 nanoswarms.
- **Evolution (Ex)** Eight Type M can be commanded to form a Type K horror or sixteen Type M horrors can be commanded to form a Type G horror. If Type M horrors are separated from their commanding hivemind for 24 hours and enough Type M's remain, the horrors will come together to form a Type G horror in attempt to reestablish a connection to the hive mind. Forming a Type K or G horror takes 1 minute. Once a greater form is achieved horrors never break apart into lesser types.

TYPE K HORROR (CR +1)

These horrors are well-known for their orange glow. Although the Type K horror is not the most common type of horror it is only slightly less common than the Type M horror and by far the most common horror encountered according to data records. The Type K horrors are the warrior cast and fulfil the roles of soldier and protectors. They are found on the front lines of any horror invasion and patrolling any horror encampment.

- **Hivemind Limitations (Su)** The Type K horror's telepathy is limited to 35 miles when communicating with other Type K or lesser horrors.
- **Large (Ex)** Type K horrors are always large. This template can be applied to a CR 13 nanoswarms.
- **Improved Swarm Attack (Ex)** Type K horrors get a +2d12 bonus to damage with their swarm attack.
- **Plasma Cannon (EX)** Type K horrors gain a ranged attack. Each round the horror doesn't use its swarm attack it can create and fire a plasma cannon with unlimited ammunition. A CR 13 Type K uses a yellow star plasma cannon. For additional information on plasma cannons, see the "Heavy Weapons" section in Chapter 7 of the Starfinder Core Rulebook. Since, the plasma cannons are made up of nanites they cannot be scavenged.

- **Radiation Burst (Ex)** Once per day as a swift action, a Type K horror can emit a blast of severe radiation potentially causing radiation sickness. For additional information on radiation sickness, see the "Environment" section in Chapter 11 of the Starfinder Core Rulebook.

TYPE G HORROR (CR +1)

Given away by their yellow glow a Type G horror may act as a commander on the battlefield or the director of operations in a horror encampment. Although all horrors share a type of hivemind its widely believed these horrors interpret instructions from Type F horrors, their local environment, and current circumstance to micromanage the horrors under their control.

- **Resolve Points:1**
- **Hivemind Limitations (Su)** The Type G horror's telepathy is limited to 1 light year when communicating with other Type G horrors.
- **Greater Intelligence (Ex)** Increase Intelligence modifier to +11
- **Huge (Ex)** Type G horrors are always huge. This template can be applied to a CR 15 nanoswarms.
- **Improved Swarm Attack (Ex)** Type G horrors get a +2d12 bonus to damage with their swarm attack.
- **Plasma Cannon (EX)** Type G horrors gain a ranged attack. Each round the horror doesn't use its swarm attack it can create and fire a plasma cannon with unlimited ammunition. A Type G horror uses a white star plasma cannon. For additional information on plasma cannons, see the "Heavy Weapons" section in Chapter 7 of the Starfinder Core Rulebook. Since, the plasma cannons are made up of nanites they cannot be scavenged.
- **Celerity (Ex)** A Type G horror uses its excess radiation to power a haste like effect which allow the horror to swarm twice or fire it's plasma cannon twice in a round. The horror can swarm after each move action as though it has ended its movement. This ability is usable once per day and lasts 3 rounds.
- **Radiation Burst (Ex)** Once per day a as a swift action, Type G horror can emit a blast of severe radiation potentially causing radiation sickness. For additional information on radiation sickness, see the "Environment" section in Chapter 11 of the Starfinder Core Rulebook.
- **Spell-Like Abilities (CL 15th)**
 - 3/day – make whole, mind thrust (3rd, DC 19), synaptic pulse (DC 19)



TYPE F HORROR (CR +2)

Type F horrors glow with a warm blue-white light. This horror is the chief officer of the hivemind and there is never more than one on a planet. It would even be rare to see more than one in an entire system where it occupied by horrors. Although capable of communicating with any horror the Type F horror delivers its instructions through its Type G commanders. It's unknown why they do this but some speculate the telepathy used as their hivemind is technological in nature and limited in bandwidth.

