GRAVITY AGE™
CYBERNETICS EMPORIUM 2

STROH HAMMER

STARFINDER
COMPATIBLE

SHGA-A06

GRAVITY AGE™
CYBERNETICS EMPORIUM 2

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CYBERNETIC OVERVIEW

For several millennia, humans and other races have strived to achieve self-perfection though augmentation. Some races prefer different types of augmentation over others but mammals generally prefer cybernetic augmentation above other forms of augmentation. Cybernetics are relatively common and are usually the cheapest and fastest means of augmenting.

QUICK CYBERNETICS REVIEW

The rules for "Augmentation" can be found in Chapter 7 of the Starfinder Core Rulebook. These rules were extended in the Gravity Age: Cybernetics Emporium (*). A quick overview of existing cybernetic augmentation rules are presented below. For additional information on augmentation and cybernetics review the resources above.

SYSTEM

All cybernetic augmentations require a body system. This is simply a part of the body each augmentation is compatible with. A body system is limited to one augmentation without an augmentation plexus*. There are a few exceptional cybernetic augmentations that require no body system or require multiple body systems.

Common systems: arm (or all arms), brain, ears, eyes, foot (or all feet), hand (or all hands), heart, leg (or all legs), lungs, spinal column, skin, throat, and torso*.

IMPLANTATION AND REMOVAL

Getting a cybernetic augmentation requires the services of a professional cybernetic surgeon or someone with ranks in Medicine equal to the level of the augmentation. Cybernetic surgery takes 1 hour per level of the augmentation. The price of the surgery is included in the prices listed for each augmentation. The price of a new augmentation includes the price of removing the old if its replacing an existing augmentation. Typically, it is not possible to resell or implant an augmentation from one individual to another because every cybernetic augmentation is DNA coded to match the original recipient's DNA.

ACTIVATION

Cybernetic augmentations are plugged directly into the recipient's nervous system and many work continuously like other body functions. Cybernetics which require activation turn on or off as a standard action unless the description states otherwise.
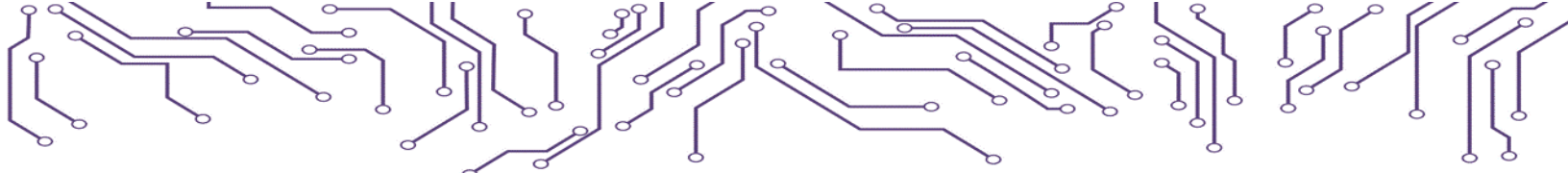
BIONICS*

Although cybernetics are programmed to be organically compatible with their host and use synthetic connections into all the other host's systems they are still for the most part made of inorganic materials. The last great step for science in the field of cybernetics was the leap from the use of synthetic materials to growing biological equivalents to mechanical systems. Adaptive biochains allow any cybernetic augmentations to be grown as biotech, also known as 'bionics'.

The technology required to produce bionics is rarer and more expensive than cybernetics. Bionic items cost 10% more than their cybernetic equivalents. Bionics and cybernetics use the same body systems so it is not possible to have a bionic augmentation share a body system without an augmentation plexus.

O.S.C.A.R.*

Open Source Cyber Augmentation Resolution ("OSCAR") was adopted by many of the cybernetic augmentation manufacturers. OSCAR is essentially a standardized socket which takes complex biological and mechanical controls and simplifies them into a small set of basic connections and

controls. An OSCAR socket does not count as an augmentation by itself and can be installed on any of the following systems; arm (or all arms), eyes (or all eyes), foot (or all feet), hand (or all hands), and leg (or all legs). An Oscar socket must be purchased separately for each hand, limb, or foot. Cybernetics which are OSCAR ready out of the box will include the text "OSCAR compliant" in its description. Other cybernetic augmentations can be purchased with OSCAR compatibility by adding 10% to the base purchase price. OSCAR compatibility cannot be added to a cybernetic augmentation which has already been implanted.

C.O.R.E.*

CORE is a process by which the subject's brain, nervous system, spine, and vital organs, including the heart, liver, kidneys, and small portions of the digestive tract, are extracted then integrated within an embryonic pod. Once a subject has undergone CORE their embryonic pod is integrated with an Avatar. For additional information on the CORE process see the "Cybernetics Over" section of the Gravity Age: Cybernetics Emporium.

CYBER PSYCHOSIS*

Cyber psychosis is caused by an integration failure of the biomechanical system and the recipient's nervous system. It is a permanent condition which cannot be "cured". Common causes include inferior or cheap cybernetics, partial failure of the CORE process, critical injury, or rejection of used cybernetic augmentations. For additional information on the cyber psychosis see the "Cybernetics Overview" section of the Gravity Age: Cybernetics Emporium.

NEW CYBERNETICS RULES

The following rules are an extension of the existing augmentation options presented in the Gravity Age: Cybernetics Emporium and the Starfinder Core Rulebook for players and game masters.

NEW BODY SYSTEM – TENTACLE

Tentacles are considered a new body system for any alien or creature possessing one or more. All non-retractable tentacles are eligible for augmentation including those gained from other augmentations, bioware, or mutation. Unlike typical body systems, tentacles are receptive to eye, hand, and foot augmentations, in addition to tentacle only augmentations. However, a tentacle can only be augmented with a single type of body system

augmentation. Example: a tentacle with an augmentation plexus could use two hand augmentations, but could not use the combination of a hand and foot augmentation.

Any augmentation which affects movement must be installed in a minimum of two tentacles and at least 50% of the tentacles for creatures possessing 3 or more to gain any benefit from the augmentation.

SALVAGED CYBERNETICS (OPTIONAL)

Under normal conditions cybernetic augmentations cannot be reused or implanted into anyone other than the original owner. The biological mechanical system which stabilized cybernetic augmentation relies on matching synthetic DNA to the recipient's actual DNA to avoid augmentation rejection or other side effects like cyber psychosis. All cybernetic augmentations bought at book value are safe and stable. The same technology that made cybernetic augmentation safe also prevents it from being salvaged or reused.

In reality, there are class abilities, feats, technologies, and mutations which allow certain individuals and races to take advantage of salvaged cybernetic augmentations. Previously used augmentations sell on the black market for 20% of their book value and can be purchased for 80% of their book value. There are two important things to remember when augmenting with second hand cybernetics. First, there is always a chance of gaining cyber psychosis with second hand parts no matter what ability, feat, or technology allows you to use them. Second, you are dealing with the black market and anyone interested in purchasing second hand cybernetics is likely carrying a treasure trove of augmentations ripe for harvest and sale in that very market. For additional information on the cyber psychosis see the "Cybernetics Overview" section of the Gravity Age: Cybernetics Emporium.

CYBERNETIC SHIELD AUGMENTATIONS

Cybernetic shield augmentations grant a shield bonus to the recipient's EAC, KAC or both. A shield bonus is like an armor bonus. It doesn't stack with other effects that grant a shield bonus but it does stack with EAC and KAC bonuses granted by wearing armor. If the recipient has multiple items or effects that grant a shield bonus, only the highest EAC and KAC values apply. Cybernetic shield augmentations do not have an armor check penalty or effect on the recipient's maximum dexterity bonus and there is no speed penalty. All Starfinder character classes are considered proficient with cybernetic shields.
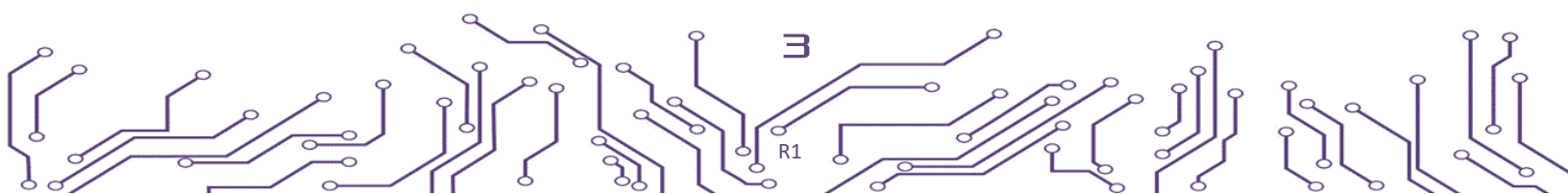
AUGMENTATIONS

ADAPTIVE ENERGY WEAVE				SYSTEM Skin
MODEL	LEVEL	PRICE	ER	DISGUISE
Minor	4	1,650	2	1
Standard	9	15,500	5	1
Advanced	14	68,000	10	1
Superior	19	525,000	15	1

Your adaptive energy weave is always protecting you from one of the five energy types (acid, cold, electricity, fire, or sonic). Although your weave only protects you from one energy type at a time, you can change between different energy types taking on the energy resistance most suitable to your current situation. Each weave includes mechanisms to protect your eyes and respiration from each selected energy type.

You must declare a default adaptive energy weave energy resistance. This resistance is always active unless you spend a move action to change the resistance to another energy type. Any time you rest to regain Stamina Points the resistance reverts back to your chosen default energy type.

The strength of your energy resistance is determined by the model of adaptive energy weave you are augmented with as indicated by the Energy Resistance [ER] value in the stat block above.

AEON RECEPTACLE			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	150	2
Two stone	6	4,975	2
Three stone	13	49,750	2
Five stone	20	975,000	2

Developed as a more discrete method of using an *aeon stone*, the aeon receptacle is implanted in the base of the skull or center of the forehead. Although the forehead isn't very discrete it has become fashionable on many core worlds to display the spinning *aeon stone* and the stone can often be hidden by simply wearing a hat or helmet. In addition to the standard model, aeon receptacles can be purchased in two stone, three stone, or five stone models.

The recipient can spend 1-minute to remove or replace an *aeon stone* contained within the receptacle. Removing the aeon stone without the recipient's cooperation destroys the augmentation.

