

STAR LOG.EM-013

AUGMENTATIVE EQUIPMENT



STARFINDER
COMPATIBLE



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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC



ACCESSING ARCHIVES QUERY: AUGMENTATIVE EQUIPMENT

Hello, and thank you for purchasing *STAR LOG.EM013: AUGMENTATIVE EQUIPMENT!* People have been using technology to augment their appearances and bodies for as long as human society has existed. That's because from a gritty standpoint, 'technology' doesn't just mean electricity and whirling gizmos—technology is anything people use to do work or control their environment in some capacity. So whether you're talking piercing, corsets, and virtually everything in between, you're talking technological augmentation of the human body.

BODY AUGMENTATION IN THE XA-OSORO SYSTEM

Throughout the known galaxy, body augmentation is a common practice among primitive and advanced societies alike, each seeing distinct benefits to altering their bodies to better suit some form or task. Unlike elsewhere in the galaxy, however, augmentations are practically a way of life in the Xa-Osoro System, thanks in no small part to the existence of major corporations like Helix that specialize in body augmentation and genetic alteration services. The presence of the deoxyans and their gene trade in particular has shaped the conversation regarding the alteration of one's own body, or at least the presence of their decades-long viral marketing campaigns. In a system where dramatically altering one's race is both possible and legal, small changes to the likes of physical traits or sex are frivolous, often as trivial, ordinary, and socially accepted as a routine ear piercing

Table: Arms, Armor, and Augmentations**Weapon Fusions**

Weapon Fusion	Level	Price
Biointegration	4	680

Armor Upgrades

Upgrade	Level	Price	Slots	Armor Type	Bulk
Phason emitter	3	1,850	1	Any	L
Weapon integration system	4	2,250	1	Light, heavy	—

Augmentations (Biotech)

Augmentation	Level	Price	System
Biotic flight, Mk 1	1	400	Spinal column
Muscle mass magnifier, Mk 2	1	100	Muscles
Spiked growths	1	175	Skeleton
Muscle mass magnifier, Mk 2	3	1,200	Muscles
Adamantine boneplates, Mk 1	5	3,025	Skeleton
Biotic flight, Mk 2	5	2,750	Spinal column
Muscle mass magnifier, Mk 3	5	2,650	Muscles
Adamantine boneplates, Mk 2	7	6,950	Skeleton
Adamantine boneplates, Mk 3	9	17,975	Skeleton
Biotic flight, Mk 3	9	12,000	Spinal column
Muscle mass magnifier, Mk 4	9	12,000	Spinal column
Muscle mass magnifier, Mk 5	11	23,000	Spinal column
Adamantine boneplates, Mk 4	12	48,850	Skeleton
Muscle mass magnifier, Mk 6	13	46,000	Spinal column
Adamantine boneplates, Mk 5	14	105,000	Skeleton
Muscle mass magnifier, Mk 7	15	94,000	Spinal column
Adamantine boneplates, Mk 6	16	163,500	Skeleton
Muscle mass magnifier, Mk 8	17	216,000	Spinal column
Adamantine boneplates, Mk 7	19	542,000	Skeleton
Muscle mass magnifier, Mk 9	19	480,000	Spinal column
Muscle mass magnifier, Mk 10	20	720,000	Spinal column

NEW EQUIPMENT

The following items follow the rules outlined for each category in the *STARFINDER CORE RULEBOOK*.

WEAPON FUSIONS

Weapon fusions are powerful magic effects that enable weapons to channel potent special abilities. For more information about weapon fusions, see the weapon fusion section of Chapter 7 in the *STARFINDER CORE RULEBOOK*.

BIOINTEGRATION**LEVEL 4**

A weapon with the *biointegration* weapon fusion has a hybrid system that allows it to integrate directly with your existing biological structures when you are wielding it as a move action, allowing you to fuse it directly onto one of your arms. While fused to your body, the weapon can't be disarmed, stolen, or dropped, but you can't use that hand for any purpose other than wielding the fused weapon. In addition, half of any damage dealt to your weapon (such as from a successful sunder attempt) is dealt directly to you. Unfusing a fused weapon from your body is a move action. Only one-handed weapons can have this fusion.

ARMOR UPGRADES

You can use the following armor upgrades to personalize your armor with custom bonuses or abilities. For more information about armor upgrades, see the armor upgrades section of Chapter 7 in the *STARFINDER CORE RULEBOOK*.

PHASON EMITTER**(HYBRID)**

This energy emission system is installed on your armor's back, allowing it to warp space-time and add additional kinetic energy to your melee attacks. You can compress your armor into a sphere roughly 1/16th your size by using these emitters to open an extradimensional space within the armor for your body to occupy. Doing is a free action that doesn't change your size category, but it does allow you to move through an area as small as one-quarter your space without squeezing, or one-eighth your space when squeezing.