- **Resolve Points:** 2
- **Gargantuan (Ex)** Type F horrors are gargantuan. This template can be applied only to a CR 19 nanoswarm.
- **Greater Intelligence (Ex)** Increase Intelligence modifier to +13
- **Hivemind Limitations (Su)** The Type F horror's telepathy is limited to 10 light years when communicating with other Type F horrors.
- **Improved Swarm Attack (Ex)** Type F horrors get a +2d12 bonus to damage with their swarm attack.
- **Plasma Cannon (EX)** Type F horrors gain a ranged attack. Each round the horror doesn't use its swarm attack it can create and fire a plasma cannon with unlimited ammunition. A Type F uses a blue star plasma cannon. For additional information on plasma cannons, see the "Heavy Weapons" section in Chapter 7 of the Starfinder Core Rulebook. Since, the plasma cannons are made up of nanites they cannot be scavenged.
- **Celerity (Ex)** A Type G horror uses its excess radiation to power a haste like effect which allow the horror to swarm twice or fire it's plasma cannon twice in a round. The horror can swarm after each move action as though it has ended its movement. This ability is usable once per day and lasts 3 rounds.
- **Radiation Burst (Ex)** Once per day as a swift action, a Type F horror can emit a blast of severe radiation potentially causing radiation sickness. For additional information on radiation sickness, see the "Environment" section in Chapter 11 of the Starfinder Core Rulebook.
- **Spell-Like Abilities (CL 19th)**
 - 1/day – telepathic jaunt
 - 3/day – greater synaptic pulse (DC 25), mind thrust (6th, DC 26)
 - At will – make whole, mind link, mind thrust (3rd, DC 23), synaptic pulse (DC 23)
 - Constant – telepathy, true seeing

TYPE O HORROR [THE MANYONE] (CR +2)

The Manyone glows with a fierce blue light. The Manyone represents something outside the hierarchy of the horrors. In the cryptic binary language used by the horrors one of the few lines of code every decrypted describes the Manyone as being the beginning and end of existence. Although in its ancient past it was once just a swarm of nanobots, the Manyone is treated as a divine being by the horrors, and even cults of follows among non-technological species.

- **Resolve Points:** 5
- **Glow (Ex)** Provides normal light for 60 feet and a -20 penalty on all Stealth skill checks.
- **Colossal (Ex)** The Manyone is colossal. This template is applied to a CR 25 nanoswarms.
- **Greater Intelligence (Ex)** Increase Intelligence modifier to +16
- **Hivemind Limitations (Su)** None. The Manyone can communicate to any horror, at any distance, across the cosmos.
- **Improved Swarm Attack (Ex)** The Manyone get a +4d12 bonus to damage with their swarm attack.
- **Plasma Cannon (EX)** Manyone gains a ranged attack. Each round the horror doesn't use its swarm attack it can create and fire a plasma cannon with unlimited ammunition. The Manyone uses a neutron star plasma cannon. For additional information on plasma cannons, see the "Heavy Weapons" section in Chapter 7 of the Starfinder Core Rulebook. Since, the plasma cannons are made up of nanites they cannot be scavenged. [neutron star plasma canoon]]
- **Celerity (Ex)** The Manyone uses its excess radiation to power a haste like effect which allow it to swarm twice or fire it's plasma cannon twice in a round. The Manyone can swarm after each move action as though it has ended its movement. This is considered a constant effect for the Manyone.
- **Radiation Burst (Ex)** As a swift action, the Manyone can emit a blast of severe radiation potentially causing radiation sickness an unlimited number of times per day. For additional information on radiation sickness, see the "Environment" section in Chapter 11 of the Starfinder Core Rulebook.
- **Spell-Like Abilities (CL 25th)**
 - 1/day – telepathic jaunt
 - At will – dominate person (29), greater synaptic pulse (DC 29), make whole, mind thrust (6th, DC 30), retrocognition
 - Constant – telepathy, true seeing

REPLICATOR (CR +0)

Of all the construct with the technological subtype nanoswarms are the most difficult to create. Not only does the engineer have to build nanobots of incredibly small size, but they also have to build them in huge quantities. Compared to typical technological constructs it's incredibly expensive to build nanoswarms because everything has to be miniaturized. In addition to all the nanobots have to be able to communicate with each other to perform tasks over a neural network, a special type of hive mind. To overcome the higher expense and time required to craft enough nanobots to create an effective nanoswarm engineers designed a synthetic RNA protocol which allows each nanite to store a copy of their design instructions.