ALTER EGO CONCENTRATOR			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	12	44,000	1
Advanced	16	133,000	1
Superior	20	997,000	1

This is a must have cybernetic augmentation for serious casters. The alter ego concentrator is a microcrystal CPU implanted in the brain that takes over some or all of the concentration requirements to maintain a spell or class ability with the concentration requirement. The recipient can maintain a spell as a move action rather than a standard action, but is still restricted from casting another spell while their augmentation maintains their concentration. The advanced model reduces the concentration effort to a swift action but still restricts the recipient from casting a second spell. In addition to the benefit of the advanced model, the recipient of the superior alter ego concentrator can spend 1 Resolve Point to cast another spell while their augmentation maintains concentration on the first spell. Once the second spell is cast its possible for the recipient to maintain two spells; original spell as a swift action and the second as a standard action. The second spell can be maintained without spending additional Resolve Points.

AMYGDALA HYPER-ENHANCER			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	9	16,000	2
Advanced	13	55,000	2
Superior	17	260,000	2

Although the amygdala hyper-enhancer seems to put the recipient on edge, this is a popular upgrade for casters. A dark matter coil is implanted around the brain stem of the recipient. This coil over stimulates the amygdala heightening its ability to detect fear and prepare for emergency events. This augmentation provides the recipient with a +2 circumstance bonus to Perception checks to avoid surprise and to their EAC/KAC if they provoke attack(s) of opportunity by casting while threatened. The advanced model of the amygdala hyper-enhancer increases the circumstance bonus to +4. In addition to all the benefits of the advanced model, recipients of the superior amygdala hyper-enhancer can spend 1 Resolve Point to act during the surprise round, or avoid provoking attacks of opportunity while casting.

Table 4-1 Augmentations

NAME	LEVEL	PRICE	SYSTEM
Aeon receptacle, standard	1	150	Brain
Biomonitor, standard	1	65	--
Cybernetic armor upgrade slot, standard	1	100	Special
Fiberoptic hair, standard	1	100	--
Gravity buckler, standard	1	225	Arm
Mastoid wave, standard	1	99	Ears
Stellar buckler, standard	1	250	Arm
Water recovery and reconstitution, standard	1	175	Skin and Torso
Genome suppressor, standard	2	505	Torso
Hauler's frame, standard	2	765	All Limbs and Spine
Mastoid wave, advanced	2	499	Ears
Needler, fingertip	2	350	--
Needler, palm	2	500	Hand
Rocket fist, standard	2	625	Hand
Skill impression, minor	2	590	Brain
Slam bracer, type 1	2	500	Arm
Virtual sensory perception, basic transmitter	2	500	Brain
Flame thrower, standard	3	1,250	Hand or Throat
Hidden internal storage unit, breast implant	3	1,350	--
Holographic double, standard	3	1,200	Hand or Eye
Induction Skates, standard	3	1,.490	All Feet
Iron Stomach, standard	3	1,450	Torso
Liver 2.0, standard	3	1,500	Torso
Mystic cynosure, standard	3	1,535	Brain
Needler, oral	3	1,500	Throat
Retractable claws, standard	3	1,550	Hands
Weapon impression, standard longarm	3	1,525	Brain
Weapon impression, standard advanced melee	3	1,525	Brain
Weapon impression, standard heavy weapons	3	1,525	Brain
Weapon impression, standard sniper weapons	3	1,525	Brain
Weapon impression, standard special weapons	3	1,525	Brain
Adaptive energy weave, minor	4	1,650	Skin
Anchor talons, standard	4	1,800	All feet
Anti-grave tractor beam, standard	4	2,025	Arm
Aura-optics, standard	4	2,000	Eye
Bio-reactor core, standard	4	2,050	Torso
Extreme descent safeguard system	4	2,000	Spine
Hidden internal storage unit, standard	4	1,900	Torso
Pulse scatter-wave veil, standard	4	1,850	Spine
Skill impression, standard	4	1,800	Brain
Tentacles, 2 - tentacle	4	1,950	Spine
Valkyrie vambrace, standard	4	1,925	Arm
Virtual sensory perception, hyper transmitter	4	2,000	Brain
Cerametal exoderm heavy armor, mk1	5	3,100	Skin
Hydraulic claw, standard	5	2,950	Hand
Iron halo point-defense, light	5	3,000	Torso
Laser target designator, standard	5	2,850	Eye
Pharynx nausea inhibitor, standard	5	3,100	Throat
Retractable claws, molecular thin-blade I	5	3,200	Hands

NAME	LEVEL	PRICE	SYSTEM
Thought finder, standard	5	2,825	Brain
Valkyrie greaves, standard	5	2,600	Legs and feet
Aeon receptacle, two stone	6	4,975	Brain
Audio feedback, standard	6	4,400	Ear and Throat
Brain 2 spine plexus, standard	6	5,200	Spine
Cerebral probe, standard	6	4,500	Hand
Chromium exoderm light armor, mk1	6	4,600	Skin
Cybernetic armor upgrade slot, advanced	6	2,300	Special
Entropic cloaking, standard	6	5,000	Spine
Fusion bracer, standard	6	4,225	Arm
Infolink communicator, standard	6	4,025	Brain and Ear
Electromagnetic shielding, standard	6	4,600	Skin
Retractable claws, neutron dense	6	8,000	Hands
Rocket fist, advanced	6	3,850	Hand
Scatter-wave cloaking, standard	6	5,000	Spine
Siren's song, standard	6	4,750	Throat
Virtual sensory perception, receiver	6	4,500	Brain
Envoy improvisation implant, standard	7	8,800	Brain
Fade to black, standard	7	8,250	Skin
Flame thrower, advanced	7	7,250	Hand or Throat
Flash stellar crystal, standard	7	7,500	Spine
Hauler's frame, advanced	7	7,350	All Limbs and Spine
Library data archive, identify creatures	7	8,000	Brain (requires neural computer)
Mechanic trick implant, standard	7	8,900	Brain
Operative exploit implant, standard	7	9,000	Brain
Recoil compensator, standard	7	7,450	All arms
Technomancer magic hack implant, standard	7	9,100	Brain
Tentacles, 4 - tentacle	7	7,950	Spine
Valkyrie vambrace, advanced	7	6,925	Arm
Aura-optics, advanced	8	10,000	Eye
Cerametal exoderm heavy armor, mk2	8	11,000	Skin
Circulatory control system, standard	8	10,000	Heart
Infolink communicator, telepathic wave	8	10,125	Brain and Ear
Integrated junk bot, handy	8	8,500	Torso
Integrated junk bot, healing	8	9,000	Torso
Jaeger defense protocol, standard	8	12,000	Brain
Jaeger offense protocol, standard	8	12,000	Brain
Prosthetic leg amplifiers, standard	8	8,450	All Legs
Slam bracer, type 2	8	10,000	Arm
Starfish radioflash, mk1	8	10,000	Hand
Virtual sensory perception, hive	8	9,000	Brain
Adaptive energy weave, minor	9	15,500	Skin
Amygdala hyper-enhancer, standard	9	16,000	Brain
Anti-grav tractor beam, standard	9	16,995	Arm
Chromium exoderm light armor, mk2	6	15,000	Skin
Day dreamer, standard	9	14,000	Brain
Enhanced detoxifier, mk I	9	11,500	Torso
Envoy improvisation implant, advanced	9	17,800	Brain
Gravity buckler, advanced	9	15,750	Arm
Hidden internal storage unit, advanced	9	15,000	Torso
Iron Stomach, advanced	9	16,750	Torso

NAME	LEVEL	PRICE	SYSTEM
Mistsight optics, standard	9	16,500	Eyes
Mystic cynosure, advanced	9	15,500	Brain
NU2U, standard	9	16,000	Spine
Pathogen filter, standard	9	16,250	Heart
Quantum leap, standard	9	15,950	Feet
Serpent motus, standard	9	33,000	All Legs and Feet
Skill impression, advanced	9	15,500	Brain
Stellar buckler, advanced	9	16,250	Arm
Doppler radar, standard	10	18,000	Brain
Holographic double, advanced	10	19,500	Hand or Eye
Hyper-oxygenation system, standard	10	18,950	Heart and Lungs
Pharynx nausea inhibitor, advanced	10	18,500	Throat
Retractable claws, molecular thin-blade II	10	21,000	Hands
Anchor talons, advanced	11	22,000	All feet
Bio-reactor core, advanced	11	22,000	Torso
Cerametal exoderm heavy armor, mk3	11	32,000	Skin
Cybernetic armor upgrade slot, superior	11	12,500	Special
Enhanced detoxifier, mk II	11	24,500	Torso
Envoy improvisation implant, superior	11	28,800	Brain
Flame thrower, superior	11	22,250	Hand or Throat
Hydraulic claw, advanced	11	22,950	Hand
Mental static aura generator, standard	11	23,000	Spine
Operative exploit implant, advanced	11	30,000	Brain
Serpent motus, constriction	11	44,000	All Legs and Feet
Serpent motus, striking	11	44,000	All Legs and Feet
Siren's song, advanced	11	24,750	Throat
Slam bracer, type 3	11	27,500	Arm
Starfish radioflash, mk2	11	26,000	Hand
Weapon impression, superior longarm	11	25,500	Brain
Weapon impression, superior advanced melee	11	25,500	Brain
Weapon impression, superior heavy weapons	11	25,500	Brain
Weapon impression, superior sniper weapons	11	25,500	Brain
Weapon impression, superior special weapons	11	25,500	Brain
Alter ego concentrator, standard	12	44,000	Brain
Catalytic GH enhancer	12	39,000	Brain
Cerebral probe, advanced	12	42,500	Hand
Chromium exoderm light armor, mk3	12	38,000	Skin
Electromagnetic shielding, advanced	12	42,000	Skin
Entropic cloaking, advanced	12	45,000	Spine
Hauler's frame, superior	12	39,550	All Limbs and Spine
Liver 2.0, advanced	12	44,500	Torso
Rocket fist, superior	12	32,900	Hand
Scatter-wave cloaking, advanced	12	45,000	Spine
Tentacles, 6 - tentacle	12	44,950	Spine
Valkyrie greaves, advanced	12	47,000	Legs and feet
Aeon receptacle, three stone	13	49,750	Brain
Amygdala hyper-enhancer, advanced	13	55,000	Brain
Enhanced detoxifier, mk III	13	53,500	Torso
Envoy improvisation implant, ultra	13	58,800	Brain
Fade to black, standard	13	56,250	Skin