While compressed, you have 360° vision and move via rolling your spherical armor. You gain a +2 bonus on Acrobatics checks made to tumble while compressed, and if you use the total defense action while compressed the bonus to your AC increases from +4 to +6. You can't attack with any weapons except unarmed strikes while compressed (which

you accomplish via ramming your armor into opponents), but your unarmed strikes aren't considered archaic weapons and count as having the *shock* infusion.

WEAPON INTEGRATION SYSTEM

This high-tech device allows you to install a weapon into a suit of light or heavy armor, as if it were a suit of powered armor. You can have multiple weapon integration systems installed in a single suit of armor, with each armor upgrade granting you one weapon slot. If you have only one weapons slot, you can only install a one-handed weapon into the slot. A two-handed weapon occupies two weapon slots, a heavy weapon occupies three weapon slots, and a weapon with the unwieldy weapon special property occupies one additional slot beyond the number usually needed, based on its type.

This armor upgrade can only be installed in light or heavy armor.

AUGMENTATIONS (BIOTECH)

You can use magic items to augment yourself with new powers and abilities. For more information on augmentations, see the Augmentations section in Chapter 7 of the *STARFINDER CORE RULEBOOK*.

The following augmentations represent modifications to your DNA (or equivalent) combined with implants of biological origin that integrate into your physiology. For more information on biotech, see the Biotech section in Chapter 7 of the *STARFINDER CORE RULEBOOK*.

ADAMANTINE BONEPLATE

SYSTEM SKELETON

You fuse sheets of adamantine alloy designed to deflect attacks directly to your skeleton. You gain an amount of damage reduction equal to the augmentation's model (Mk 1 grants DR 1, Mk 2 grants DR 2, and so on). If you have natural damage reduction equal to or greater than your adamantine boneplate, adding adamantine boneplate increases the value of your natural DR by 1. If you have natural DR of a value less than your adamantine boneplate, the value of DR from your adamantine boneplate increases by 1.

You can't have both adamantine boneplate and dermal plating implanted at the same time; treat these augmentations as if they modified the same system for this purpose.

BIOTIC FLIGHT

SYSTEM SPINAL COLUMN

You augment yourself with modifications to your nervous and skeletal systems and implant new locomotive limbs as modified for a creature of your race, granting you the ability to fly. A minimal biotic flight system is tenuously implanted and unable to fully support your weight, granting you the ability to attempt a DC 15 Acrobatics check to fall safely from any height, as if using a 1st-level *flight* spell. If you succeed on a second DC 15 Acrobatics check, you can use this biotech to glide, moving 5 feet laterally for every 20 feet that you fall. A standard biotic flight system is more comprehensive and

invasive, granting you a fly speed equal to half your base speed with clumsy maneuverability. A complete biotic flight system is fully integrated into your nervous system and often includes biotic parts custom-grown from stem cells with your genetic information, granting you a fly speed equal to your base speed with good maneuverability.

Regardless of the augmentation's model, a biotic flight system doesn't function in a vacuum (such as the void of space), and the flight granted by the augment is an extraordinary ability, the result of bioengineering rather than magic. At the GM's decision, especially thick or thin atmospheres may grant you a bonus or penalty on Acrobatics checks to fly.

Normally a biotic flight augmentation takes the form of special membranes grafted into your body (for a minimal system) or wings (for a standard or complete systems), but sometimes they take more unusual forms, such as a biotic system that mirrors a haan's balloon webbing or psychic levitation, even downright silly enhancements to your existing form such as transforming your tail into a propeller capable of liftoff.

MUSCLE MASS MAGNIFIER

SYSTEM MUSCLES

You inject a biotic stimulate into your blood that enhances your muscles, augmenting the strength and speed of your punches, kicks, and similar attacks. Whenever you attack with an unarmed strike, you can choose to replace your unarmed strike's nonlethal weapon special property for the penetrating weapon special property, using the biotech's level as your unarmed strike's item level. This decision is made each time you make an attack roll with an unarmed strike, before the result of your attack is revealed.

If your muscle mass magnifier augmentation is 9th level or higher, the augment also grants your unarmed strikes a critical effect of your choice from the following list: knockdown, staggered, or wound. You can choose one critical effect from this list each time you critically hit, and you use the biotech's level as your unarmed strike's item level for the purpose of calculating the effect's save DC. If your unarmed strikes have a critical effect from another source, you must choose whether to use this ability or the other critical effect.

SPIKE GROWTHS

SYSTEM VARIES

You surgically add bonelike growths to your skeleton in key locations such as your hands, knees, elbows, or knuckles, allowing your unarmed strikes with those areas to precisely focus kinetic energy from your attacks into painful jabs. Whenever you attack with an unarmed strike, you choose whether your attack deals bludgeoning damage, piercing damage, or both (half bludgeoning damage, the rest piercing damage). In addition, if you are climbing a surface with a hardness that is less than your Strength modifier, you count as having adequate handholds as you create handholds with your fists. If you have Improved Unarmed Strike, you gain this bonus if the surface has hardness that is less than your Strength modifier + your total level.

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