This design protocol is essential to manufacturing new nanoswarms. All nanoswarms are capable of replication when this protocol is turned on but most manufacturers program in a failsafe which terminates the protocol removing it from memory after a specific number of successful replications. The protocol is then hidden and stored in an encrypted state. It is possible for someone to hack into the synthetic RNA protocol and reactivate it in attempts to build additional nanoswarms or cause some mayhem and mischief. By default, a nanoswarm set to replication mode will begin replicating with any available stock piles of Universal Polymer Base (UPB) and will continue replicating until the stock piles are exhausted or it has completed a specific number of replications. There is a second replication mode which allows them to replicate

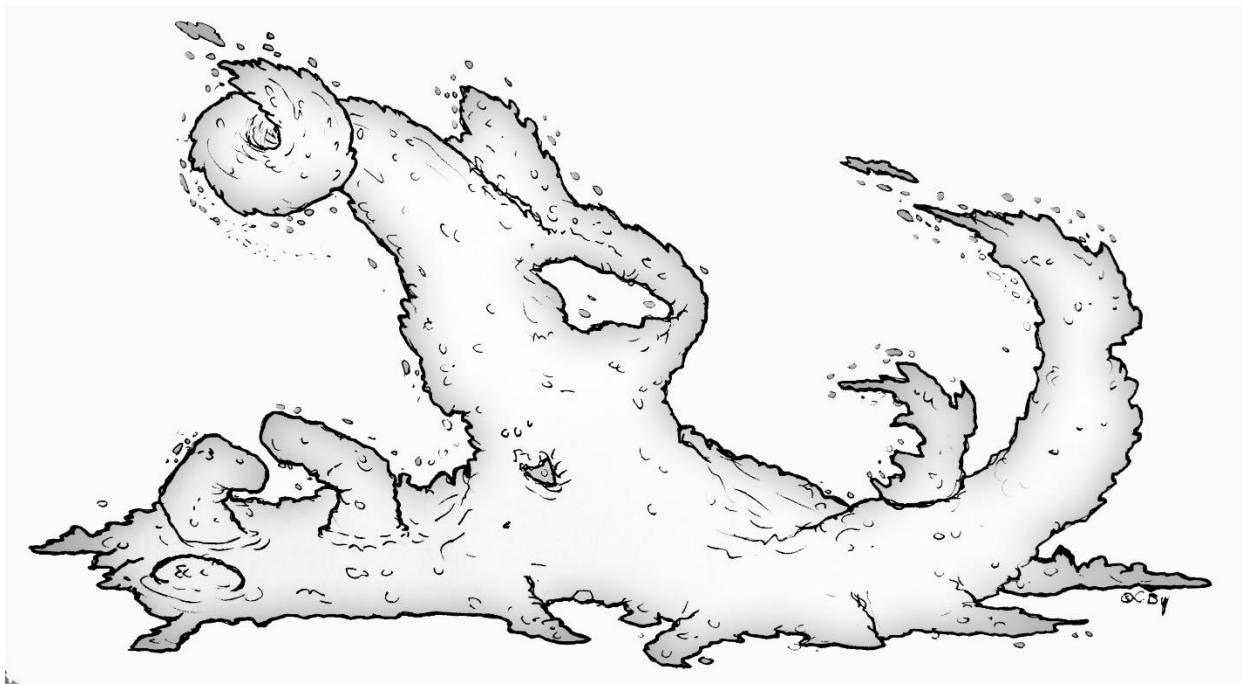
without UPBs by gathering the required materials from their environment, and it's this second mode that makes them dangerous. While a nanoswarm is replicating, they are operating on firmware with an extremely simplified set of instructions, replicate. Biologicals are extremely rich in materials required for nanoswarm replication so it's only natural for the nanoswarm to aggressively pursue those materials.