NAME	LEVEL	PRICE	SYSTEM
Iron halo point-defense, heavy	13	53,000	Torso
Mechanic trick implant, advanced	13	59,000	Brain
NU2U, advanced	13	59,000	Spine
Plan B, standard	13	60,000	Spine
Prosthetic leg amplifiers, advanced	13	56,000	All Legs
Quantum leap, advanced	13	49,950	Feet
Technomancer magic hack implant, advanced	13	62,000	Brain
Adaptive energy weave, advanced	14	68,000	Skin
Anti-grav tractor beam, superior	14	69,990	Arm
Cerametal exoderm heavy armor, mk4	14	80,000	Skin
Circulatory control system, advanced	14	70,000	Heart
Doppler radar, advanced	14	75,000	Brain
Flash stellar crystal, advanced	14	74,500	Spine
Fusion bracer, advanced	14	72,250	Arm
Hidden internal storage unit, superior	14	72,000	Torso
Pathogen filter, advanced	14	76,000	Heart
Sacral brain, standard	14	74,000	Spine
Skill impression, superior	14	78,000	Brain
Starfish radioflash, mk3	14	86,000	Hand
Audio feedback, advanced	15	121,000	Ear and Throat
Chromium exoderm light armor, mk4	15	135,000	Skin
Enhanced detoxifier, mk IV	15	91,500	Torso
Iron Stomach, superior	15	123,000	Torso
Jaeger defense protocol, advanced	15	128,000	Brain
Jaeger offense protocol, advanced	15	128,000	Brain
Library data archive, recall knowledge	15	125,000	Brain (requires neural computer)
Liver 2.0, superior	15	134,000	Torso
Mental static aura generator, advanced	15	123,000	Spine
Mystic cynosure, superior	15	130,000	Brain
Operative exploit implant, superior	15	145,000	Brain
Retractable claws, molecular thin-blade III	15	135,000	Hands
Slam bracer, type 4	15	133,000	Arm
Thought seeker, standard	15	149,000	Brain
Alter ego concentrator, advanced	16	133,000	Brain
Cybernetic armor upgrade slot, standard	16	90,000	Special
Hyper-oxygenator system, advanced	16	175,000	Heart and Lungs
Pharynx nausea inhibitor, superior	16	180,000	Throat
Recoil compensator, advanced	16	165,000	All arms
Siren's song, superior	16	164,750	Throat
Technomancer magic hack implant, superior	16	190,100	Brain
Valkyrie vambrace, superior	16	169,000	Arm
Amygdala hyper-enhancer, superior	17	260,000	Brain
Anchor talons, superior	17	235,000	All feet
Cerametal exoderm heavy armor, mk5	17	220,000	Skin
Enhanced detoxifier, mk V	17	242,500	Torso
Holographic double, superior	17	255,000	Hand or Eye
Hydraulic claw, superior	17	249,000	Hand
Integrated junk bot, battle	17	245,000	Torso
NU2U, superior	17	280,000	Spine
Starfish radioflash, mk 4	17	270,000	Hand
Tentacles, 8 - tentacle	17	249,950	Spine

R1

NAME	LEVEL	PRICE	SYSTEM
Bio-reactor core, superior	18	329,000	Torso
Cerebral probe, superior	18	342,000	Hand
Chromium exoderm light armor, mk5	18	390,000	Skin
Electromagnetic shielding, superior	18	342,500	Skin
Gravity buckler, superior	18	365,000	Arm
Prosthetic leg amplifiers, superior	18	346,000	All Legs
Slam bracer, type 5	18	335,000	Arm
Stellar buckler, superior	18	380,000	Arm
Valkyrie greaves, superior	18	360,000	Legs and feet
Adaptive energy weave, superior	19	525,000	Skin
Anti-grav tractor beam, ultra	19	535,600	Arm
Doppler radar, superior	19	545,000	Brain
Enhanced detoxifier, mk VI	19	585,000	Torso
Jaeger defense protocol, superior	19	600,000	Brain
Jaeger offense protocol, superior	19	600,000	Brain
Mechanic trick implant, superior	19	620,000	Brain
Mental static aura generator, superior	19	546,000	Spine
Operative exploit implant, ultra	19	650,000	Brain
Pathogen filter, superior	19	612,000	Heart
Rocket fist, ultra	19	542,000	Hand
Skill impression, ultra	19	526,000	Brain
Technomancer magic hack implant, ultra	19	660,000	Brain
Aeon receptacle, five stone	20	975,000	Brain
Alter ego concentrator, superior	20	997,000	Brain
Audio feedback, superior	20	888,880	Ear and Throat
Flash stellar crystal, superior	20	995,500	Spine
Fusion bracer, superior	20	890,000	Arm
NU2U, ultra	20	1,100,000	Spine
Retractable claws, molecular thin-blade IV	20	1,000,000	Hands
Starfish radioflash, mk 5	20	1,000,000	Hand

STARMETAL LABS

PERFECTING HUMANITY
SINCE 2522

R1

ANCHOR TALONS				SYSTEM All Feet
MODEL	LEVEL	PRICE	HARDNESS	DISGUISE
Standard	4	1,800	15	4
Advanced	11	22,000	30	4
Superior	17	235,000	45	4

The recipient is augmented with retractable adamantine heal spurs allowing them to anchor themselves to almost any surface. Capacitors located in the recipient's ankles produce an electromagnetic pulse strong enough for the spurs to penetrate a hardness determined by model type (see stat block above). While anchored, the recipient gains a +8 circumstance bonus to their CMD against bull rush, reposition, and trip combat maneuvers. In addition, the recipient is immune to getting pushed back by knockback attacks, but takes +1 damage per die from such attacks while anchored to the ground. Activating anchor talons can be done as a swift action or reaction. Withdrawing anchor talons relies on a much slower hydraulic system and takes a full action.

In rare cases the recipient might attempt to anchor themselves to a creature. The creature must be at least two size categories larger and the recipient must succeed on a grapple combat maneuver. The anchor talons do not confer any bonus to CMB, but if a grapple is attained it persists until the target creature succeeds on an attempt to break the grapple. The recipient gains a +8 circumstance bonus to their CMD against the grappled creature once they have anchored themselves. In addition, anchor talons do 2d6 damage to any creature successfully grappled and one point of bleed damage every round the recipient remains anchored to it.

ANTI-GRAV TRACTOR BEAM				SYSTEM Arm
MODEL	LEVEL	PRICE	Bulk	DISGUISE
Standard	4	2,025	1	3
Advanced	9	16,995	25	5
Superior	14	69,990	500	9
Ultra	19	535,600	2500	15

The anti-grav tractor beam allows the recipient to manipulate to lift and move an object or creature. As a standard action, you can create a beam of gravitons to lift and move an object within the model's bulk limits up to 30 ft. in any direction with a 60-ft. range. You can spend a standard action each round to maintain gravitational influence over an object allowing you to walk along with an object by spending a move action to move.

Targeting a creature with the anti-grav tractor beam requires an attack roll against the creature's EAC. If the creature struck by the anti-grav tractor beam fails a Reflex save (DC = 10 + the item's level) it gains the off-kilter condition and can be manipulated like an object until it is freed from the gravitational influence of the beam. Once gravitational influence has been established over a creature the beam can be used to slam the creature into a wall, ceiling, floor, or object for 3d6 damage, but doing so immediate releases the creature from the beam's influence. Creature exceeding the maximum bulk of the beam are immune to its effects. A willing creature can automatically be gravitationally influenced but still gains the off-kilter condition.

AUDIO FEEDBACK				SYSTEM Ear & Throat
MODEL	LEVEL	PRICE	BONUS	DISGUISE
Standard	6	4,400	+1	--
Advanced	15	121,000	+2	--
Superior	20	888,880	+3	--

Your augmentation allows you to produce a noise cancelling affect with your vocal cords. Special audio receivers pick up sounds produced by your movement. As those sounds are processed artificial vocal cords produces sounds on a counter wave frequency producing the noise cancelling effect. You gain a circumstance bonus to Stealth skill checks as indicated in the stat block above. This augmentation can be turned on or off as a move action.

AURA-OPTICS			SYSTEM Eyes
MODEL	LEVEL	PRICE	DISGUISE
Standard	4	2,000	2
Advanced	8	10,000	2

Aura-optics are implanted in one or more of the recipient's eyes giving the iris a faceted stained-glass look. This augmentation allows the recipient to see sources of magic, but does not assist in identifying the strength or type of magic. The recipient also gains a +2 circumstance bonus against sense-dependent effects that target vision (such as gaze abilities or aura-like effects). Advanced aura-optics allow the recipient to cast arcane sight as a spell-like ability (CL 8th) once per day and the circumstance bonus is increased to +4 against sense dependent effects.

BIOMONITOR			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	65	--

The biomonitor measures the recipient's vital signs including their heart rate, blood pressure, temperature, and certain electrical functions of the central nervous system. This augmentation relays data back to any a friendly network, computer, or even a companion's HUD display.

The recipients Stamina, Hit Points, and state of consciousness are known to anyone monitoring their condition. This augmentation is a small self-contained unit which can be implanted by injection and does not require an augmentation slot.

BIO-REACTOR CORE			SYSTEM Torso
MODEL	LEVEL	PRICE	DISGUISE
Standard	4	2,050	1
Advanced	11	22,000	1
Superior	18	329,000	1

The bio-reactor core is a chemical reactor that generates electricity from your body waste. It is ideal for recharging or augmenting personal items with energy requirements. The bio-reactor core can only be used to recharge or augment one piece of equipment at a time. The energy provided must be spent in 1-hour increments and the device must be attached for a full hour before it begins benefitting from its connection to the bio-reactor core. It requires a standard action to change the device being charged or augmented. It can be used to charge or augment any of the following electrical systems.

- **Anti-Grav Plates or Anti-Grav System**: You gain 5 ft. of additional movement due to the augmented power. This movement boost increases to 10 ft. with the advanced model and 15ft. with the superior model. *Note*: Using the bio-reaction core with the anti-grav system requires an augmentation plexus.
- **Anti-Grav Tractor Beam:** You can manipulate twice as much weight with your anti-grav tractor beam and the Reflex save's DC is increased by 1 when its used to manipulate a creature.
- **Armor Environmental Protection**: The bio-reactor core provides enough energy to power the environmental protection attribute of armor indefinitely.
- **Laser Optics**: You gain 1 additional use of this before having to meet the recharge requirements of this item. It increases to 3 additional uses with the advanced model and 6 with the superior model.
- **Recharge Battery**: The bio-reactor core produces 1 charge every 10 minutes and can easily recharge a weapon or shield battery. The advanced model produces 1 charge every 5 minutes and the superior model produces 1 charge per minute.

It is possible to take advantage of multiple bio-core reactors by using an augmentation plexus. The effect does not stack but each bio-reactor core can be used to augment or charge a different power need.

BRAIN 2 SPINE PLEXUS			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	6	5,200	See below

Occasionally you run across a case where a subject's brain cannot be augmented without jeopardizing a supernatural ability or destroying a pre-existing brain augmentation. The brain 2 spine augmentation allows the recipient to use brain augmentations in their spine. This augmentation does not count against the number of spine augmentations the recipient may have. Any brain augmentation implanted in the spine still requires an open spine slot and increases the Disguise DC for the augmentation by +4.

CATALYTIC GH ENHANCER			SYSTEM Brain
MODEL	**LEVEL**	**PRICE**	**DISGUISE**
Standard	12	39,000	1

This cybernetic augmentation increases the production of growth hormone in the recipient's body. Two radioactive catalysts are implanted on the lateral wings of the anterior pituitary gland. Radioactive decay powers a chemical reaction greatly enhancing the recipient's natural ability to produce growth hormones. The recipient of this cybernetic augmentation benefits from all of the following advantages.

- **Increased Calcium Retention:** Your bones become stronger and thicker. When a critical hit is scored against you, there is a 10% chance that the critical hit is negated and the damage is rolled normally.
- **Increased Muscle Mass:** You gain a +1 racial bonus on all Athletics skill checks.
- **Increased Vigor:** Your hormone enhanced performance makes you less likely to tire during prolonged activity. You gain a +1 racial bonus to saving throws against gaining fatigued and exhausted conditions.
- **Increased Vitality:** You can take more punishment than non-augmented members of your race before you truly start getting hurt. You gain a 10% Stamina Point bonus.
- **Stimulates Immune System**: Your immune system gets a boost and you gain a +1 racial bonus to all Fortitude saving throws against disease.

CEREBRAL PROBE			SYSTEM Hand
MODEL	**LEVEL**	**PRICE**	**DISGUISE**
Standard	6	4,500	1
Advanced	12	42,500	1
Superior	18	342,000	1

One of the more grisly but effective augmentations, the cerebral probe allows the recipient to access an opponent's knowledge. A retractable syringe is implanted in one of the recipient's fingers. Fiberoptic filaments contained within the syringe can interact with the electrical impulses of an opponent's brain.

As a full action, the recipient can extend the cerebral probe into a dead or helpless opponent's brain with a successful Life Science skill check (DC 20). The recipient can search for the answer to one question per two item levels. Each answer will be truthful from the opponent's perspective, but are also limited to the opponent's knowledge. A living opponent can resist the cerebral probe with a successful Will save (DC = recipient's Life Science skill

+ item level). A dead opponent's mind can only be accessed if the number of hours passed since their death is less than or equal to the cerebral probe's item level. This augmentation only works on creatures with brains.

CHROMIUM EXODERM LIGHT ARMOR			SYSTEM Skin
MODEL	**LEVEL**	**PRICE**	**DISGUISE**
Mk 1	6	4,600	--/12
Mk 2	9	15,000	--/12
Mk 3	12	38,000	--/12
Mk 4	15	135,000	--/12
Mk 5	18	390,000	--/12

Chromium exoderm light armor is one of the flashiest cybernetic augmentations on the market. Thousands of the recipient's pores are replaced with nanite deployment modules. While inactive the armor is almost undetectable and only someone with the *Nanotaker* feat or similar ability is capable of identifying it as an augmentation. As a move action, the recipient can activate the armor by releasing millions of microscopic nanite spiders which form a protective lattice. To observers, the recipient appears to be coated in liquid chromium and provides a reflective, hard to the touch, yet flexible surface.

Recipient's only takes half-damage from lasers or photon based weapons and it provides the same environmental protections as normal armor. Due to the reflective and flashy nature of the armor, the recipient's disguise penalty applies to all Stealth checks to hide while the armor is active. Cybernetic armor provides no upgrade slots, but cybernetic armor upgrade slots can be purchased. Cybernetic armor does not count against the recipient's Bulk. See *Table 4-2: Cybernetic Armor* for additional armor statistics.

CERAMETAL EXODERM HEAVY ARMOR			SYSTEM Skin
MODEL	**LEVEL**	**PRICE**	**DISGUISE**
Mk 1	5	3,100	10
Mk 2	8	11,000	10
Mk 3	11	32,000	10
Mk 4	14	80,000	10
Mk 5	17	220,000	10

Often considered the ultimate cybernetic upgrade, Cerametal exoderm heavy armor comes in a variety of colors and defensive capabilities. The recipient's skin is implanted with hundreds of hardpoints where 120 interlocking plates of armor are snapped into place. Once the plates are installed and locked into place the armor cannot be removed without the recipient's consent. Each

Table 4-2 Cybernetic Armor

NAME	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	SPEED PENALTY
LIGHT ARMOR							
Chromium Exoderm Mk 1	6	4,600	7	7	+5	--	--
Chromium Exoderm Mk 2	9	15,000	11	11	+6	--	--
Chromium Exoderm Mk 3	12	38,000	15	15	+7	--	--
Chromium Exoderm Mk 4	15	135,000	18	18	+8	--	--
Chromium Exoderm Mk 5	18	390,000	20	20	+9	--	--
HEAVY ARMOR							
Cerametal Exoderm Mk 1	5	3,100	9	9	+3	-1	--
Cerametal Exoderm Mk 2	8	11,000	14	14	+3	-1	--
Cerametal Exoderm Mk 3	11	32,000	17	17	+4	-1	--
Cerametal Exoderm Mk 4	14	80,000	20	20	+5	-1	--
Cerametal Exoderm Mk 5	17	180,000	25	25	+6	-1	--

plate is custom fit and molded to a specific recipient. It takes 1 minute to remove a plate or 2 hours to remove an entire suite of armor. It's common for those implanted with Cerametal exoderm heavy armor to remove a few plates during social and intimate encounters. The armor functions normally if up to 10 plates are removed and functions with the broken condition with up to 40 plates missing. However, if 41 or more plates are missing the armor provides no EAC, KAC, or environmental protection.

Cybernetic armor provides the same environmental protections as normal armor, but includes no upgrade slots. However, cybernetic armor upgrade slots can be purchased. Cybernetic armor does not count against the recipient's Bulk. See *Table 4-2: Cybernetic Armor* for additional armor statistics.

CIRCULATORY CONTROL SYSTEM			SYSTEM Heart
MODEL	**LEVEL**	**PRICE**	**DISGUISE**
Standard	8	10,000	1
Advanced	14	70,000	1

The recipient is implanted with a series of sensors and cybernetic valves. This augmentation constantly monitor's the recipient's blood pressure and can reduce the supply of blood to a wounded area of the body, preventing death from massive blood loss. The recipient gains damage reduction 2 against bleed damage and any attempt to stabilize the recipient with First Aid gains a +1 circumstance bonus. The advanced model of this augmentation grants immunity to bleed damage and the circumstance bonus increases to +3 on First Aid attempts to stabilize the recipient.

CYBERNETIC ARMOR UPGRADE SLOT			SYSTEM Special
MODEL	**LEVEL**	**PRICE**	**MAX LVL**	**DISGUISE**
Standard	1	100	5	2 + Bulk
Advanced	6	2,300	10	2 + Bulk
Superior	11	12,500	15	2 + Bulk
Ultra	16	90,000	20	2 + Bulk

One of the most common implants for those already augmented with cybernetic armor, the recipient gains an armor upgrade slot with this augmentation. Recipients with cybernetic armor are limited to one-half their Constitution bonus in the number of cybernetic armor upgrade slots they can possess, but cybernetic armor upgrade slots do not require a body system. Recipient's without cybernetic armor must spend an appropriate body system for each cybernetic armor upgrade slot and they are still limited in number to one-half their Constitution bonus. Each model

of cybernetic armor upgrade slot has a maximum level of armor upgrade it can accept as indicated by the stat block above.

Armor upgrades with capacity and usage requirements still require an external or cybernetic power source. For additional information on Armor Upgrades, see the "Armor" section in Chapter 7 of the Starfinder Core Rulebook.

DAY DREAMER			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	9	14,000	1

The recipient of the day dreamer augmentation no longer needs to sleep. Implanted near the pineal gland in the brain, the day dreamer produces artificial chemical stimulants enhancing the brains ability to introduce new information, stabilize the information within the recipient's memory, and access the information after it has been stored. It also inhibits melatonin production. Once per day the recipient must go into a day dream like state for one hour to avoid the potential of gaining the fatigued condition like someone who has been deprived of sleep. While day dreaming the recipient remains semi-aware of their surroundings, but may perform no other task. They suffer a -2 penalty to Perception checks to avoid surprise while day dreaming.

Although the recipient may never need to sleep, they may choose to deactivate the augmentation for other reasons as a move action. They must still rest to regain Stamina, and may require bed rest to regain Hit Point damage.

DOPPLER RADAR			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	10	18,000	3
Advanced	14	75,000	3
Superior	19	545,000	3

This cybernetic implant produces specialized radar which uses the doppler effect to track the location, movement, and distance of nearby objects. Low powered microwaves are constantly bounced off your surroundings and the returned waves are analyzed and compiled into meaningful imagery. The doppler radar augmentation can be turned on or turned off as a move action.

You have blindsight 20 ft. and this range doubles to 40 ft. in vacuum, but it doesn't work at all submerged in a liquid like water. The advanced model of this augmentation doubles the ranges of the standard model and the superior model triples the ranges of the standard model. All three versions offer you a 360º field of vision.

The doppler radar augmentation has a drawback. You lose normal vision while the doppler radar augmentation is active because it highjacks your optic nerves. This allows the augmentation to use the visual centers of the brain. While the doppler radar augmentation is active you see in mono-color and cannot make out color, patterns, read, or use the Culture skill to decipher writing.

This augmentation is HUD compatible and can be used with a neural computer.

ELECTROMAGNETIC SHIELDING			SYSTEM Skin
MODEL	LEVEL	PRICE	DISGUISE
Standard	6	4,600	3
Advanced	12	42,000	3
Superior	18	342,500	3

A lattice of electromagnetic conductors are surgically implanted beneath the recipient's skin. These conductors help dissipate electromagnetic damage before it becomes harmful or potentially shuts down personal electronics in the case of an EMP attack. Electromagnetic shielding also protects the recipient against the neural overload caused by mind-effecting spells that use the term overload in the description, like mind thrust and synaptic overload, and synaptic pulse. The recipient gains a +2 bonus to saving throws against EMP attacks and neural overload. This bonus increases to +4 with the advanced model and complete immunity with the superior model.

Any creature grappling or being grappled by the recipient of electromagnetic shielding loses any cloaking granted by an electromagnetic device or augmentation.