The second mode was originally designed to assist in terraforming and prepping a world for colonization. A swarm would be delivered to a future colony site and the swarm would go to work replicating itself a set number of times before beginning its assigned tasks. A few months or years later colonist would arrive to a habitable outpost.

The Replicator template can be added to any nanoswarm.

REPLICATOR TRAITS

- **Firmware Intelligence:** the Nanoswarm is set to replicator mode and has an Intelligence modifier of -5. Since its only running on firmware and hasn't loaded a complete operating system any attempts to control or modify the nanoswarms actions are made with a -10 penalty.
- **Material Awareness:** The nanoswarm gains a special form blindsense (sound, vibration) out to 30 feet. It produces a continuous sequence of vibrations to determine the type of materials available for replication in its local environment.





TERRAFORMER (CR +1)

Terraforming nanoswarms are capable of permanently altering the terrain and climate of a small area or entire world if given sufficient time and materials. Although, the swarms are incapable of creating life they are capable of altering the terrain and climate to support life. Once the environment on a dead rock has been altered sufficiently the terraforming nanoswarms introduce different strains of bacteria to produce oxygen, remove toxins, and produce organics necessary for the arrival of plants and animals.

The Terraformer template can be applied to any Large, Huge, Gigantic, or Colossal nanoswarm.

TERRAFORMER TRAITS

- **Freedom of Movement (Ex):** Not all materials are easy to get to. Terraforming nanoswarms have burrow, climb, fly (average), and swim speeds equal to their regular movement speed.
- **Bacterial Affliction (Ex):** Many of the bacteria used in terraforming are often toxic to other living creatures. Three times per day any target subject to swarm damage is also subject to bacterial affliction. The terraforming nanoswarm can release its bacterial affliction as a swift action during its swarm attack. Since one nanoswarm carries multiple types of bacteria, GM is encouraged to use a different inhaled or injury type poison each time bacterial affliction is used. The DC for the bacterial affliction is equal to its distraction DC. For additional information on poisons, see the "Afflictions" section in Chapter 11 of the Starfinder Core Rulebook.
- **Terraform (Ex)** 8 large, 4 huge, 2 gigantic terraformers working in tandem or a single colossal terraformer nanoswarm can strongly influence the surface and internal processes of a planet, minor, plant, natural satellite, or asteroid. These localized environmental changes can slowly effect larger regions or even change the climate of an entire world. Over a 1-week period, terraformer nanoswarms can influence a 1-mile radius with one of the following effects:

Earthshaper (Ex) Moves dirt (clay, loam, sand, and soil), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth, but does not affect rock formations. The elevation can be increased or decreased by up to 10 feet.

Hydrosphere (Ex) This effect can raise or lower the water table by up to 10 feet

Biosphere (Ex) This terraforming method has several effects; barren land bursts with new plantlife, normal

vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so on) becomes thick and overgrown, and doubles the productivity of existing plants. It can be used to stunt the growth of plants by inhibiting their production or reducing their overall biomass by one-half.

Temperature (Ex) The average temperature in the area is raised or lowered by 10° Fahrenheit.

Atmosphere (Ex) A poisonous atmosphere can have its saving throw DC reduced by 1. When an atmosphere's DC would be reduced to 0 it is no longer considered toxic. Atmospheric pressure can be decreased or increased by 1% or the percentage of one of its gases like oxygen can be increased by 1%. (A strategy employed to maintain atmosphere on Mars was building great 1 to 10-mile diameter domes to hold the atmosphere in place. Another strategy in the great caverns of Luna was to flood the caverns with atmosphere and keep the terraforming nanites on task while letting the excess seep to the surface only to get blown away by the solar wind.)

CRAFTING NANOTECH

Crafting nanotech equipment follows the "Crafting Equipment and Magic Items" rules presented in Chapter 7 of the Starfinder Core Rulebook unless otherwise noted.