ENTROPIC CLOAKING			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	6	5,000	2
Advanced	12	45,000	2

This cybernetic augmentation blurs your form by producing quantum emissions that degenerate incoming visible wavelengths of the electromagnetic spectrum. The recipient's outline appears blurred, shifting and wavering. This distortion grants the recipient concealment (20% miss chance). A *see invisibility* spell does not counteract the blur effect, but a *true seeing* spell does. Opponents that cannot see the subject ignore the augmentation's effect (though fighting an unseen opponent carries penalties of its own). This is accomplished by implanting a series of quantum emitters in the recipient's spine. Activating entropic

cloaking is a move action. The advanced model increases the concealment to 50%.

Both models allow the recipient to remain blurred for up to 10 rounds. Once entropic cloaking has been activated, you must meet the conditions normally required to regain Stamina Points before you can activate it again.

ENHANCED DETOXIFIER				SYSTEM Torso
MODEL	LEVEL	PRICE	STAGE	DISGUISE
Mk I	9	11,500	-1	1
Mk II	11	24,500	-2	1
Mk III	13	53,500	-3	1
Mk IV	15	91,500	-4	1
Mk V	17	242,500	-5	1
Mk VI	19	585,000	Immune	1

Your digestive system has been augmented with a series of advanced filters, enzyme factories, and chemical analysis cybernetics. Unlike other enhancements that simply improve your resistance to poisons, toxins, and drugs this augmentation produces anti-toxins specific to the substance it is combating. The enhanced detoxifier reduces the number of stages a poison, toxin, or drug by the value indicated in the STAGE column in the stat block above.

Example: Black Lotus Extract has a progression track of Healthy—Weakened—Debilitated—Dead, but to a cyborg equipped with a Mk1 enhanced detoxifier the progression track is reduced to Healthy—Weakened—Debilitated.

If the reduction of stages from the progression track is equal to or greater than the number of total stages in the progression track the possessor of this augmentation is effectively immune to that poison, toxin, or drug. The recipient of the Mk 6 enhanced detoxifier is immune to all poisons, toxins, and drugs.

Every model of the enhanced detoxifier can be turned on or off by its recipient as a move action. Unless otherwise noted this augmentation is assumed to always be on.

ENVOY IMPROVISATION IMPLANT				SYSTEM Brain
MODEL	LEVEL	PRICE	IMP	DISGUISE
Standard	7	8,800	2nd	2
Advanced	9	17,800	4th	2
Superior	11	28,800	6th	2
Ultra	13	58,800	8th	2

Envoy's influence the ebb and flow of battle with their improvisations. A small quantum processor with its own memory unit is implanted in the recipient envoy's brain. This allows an envoy to learn one additional envoy improvisation. The envoy improvisation is selected at the time of implantation and the level of the improvisation

(IMP) for each model is indicated in the stat block above. Due to the complexity of the synaptic connections required for this augmentation to function properly, no more than one envoy improvisation implant can ever be implanted at a time. However, a lesser model can be replaced with more advanced model but the improvisation originally gained from the lesser model is lost. An envoy must also maintain any prerequisite improvisations for their higher-level improvisations to continue functioning.

A non-envoy that purchases this augmentation gains no benefit.

EXTREME DESCENT SAFEGUARD			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	4	2,000	2

A favorite of extreme athletes and daredevils across the galaxy, the extreme descent safeguard (EDS) is a life saver. The system consists of an accelerometer, descent sensors, and a cyclotron which produces anti-gravitons. When you fall more than 30-ft. the EDS automatically produces a lensing field of gravitons. This allows you to fall from virtually any height and drastically reduces the damage from most falls. You take 3d6 points of damage from all falls or descents from over 30-ft. in elevation. However, the EDS system doesn't have any effect on falls from less than 30-ft.

FADE TO BLACK			SYSTEM Skin
MODEL	LEVEL	PRICE	DISGUISE
Standard	7	8,250	1/8
Advanced	13	56,250	1/12

The recipient's epidermis has been replaced with a weave photon absorbing materials. As a standard action the recipient can activate the fade to black augmentation and lower their surrounding lighting conditions by one step. For instance, normal light would become dim light. This effect has a 5-ft radius and last for up to 10 minutes. In addition to the normal affects this may have on vision and light, the recipient gains a +2 circumstance bonus on Stealth skill checks to Hide.

The advanced fade to black model allows the recipient to lower the surrounding lighting conditions by two categories which extends out to a 15-ft. radius. The advanced model allow increases the circumstance bonus to +4 on Stealth checks to Hide.

Once you've used your fade to black, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

FIBEROPTIC HAIR

SYSTEM
None

MODEL	LEVEL	PRICE	DISGUISE
Standard	1	100	8

The recipient's real hair is replaced with fiberoptic nanofilaments. This cosmetic augmentation allows the recipient to change their hair color to virtually any color as a swift action. Patterns and cascading effects like rainbows, shimmering waves, and sparkling points of light are all possibilities. The only thing fiberoptic hair doesn't do well is look natural.

FLASH STELLAR CRYSTAL

SYSTEM
Spine

MODEL	LEVEL	PRICE	CAPACITY	DISGUISE
Standard	7	7,500	1	3
Advanced	14	74,500	2	3
Superior	20	995,500	3	3

A specialized stellar crystal is implanted in the recipient solarian's spine. This crystal acts as a capacitor for the solarian's metaphysical alignment with the universe and allows the solarian to store 1 or more attunement points (see capacity in stat block above). The solarian can only add points to their attunement pool from the flash stellar crystal during combat situations that would normally allow the solarian to become attuned. Charging the flash stellar crystal requires the solarian to be fully attuned. As a move action, the solarian can expend all 3 attunement points to charge their flash stellar crystal no matter of its capacity.

A non-solarian gains no benefit from this implant.

FLAME THROWER

SYSTEM
Hand or Throat

MODEL	LEVEL	PRICE	DISGUISE
Standard	3	1,250	4
Advanced	7	7,250	4
Superior	11	22,250	4

Like a flame rifle, this augmentation allows the recipient to shoot a burst of flame out of their hand or mouth. Rather than using petrol, the flame thrower uses methane naturally produced in the recipient's digestive track. The gas is refined into a liquid state by the augmentation and provides enough fuel for 3 uses before it must be allowed to recharge. The flame thrower automatically recharges when the requirements to regain stamina are met or the recipient rests for 8 hours. This augmentation is otherwise identical to the flame rifle. For additional information on the flame rifle, see the "Weapons, Longarm" section in Chapter 7 of the Starfinder Core Rulebook.

The advanced flame thrower does 2d6 F damage and a 30-ft. range. The superior flame thrower does 3d6 F damage and has a range of 45-ft.

FUSION BRACER

SYSTEM
Arms

MODEL	LEVEL	PRICE	DISGUISE
Standard	6	4,225	5
Advanced	14	72,250	5
Superior	20	890,000	5

A fusion bracer allows the recipient to apply one or more weapon fusions to any weapon held rather than applying the fusion directly to a specific weapon. A fusion bracer is grafted onto the recipient's forearm and a recipient can wear as many bracers as they have arms.

The rules for applying a weapon fusion to a fusion bracer are identical to the rules for applying a weapon fusion to a weapon. Weapon fusions added to a fusion bracer can only be used with weapons with a high enough item level to take advantage of the fusion's level based effects. Multiple weapon fusions can be applied to a single fusion bracer but the combined total item level of the weapon fusions cannot be greater than the fusion bracer's item level. Treat the fusion bracer's item level as the weapon's item level when determining the price of the fusion. For additional information on "Weapon Fusions", see Weapons in CH 7 of the Starfinder Core Rulebook.

GENOME SUPPRESSOR

SYSTEM
Torso

MODEL	LEVEL	PRICE	DISGUISE
Standard	2	505	--

The Genome suppressor is a cybernetic augmentation which allows a mutant, recipient of a genetic template, or creature augmented with an endogenous retrovirus to reproduce without passing on their augmented or mutant genetic traits. This is a popular augmentation for mutants and professionals who don't wish to burden their children with their genetic augmentations or abnormalities. For an additional 20% surcharge this augmentation can be modified to occupy the spine body system.

GRAVITY BUCKLER

SYSTEM
Arm

MODEL	LEVEL	PRICE	KAC BONUS	DISGUISE
Standard	1	225	+1	2
Advanced	9	15,750	+2	2
Superior	18	365,000	+3	2

Gravity induction plates and graviton capacitors are implanted in the recipient's forearm. This augmentation is hardly noticeable when active or inactive since the graviton

particles are invisible. Creatures that can see invisibility a aware of a disc-like visual disturbance on the recipients forearm while the gravity buckler is active. This buckler-like disc of graviton particles provides a shield bonus to KAC. Each activation of the gravity buckler lasts up to 5 rounds. This augmentation doesn't require a power source.

Once a recipient has activated gravity buckler, they can't use it again until they have rested for 10 minutes to regain Stamina Points. A recipient can spend 1 Resolve Point at any time during their turn to recharge it immediately.

This augmentation is more powerful when implanted in solarian recipients. The shield bonus increases by 1 for each attunement point the solarian gains during combat. A fully attuned solarian can expend all their attunement points to reset the gravity buckler's duration to 5 rounds.

HIDDEN INTERNAL STORAGE UNIT			SYSTEM Torso	
MODEL	LEVEL	PRICE	BULK	DISGUISE
Standard	4	1,900	1 L	--
Advanced	9	15,000	2 L	
Superior	14	72,000	3 L	
Breast Implants	3	1,350	1 L (Ea.)	--

Popular with smugglers and thieves the hidden internal storage unit is one of the least technical augmentations. However, the implantation process is quite invasive since the recipient's organs must be shuffled within the torso. An internal storage unit holds a number of L bulk items or a single larger object as determined by the augmentation model indicated in the stat block above. Detecting a hidden internal storage unit requires a Perception check to search (DC = 11 + item's level). Retrieving an item or placing an item in storage requires a move action or a full action when wearing armor.

Breast implants are special hidden internal storage units available to human females and other anthropomorphic mammals or mammal-like beings with breasts. Detecting the breast implant model always requires a DC 20 Perception check to search. Each breast can hold up to a single L bulk item and which can always be retrieved as a move action. This model of the hidden internal storage unit does not use an augmentation slot.

HAULER'S FRAME			SYSTEM All Limbs & Spine	
MODEL	LEVEL	PRICE	BULK	DISGUISE
Standard	2	765	120%	5
Advanced	7	7,350	150%	7
Superior	12	39,550	200%	9

The hauler's frame is a complex system of internal and external components. Actuators, servos, and Cerametal lattices increase the amount of Bulk you are capable of carrying and increases your Bulk limits for Encumbrance. The Bulk limit for each model is included in the stat block above. Although these augmentations do not actually increase your Strength, it does grant you a +1 enhancement bonus on attempts to break or sunder an inanimate object. This augmentation is popular amongst miners and heavy industrial laborers.

HOLOGRAPHIC DOUBLE		SYSTEM Hand or Eye	
MODEL	LEVEL	PRICE	DISGUISE
Standard	3	1,200	3
Advanced	10	19,500	3
Superior	17	255,000	3

The holographic double requires a cybernetic holoprojector to be implanted in one of the recipient's hands or an eye. The holoprojector emits a matrix of electromagnetic waves forming a holographic double of the recipient. The holographic double has a range of 400 ft. and can be maintained up to 10 rounds. This holographic double is usually effective against cameras, robots, and living creatures. Any creature that physically interacts with or chooses to disbelieve in a holographic double must make a Will save (DC = 10 + item level). A successful Will save indicates the creature is aware the holograph isn't real, but can still see it. Activating and maintaining the holographic double is a move action. Once it has been activated you must meet the conditions normally required to regain Stamina Points before you can activate the holographic double again.

HYDRAULIC CLAW		SYSTEM Hand	
MODEL	LEVEL	PRICE	DISGUISE
Standard	5	2,950	10
Advanced	11	22,950	10
Superior	17	249,000	10

Popular with cybernetically enhanced individuals in professions where grasping power is more important than agility, the hydraulic claw replaces one of the recipient's hands. The recipient gains a +4 circumstance bonus to CMB to grapple or sunder combat maneuvers and to their CMD to defend against disarm combat maneuvers. If the recipient successfully grapples an opponent, the recipient can choose to maintain the grapple as a swift action and clamp down as a standard action causing 2d8+6 points of crushing damage. The hydraulic claw can also be used to deliver a slam attack dealing 1d8 B plus the recipients

Strength bonus and has the knockdown special property on critical hits, but it's unwieldly when used in this way. The hydraulic claw can be locked in place to hold onto an object indefinitely without causing any time of fatigue to the recipient.

Due to the size and weight of the hydraulic claw the recipient suffers a permanent -2 penalties on all Acrobatics and Athletics skill checks. It also lacks the manual dexterity required to use one-handed weapons, but can be used to wield two-handed weapons without penalty.

The advanced model of the hydraulic claw increases the circumstance bonus to +8 and increases the crushing damage to 3d8+6. The advanced model of the hydraulic claw increases the circumstance bonus to +12 and increases the crushing damage to 5d8+6.

Although it is possible to have more than one hydraulic claw implanted the recipient does not gain any additional attacks and the circumstance bonuses do not stack. However, the penalty to Acrobatics and Athletics skill checks would increase to -4. A hydraulic claw is OSCAR compatible.

HYPER-OXYGENATION SYSTEM			SYSTEM Heart & Lungs
MODEL	LEVEL	PRICE	DISGUISE
Standard	10	18,950	1
Advanced	16	175,000	1

Your lungs and heart have been augmented with a highly efficient oxygen boosting cybernetics. Each lung is equipped with molecular oxygen scrubbers doubling its potential oxygen intake with each breath. In addition, the heart has essentially been super charged to deliver oxygen and chemical stimulants like adrenaline to the rest of the body at an accelerated rate. As a full action, the recipient of the hyper-oxygenation system can remove the fatigued condition. You must meet the conditions normally required to regain Stamina Points before you can activate this cybernetic augmentation again.

In addition to the benefits of the standard model, the advanced model allows the recipient to remove the exhausted condition once per day as a full action.

INDUCTION SKATES			SYSTEM All Feet
MODEL	LEVEL	PRICE	DISGUISE
Standard	3	1,490	4

Made popular on super volcanic worlds, induction skates are actually plates implanted in the subject's feet capable of inducing strong magnetic fields. On stone or metal surfaces this augmentation allows the recipient to hover 1 foot above the ground or 10 ft. above the ground if the surface is lava or liquid metal. The augmentation allows the recipient to hover at their normal movement rate.

INFOLINK COMMUNICATOR			SYSTEM Brain & Ear
MODEL	LEVEL	PRICE	DISGUISE
Standard	6	4,025	--
Telepathic Wave	8	10,125	

Your augmentation allows you to talk to people over your coms without muttering or listening to an audible sound. This Is accomplished by two small liquid crystal chips; one implanted in the brain and the other in the inner ear.

In addition to normal infolink communicator functions, the telepathic wave version of this augmentations allows you to initiate conversations and communicate freely with telepathic creatures. This does not grant you telepathy or the ability to communicate with non-telepathic creatures. It simply provides a technological means of communicating with telepathic creatures. The communication range of this augmentation is limited to the target creature's telepathic range.

Both versions of the infolink communicator are HUD compatible. You may use your infolink communicator in place of a datajack for encrypted wireless data transmissions.

INTEGRATED JUNK BOT			SYSTEM Torso
MODEL	LEVEL	PRICE	DISGUISE
Handy	8	8,500	5
Healing	8	9,000	5
Battle	17	245,000	5

A mass of random cybernetic parts and inactive nanites protrudes from the recipient's torso. As a standard action, the recipient can turn this mass into a junk bot. The type of junk bot available to the recipient is dependent on the model. Each model of integrated junk bot mimics the functions and capabilities of the junk bot spells listed in Chapter 10 of the Starfinder Core Rulebook with the following exceptions. The junk used to create the bot is always the recipient's cybernetic mass and the range is 0. The caster or Technomancer level is equal to the recipient's character level or CR. If the junk bot is destroyed or doesn't return to the recipient before its duration expires the junk bot runs out of power and is also destroyed. Replacing a destroyed junk bot requires the recipient to consume 1 bulk of UPBs (takes 1 minute) and spend 1 Resolve Point to reform the cybernetic mass.

IRON HALO POINT-DEFENSE				SYSTEM Torso
MODEL	LEVEL	PRICE	DAMAGE	DISGUISE
Light	5	3,000	1d12	4
Heavy	13	53,000	4d12	4

This cybernetic augmentation provides you with a personal point-defense system. The iron halo point-defense system can be turned on or off as a move action. While turned on, any unauthorized creature entering a square adjacent to the base of your character automatically triggers the iron halo. This augmentation provides a "halo" burst of scattergun pellets forcing every creature within 5 ft. of you to make a Reflex save (DC = 10 + item level), or take damage according to the model type listed in the stat block above. You need not be aware of the approaching target for the iron halo point-defense to activate when it's on, but it does not discriminate targets, allies and foes alike will be subject to its halo burst. This augmentation is a favored defense system for snipers and individuals that would rather not enter melee combat. The iron halo point-defense system requires scatter gun shells for ammunition, has a capacity of 12 shells, and uses 4 shells per halo burst.

Only corporeal creatures or creatures with corporeal components are capable of triggering the iron halo point-defense system.
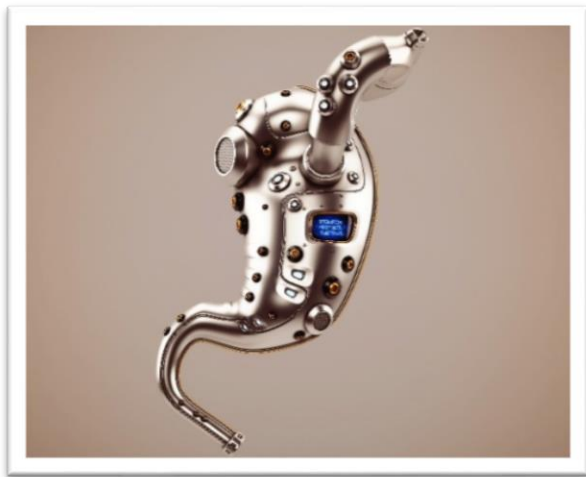
IRON STOMACH			SYSTEM Torso
MODEL	LEVEL	PRICE	DISGUISE
Standard	3	1,400	--
Advanced	9	16,750	--
Superior	15	123,000	--

Many people ask themselves "why" when they first hear about the iron stomach. The recipient of this cybernetic augmentation can gain their daily sustenance by consuming UPBs. Considering there are 1000 UPBs in one bulk and the typical humanoid can subsist on 1 UPB per day this is a common upgrade for long haulers, explorers, and supermax prisoners. The recipient is still able to enjoy a good steak and a side of wine.

The iron stomach has an additional benefit, the recipient gains a +1 circumstance bonus on their Fortitude saves against ingested poisons. The advanced model increases the circumstance bonus to +2. In addition to the benefits of the advanced model, the superior model allows the recipient to spend 1 Resolve Point to neutralize an ingested poison after a failed saving throw.

JAEGER DEFENSE PROTOCOL				SYSTEM Brain
MODEL	LEVEL	PRICE	BONUS	DISGUISE
Standard	8	12,000	+1	2
Advanced	15	128,000	+2	2
Superior	19	600,000	+3	2

The jaeger defense protocol is a nanoprocessor which stores hundreds of personal defense routines based on effective defensive martial arts. Implanted near the brain stem, this augmentation constantly monitors the recipient's surroundings and analyzes statistical data to maximize their defensive capabilities. The recipient gains an insight bonus to EAC, KAC, Reflex saving throws, and Perception skill checks to act during the surprise round as indicated in the stat block above. This augmentation does not function if the recipient is in a situation where they are denied their Dexterity bonus.

JAEGER OFFENSE PROTOCOL				SYSTEM Brain
MODEL	LEVEL	PRICE	BONUS	DISGUISE
Standard	8	12,000	+1	2
Advanced	15	128,000	+2	2
Superior	19	600,000	+3	2

The jaeger offense protocol is a nanoprocessor which stores hundreds of personal offensive tactics based on effective offensive martial arts. Implanted near the brain stem, this augmentation constantly monitors the recipient's surroundings and analyzes statistical data to maximize their offensive capabilities. The recipient gains an insight bonus to attack and damage rolls against melee targets, as indicated in the stat block above. This augmentation does not function if the recipient is in a situation where they are denied their Dexterity bonus.

LIBRARY DATA ARCHIVE			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Identify creatures	7	8,000	1
Recall knowledge	15	120,000	1

Information is king! Knowledge about your adversaries and allies is often the difference between success and failure. A library data archive is a specialized module for a neural computer and requires a neural computer in addition to an open brain augmentation slot. The bonuses granted by model are listed below.

Identify creatures: Although this does not allow the recipient to make an untrained skill check to identify a creature if the DC is 10 or higher, it does otherwise grant a +2 circumstance bonus on any Skill check used to identify a creature by type. This augmentation provides the recipient with enough data to perform research and take the 20. Research still takes 2 minutes.