CRAFTING A NANOSWARM

Once the characters have faced off against nanoswarm's its nearly unavoidable that a player will want to build or purchase one. The Starfinder Roleplaying Game, to date, has not provided guidance for buying robots or starships. Allowing robot companions without diminishing the Mechanic class and their drone pet might prove to be difficult.

Gravity Age playtesting rules for building a robot: A robot's Item level equals CR +2. The cost of building a robot is equal to double the cost of the most expensive light armor of equal item level. Nanoswarms are more expensive than typical robots and a nanoswarm of equal item level to a robot costs 20% more. The rules are currently in play testing. The finalized rules will be released in the upcoming Gravity Age: Robotics Emporium. To find out more check out www.gravityage.com for future products.

CREATURE UPDATE: TYPE K-2

TYPE K-2 HORROR – CR 14

XP 25,600

NE Large construct (technological, nanoswarm, horror)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +21

DEFENSE	SP 28	HP 248
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EAC 29; **KAC** 30

Fort +12; **Ref** +12; **Will** +10

Immunities construct immunities, swarm immunities (1/2 damage from piercing and slashing weapons)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 40 ft., burrow 10 ft., climb 20 ft.

Melee swarm (3d12+34)

Ranged integrated yellow star plasma cannon +24 (4d10 E & F; crit burn 2d8)

Offensive Abilities distraction, low radiation, radiation burst, swarm

STATISTICS

Str +6; **Dex** +9; **Con** —; **Int** +4; **Wis** +0; **Cha** +0

Skills Acrobatics +21, Athletics +17, Computers +17

Languages Common

Noncombat Abilities unliving

Gear integrated yellow star plasma cannon

ECOLOGY

Environment any urban

Organization solitary, pair, or company (3–7)

SPECIAL ABILITIES

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 19 Fortitude negates).

Force Fields (Ex) A force field sheathes the nanoswarm in a thin layer of shimmering energy that grants 28 bonus Stamina points. All damage dealt to a nanoswarm with an active force field is reduced from these Stamina points first. A force field has a form of fast healing equal to the nanoswarm's CR (14), but it only restores the Stamina points granted by the force field itself, once its Stamina points are reduced to 0, the force field shuts down and remains inactive for 10 minutes.



Glow (Ex) Soldier horrors glow with an eerie orange light. This 5-foot radius glow is considered less than candle light. This glow cannot be turned off by any means other than the horror's own destruction. The glow causes a -10 penalty on all Stealth checks.

Hivemind (Su) The Type K horror's telepathy is limited to 35 miles when communicating with other Type K or lesser horrors.

Low Radiation (Ex) Soldier horrors shed radiation in a 10-foot radius. For additional information on radiation, see the "Environment" section in Chapter 11 of the Starfinder Core Rulebook.

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Radiation Burst (Ex) Once per day as a swift action, a Type K horror can emit a blast of severe radiation potentially causing radiation sickness. For additional information on radiation sickness, see the "Environment" section in Chapter 11 of the Starfinder Core Rulebook.

Type K horrors are well-known for their orange glow. Although the Type K horror is not the most common type of horror it is only slightly less common than the Type M horror and by far the most common horror encountered according data records. The Type K horrors are the warrior cast and fulfil the roles of soldier and protectors.

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Sometimes the most wonderful and terrible things come in small packages. Nanotech will help humanity conquer the stars but it has a dark side. If misused the same nanites that delivered humanity to the stars could end their civilization. This accessory contains new material covering:

- 20+ Nanoaugmentors (new additions to the Augmentations presented in the Starfinder Core Rulebook)
- 30 Nanoviruses (temporary augmentations)
- 3 New types of nano-armor
- 16 Nano-weapons
- Explore independent nanocolonies (including Gray Goo, Holographic Servant, and Zombie Dust, as seen on cover)
- Take advantage of holistic nanomedicine (including healing chambers, resurrection chambers, and mnemonic transfer devices)
- 9 new feats
- Creature Update: Nanoswarm (CR 1 -25), also includes the horror, replicator, and terraformer templates
- See samples from the Creature Update at www.gravityage.com

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