Recall knowledge: When this augmentation is selected the recipient must choose a focus skill from Culture, Life Science, Mysticism, Physical Science, or a Profession. The recipient gains a +4 circumstance bonus to their chosen focus skill. This circumstance bonus stacks with the bonus gained from the identify creatures library data archive. The recall knowledge library data archive can be implanted more than once but each time the recipient must choose a new focus skill.
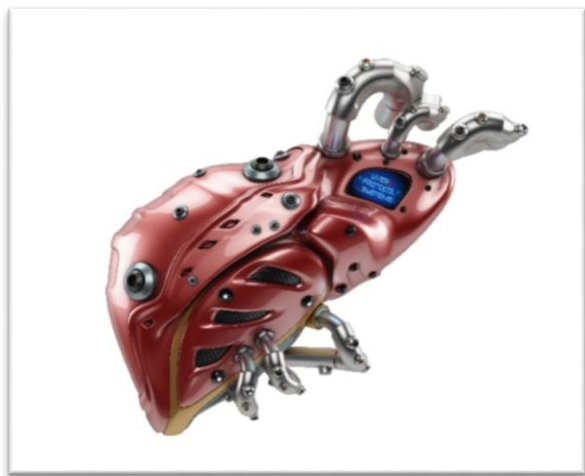
LIVER 2.0			SYSTEM Torso
MODEL	LEVEL	PRICE	DISGUISE
Standard	3	1,500	--
Advanced	12	44,500	--
Superior	15	134,000	--

Similar to the detoxifier, the Liver 2.0 allows the recipient to quickly and harmlessly metabolize drugs, poisons, and toxins. Unlike the detoxifier, the liver 2.0 completely replaces the liver. This implant grants you a +3 bonus on Fortitude saves made to resist the effects of drugs and poisons. In addition, the Liver 2.0 grants the recipient +2 bonus on saving throws against Nano-weapons and other harmful nanites.

This augmentation can be deactivated, allowing the recipient to fail an initial save to benefit from the effects of a beneficial or recreational drug, and reactivated allowing the recipient to instantly sober up and fight off the drug's unpleasant secondary effects. The recipient must make the appropriate saving throws to sober up. If the drug, poison, or toxin takes multiple saves, the recipient must still make multiple save to become sober. By default, this implant is always on.

The advanced Liver 2.0 allows the recipient to spend 1 Resolve Point to automatically pass a failed saving throw against the effects of a drug or poison. The superior Liver 2.0 allows the recipient to spend 1 Resolve Point to automatically pass a failed saving throw against a nano-weapon or other harmful nanites.

MASTOID WAVE			SYSTEM Ears
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	99	2
Advanced	2	499	--

Once you have spent days, weeks, months, or even years in traveling in space you will understand the need for the mastoid wave implant. A small chip implanted behind each of the ears allows you to listen to music in your head. It holds 256,000 songs and playlists can be updated whenever you visit a place with Cortex or radio access. If you have an internal communication augmentation, you can broadcast your music on a friendly or unrestricted network. The nanotech involved in the advanced model is so small it does not count against the number of ear augmentations the recipient can possess.

MENTAL STATIC AURA GENERATOR			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	11	23,000	3
Advanced	15	123,000	3
Superior	19	546,000	3

A large crystal capacitor and micro dark matter generator are implanted in the recipient's spine. The recipient of the mental static aura generator augmentation creates a field around it that makes concentrating difficult for those without this augmentation. Living creatures within 30 feet must succeed at a concentration check (DC = 10 + item

level) to cast a spell with a mental or thought component. Failing this check causes the spell to be lost with no effect. In addition, all spellcasters must attempt this check at the start of their turn, if they are concentrating on an active spell or effect. Failing it means that they cease concentrating on the spell or effect. Creatures with this augmentation are immune to its effects and can cast spells normally. Spending a Resolve Point allows the recipient to turn off this constant effect for 1 hour, and the aura cannot be turned back on during this time.

MECHANIC TRICK IMPLANT				SYSTEM Brain
MODEL	LEVEL	PRICE	TRICK	DISGUISE
Standard	7	8,900	2nd	2
Advanced	13	59,000	8th	2
Superior	19	620,000	14th	2

Mechanics are known for their ability to perform wonderous feats of engineering and equipment modification. A small quantum processor with its own memory unit is implanted in the recipient mechanic's brain. This allows a mechanic to learn one additional mechanic trick. The mechanic trick is selected at the time of implantation and the level of the trick for each model is indicated in the stat block above. Due to the complexity of the synaptic connections required for this augmentation to function properly no more than one mechanic trick implant can ever be implanted at a time. However, a lesser model can be replaced with more advanced model but the trick originally gained from the lesser model is lost. A mechanic must also maintain any prerequisite tricks for their higher-level tricks to continue functioning.

A non-mechanic that purchases this augmentation gains no benefit.

MISTSIGHT OPTICS			SYSTEM Eye
MODEL	LEVEL	PRICE	DISGUISE
Standard	9	16,500	4

The recipient's eyes have been replaced with high-resolution aether wave detectors. Mistsight optics can be activated or deactivated as a swift action. When active, the recipient can see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision. However, the recipient can only see in black and white with images resembling those in a coloring book.

MYSTIC CYNOSURE				SYSTEM Brain
MODEL	LEVEL	PRICE	DC	DISGUISE
Standard	3	1,535	+1	4
Advanced	9	15,500	+2	4
Superior	15	130,000	+3	4

The mystic cynosure is implanted in the recipient's forehead like a third-eye extending deep into their frontal lobe. Particles of dark matter suspended in a magnetic field have a lensing effect strengthening *mind thrust* (M1-6) spells, spell-like abilities, and supernatural effects. Each model of the mystic cynosure augmentation increases the spell's Saving Throw DC as indicated in the stat block above. All models of the mystic cynosure allow the recipient to spend 1 Resolve Point and reroll any 1's rolled on damage dice.

NEEDLER				SYSTEM Special
MODEL	LEVEL	PRICE	SYSTEM	DISGUISE
Fingertip	2	350	--	2
Oral	3	1,500	Throat	--
Palm	2	500	Hand	1

Like a needler pistol or rifle, the needler augmentation is a favorite of assassins and battlefield medics. This cybernetic needler uses magnetic fields to launch darts at incredibly high velocity that can inject a chemical compound into the target. Each model of the needler has the same basic statistics as a needler pistol. Both the oral and palm models hold up to 6 darts and require a body system slot. A fingertip needler is limited to a single shot per finger and must be purchased for each finger the recipient desires to augment. A creature can only have as many fingertip needlers as they have fingers, but they do not require a body system for implantation. Anyone with small arms is considered proficient in this augmentation. Reloading a needler augmentation is a full action.

NU2U				SYSTEM Spine
MODEL	LEVEL	PRICE	MAX LVL	DISGUISE
Standard	9	16,000	6	10
Advanced	13	59,000	11	12
Superior	17	280,000	16	14
Ultra	20	1,100,000	20	16

NU2U allows the recipient to use salvaged cybernetic augmentations, but at a price. Under normal circumstances a cybernetic augmentation cannot be salvaged and reused because they are coded to a specific individual's DNA, but the NU2U allows the recipient to circumvent the DNA issue.

The NU2U is attached to the spine and is difficult to disguise.

Using trace DNA from the previous owner and stem cells from the new recipient's spinal fluid, the NU2U replicates enough synthetic DNA to use salvaged cybernetic augmentations. Each model of NU2U allows the recipient to take advantage of higher level salvaged and secondhand augmentations as indicated in the stat block above.

Advantage, the recipient can use salvaged and second hand cybernetic augmentations. Secondhand augmentations can often be found on the black market or Dark Cortex for only 80% of the credits required for a new augmentation. To find secondhand cybernetic augmentations, the potential recipient must succeed on a Culture check (DC = 15 + item's level) to see if they have the contacts necessary to find the item. It should be noted that buying and selling used cybernetic augmentations is considered illegal almost everywhere.

Disadvantages, the recipient has a 10% chance of gaining cyber psychosis each time they implant a salvaged or secondhand cybernetic augmentation and the NU2U recipient suffers a -2 penalty on Fortitude saves against disease afflictions due to a weakened immune system. If the NU2U is ever destroyed or removed, the recipients body immediately goes into rejection causing an affliction similar to Mummy Rot. Although the progression of the affliction slowed down with successful Fortitude saving throws, the affliction cannot be removed or cured until all salvaged or secondhand cybernetic augmentations have been removed from the recipient. Once the offending augmentations have been removed, the affliction still requires two consecutive saves to remove. For additional information on "Mummy Rot", see Afflictions in CH 11 of the Starfinder Core Rulebook.

Ironically, a NU2U augmentation cannot be salvaged or used secondhand. Nor can a new one be implanted while the potential recipient has the rejection affliction.

OPERATIVE EXPLOIT IMPLANT				SYSTEM Brain
MODEL	LEVEL	PRICE	EXPLOIT	DISGUISE
Standard	7	9,000	2nd	2
Advanced	11	30,000	6th	2
Superior	15	145,000	10th	2
Ultra	19	650,000	14th	2

Operatives live by their exploits. A small quantum processor with its own memory unit is implanted in the recipient operative's brain. This allows an operative to learn one additional operative exploit. The operative exploit is selected at the time of implantation and the level of the exploit for each model is indicated in the stat block above. Due to the complexity of the synaptic connections required for this augmentation to function properly no more than one operative exploit implant can ever be implanted at a time. However, a lesser model can be replaced with more advanced model, but the exploit originally gained from the lesser model is lost. An operative must also maintain any prerequisite exploits for their higher-level exploits to continue functioning.

A non-operative that purchases this augmentation gains no benefit.

PATHOGEN FILTERS			SYSTEM Heart
MODEL	LEVEL	PRICE	DISGUISE
Standard	9	16,250	--
Advanced	14	76,000	--
Superior	19	612,000	--

This cybernetic augmentation filters out bacteria, viruses, or other microorganisms that can cause disease. Your heart and circulatory system are equipped with nanite stations which actively eliminate harmful pathogens. You gain a +2 circumstance bonus to any Fortitude saving throw against disease. This circumstance bonus is increased to +4 with the advanced model. The superior model grants complete immunity to disease.

PHARYNX NAUSEA INHIBITOR			SYSTEM Throat
MODEL	LEVEL	PRICE	DISGUISE
Standard	5	3,100	--
Advanced	10	18,500	--
Superior	16	180,000	--

Nausea and vomiting are part of a biological defense system against dangerous ingested pathogens and substances. However, becoming nauseated during critical times like combat can be life threatening. The pharynx nausea inhibitor is a small augmentation that reduces the effects of nausea by introducing chemicals directly into the brain stem and digestive tract. The recipient gains a +2 circumstance bonus against gaining the nauseated condition, if a saving throw is permitted, and anytime the nauseated condition is gained its duration is reduced to half the time indicated (minimum 1 round).

In addition to the benefits of the standard model, the advanced model replaces the nauseated condition with the sickened condition for the duration of the effect. A recipient of the superior model gains the benefits of the advanced model, but can spend a Resolve Point to remove the nauseated condition as a reaction.

PLAN B			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	13	60,000	1

Certain individuals will stop at nothing to live forever. Plan B is an augmentation that contains a digital copy of the recipient's brain. Thoughts and memories are copied to plan B during the recipient's normal sleep cycle. Plan B is incompatible with augmentations that alter the recipient's sleep requirements. In the event of an untimely death, Plan B is transferred to any biodroid, bioreplica, or mechanoid frame equipped with a "clean" positronic or gravitonic brain. Typically, a clean autonomous AI is one that hasn't been activated, but occasionally one can be found on the Dark Cortex has been "refurbished" from a deceased AAI. Despite using a positronic or gravitonic brain, anyone restored from Plan B becomes a Singularity.

To simplify the character's conversion from a living being to technical construct, they keep all the same base ability scores they possessed prior to Plan B minus Constitution. Ability score increases from gaining levels are maintained, but any previously applied to Constitution are lost. All personal upgrades and other augmentations are lost during the recipient's transfer to a robotic frame. If the recipient suffered from cyber psychosis it is carried over into their AAI. Rules detailing AAI and "Singularities" are found in the

Gravity Age: Autonomous Artificial Intelligence accessory for the Starfinder Roleplaying Game.

PROSTHETIC LEG AMPLIFIERS			SYSTEM Legs
MODEL	LEVEL	PRICE	DISGUISE
Standard	8	8,450	3
Advanced	13	56,000	3
Superior	18	346,000	3

Artificial muscles and carbon fiber tendons boost the performance of your existing prosthetic legs. You can choose one of the following three options when amplifying your prosthetic legs.

- Jump – when making Athletics (Jump) checks you always count as if you have taken a 10-ft. running start even if you haven't moved.
- Sprint – You gain an extra move action once per combat.
- Stealth – You only take half the normal penalty for moving at full speed while using the Stealth (Hide) check.

Choose two of the above options if you purchase the advanced model and you receive all the options when purchasing the superior model.

Prosthetic leg amplifiers can only be added to existing prosthetic legs. This cybernetic augmentation does not use an augmentation slot and does not require an augmentation plexus. You only gain the advantages of prosthetic leg amplifiers if all your legs are prosthetics.

PULSE SCATTER-WAVE VEIL			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	4	1,850	2

This cybernetic augmentation obscures your form by producing electromagnetic (EM) emissions that scatter incoming visible wavelengths of the EM spectrum rendering the recipient invisible (as per the *invisibility* spell). A series of EM emitters implanted in the recipient's spine allowing the recipient to vanish for 1 round. Activating the pulse scatter-wave veil is a swift action. Once it has been activated you must meet the conditions normally required to regain Stamina Points before you can activate the veil again.

QUANTUM LEAP			SYSTEM Feet
MODEL	LEVEL	PRICE	DISGUISE
Standard	9	15,950	2
Advanced	13	49,950	2

A marvel of quantum mechanics, recipients of the quantum leap augmentation appears to dematerialize into dark matter lightning and arc to a new location where they instantly re-materialize. By spending a Resolve Point as a standard action, dark matter reactors implanted in the feet allow the recipient to temporarily transform into a state of pure energy. While transformed, the recipient can move up to 50 feet in a straight line. Dark matter lightning causes 6d6 (E) damage to any creature caught in the path of the recipient. A creature only takes half damage with a successful Reflex save (DC = 10 + item level). A recipient of a quantum leap augmentation cannot pass through solid barriers or force barriers. If the recipient purposefully or accidently attempts to pass through such barriers they will rematerialize next to the barrier with the staggered condition for 1 round. A recipient of the advanced model can activate their quantum leap augmentations as a swift action.

RECOIL COMPENSATOR			SYSTEM All Arms
MODEL	LEVEL	PRICE	DISGUISE
Standard	7	7,450	4
Advanced	16	165,000	4

This cybernetic augmentation makes it easier to hit with projectile weapons with the "automatic" special property. A series of springs and gas pistons in your arms limit the weapons recoil granting +1 circumstance bonus to hit while using the weapon in automatic mode. The advanced model of this augmentation increases the circumstance bonus to +2 while the weapon is used in automatic mode.

RETRACTABLE CLAWS			SYSTEM Hands
MODEL	LEVEL	PRICE	DISGUISE
Standard	3	1,550	2/8
Molecular thin-blade I	5	3,200	2/5
Neutron dense	6	8,000	2/8
Molecular thin-blade II	10	21,000	2/5
Molecular thin-blade III	15	135,000	2/5
Molecular thin-blade IV	20	1,000,000	2/5

Retractable claws are implanted into the recipient's hands. The claws are typically made of ceramic or carbon fiber compounds with durability and hardness rivalling steel. The claws also assist in climbing and may be used as a melee weapon. The recipient gains a +2 equipment bonus on Athletics checks to climb. If the recipient beats the DC of a Climb check by 5 or more, they are not considered flatfooted while climbing.

Attacks with retractable claws are considered unarmed strikes. Any feat that modifies an unarmed strike modifies attacks with retractable claws. Retractable claws do an additional +1 damage per damage die, all damage is considered lethal, and have the operative special quality. Retractable claws are not subject to disarm attempts but may be sundered while extended.

Retractable claws come in a couple variants. Neutron dense (ND) retractable claws have been hardened by a process called neutron enrichment, a process where free neutrons are forced into the empty space between the atoms in a molecular lattice of heavy metal. This make the material extremely heavy and dense. ND retractable claws do an additional +3 damage per damage die, but the recipient receives a -2 penalty on To Hit rolls.

Molecular thin-blade (MTB) retractable claws appear translucent like glass and vibrating particles, allowing the dagger to slice through almost any substance. MTB retractable claws have the penetrating weapon property. For additional information on the penetrating weapon property, see the "Equipment" section in Chapter 7 of the Starfinder Core Rulebook.

ROCKET FIST			SYSTEM Any Hand
MODEL	LEVEL	PRICE	DISGUISE
Standard	2	625	2/8
Advanced	6	3,850	2/8
Superior	12	32,900	2/8
Ultra	19	542,000	2/8

Often considered a weapon of last resort, the rocket fist function like and appears to be an ordinary cybernetic prosthetic hand. However, in extreme situations the recipient can choose to fire their fist like a rocket propelled grenade. Once the fist has been fired, the three finger like clamps that once held the fist in place can be used as a substitute hand but the recipient takes a permanent -2 penalty to all Dexterity-based skill checks until the rocket fist is replaced. A rocket fist has double the normal range increment as typical grenade.

When a rocket fist augmentation is purchased, the recipient chooses a grenade type equal to or less than the rocket fist's item level +1. The initial grenade is included in the cost of the augmentation. To replace a fist once it's been used, the recipient must purchase a grenade at double its normal cost. Replacement grenade (fist) must still not exceed the rocket fist's item level by more than one.

An advanced rocket fist is equipped with superior guidance and can target an individual. If the recipient hit's the main target's KAC, the target is not entitled to a Reflex save. Everyone else within the radius of the explosion treats it as a normal grenade attack. If the grenade misses resolve the miss normally. For more information on "Missing with a Thrown Weapon" see Chapter 8 or the Starfinder Core Rulebook.

In addition to the features introduced with the advanced rocket fist, the superior rocket fist takes advantage of the latest nanite technology. After launching their fist, the recipient can reform a new fist as a full action by spending 1 Resolve Point. The pool of nanites available to reform the fist is only limited by the recipient's Resolve pool. Any grenade type equal to the rocket fist's item level +1 can be created with this nanite pool. Once a fist has been chosen it must be launched before the recipient can choose a new type of fist.

Every ultra-rocket fist is equipped with quantum guidance and molecular phasing. This allows the rocket fist to ignore Concealment and attack opponents with Total Cover without penalty. The recipient still must have situational awareness to target an opponent.

Disguising the rocket fist is more difficult after its been launched and the disguise modifier increases from 2 to 8 while attempting to avoid detection.

SACRAL BRAIN		SYSTEM Spine	
MODEL	LEVEL	PRICE	DISGUISE
Standard	14	74,000	3

If you have ever asked yourself if two brains are better than one? The answer is yes. The sacral brain was originally a misguided concept that believes certain dinosaurs possess a second brain in their posterior region. Although this concept was debunked when the first dinosaur clones were produced for study, the potential benefits of a second brain became apparent. The sacral brain is a cybernetic augmentation which allows the recipient to carry on most basic functions while their primary brain is impaired or non-responsive. This augmentation is implanted near the base of the spine.

When the recipient is affected by any mind-effecting influence (including afflictions, supernatural abilities, spells, or technological devices resulting in the dazed, paralyzed, or staggered, stunned condition) the sacral brain activates as a reaction. For the duration of the condition it allows the recipient to function somewhat normally. While the sacral brain is active the recipient's base Intelligence, Wisdom, and Charisma are temporarily reduced to 9 (or increased to

9 in rare cases). The recipient can only benefit from bonuses granted by personal upgrade augmentations. Bonuses normally gained to Intelligence, Wisdom, and Charisma from other sources, have no effect on the sacral brain. The recipient often loses the ability to cast spells but may continue acting normally with skill checks modified by their temporary ability scores. The recipient gains a +4 circumstance bonus on Will saving throws to resist mind-effecting influences while the sacral brain is active. Any failed save will affect the sacral brain like it is the recipient's primary brain.

SCATTER-WAVE CLOAKING		SYSTEM Spine	
MODEL	LEVEL	PRICE	DISGUISE
Standard	6	5,000	2
Advanced	12	45,000	2

This cybernetic augmentation obscures your form by producing electromagnetic (EM) emissions that scatter incoming visible wavelengths of the EM spectrum rendering the recipient invisible (as per the *invisibility* spell). This is accomplished by implanting a series of EM emitters in the recipient's spine. Activating scatter-wave cloaking is a move action. The advanced model functions as the *greater invisibility* spell.

Both models allow the recipient to remain invisible for up to 10 rounds. Once scatter-wave cloaking has been activated, you must meet the conditions normally required to regain Stamina Points before you can activate it again.

SERPENT MOTUS		SYSTEM Legs & Feet	
MODEL	LEVEL	PRICE	DISGUISE
Standard	9	33,000	12
Constriction	11	44,000	12
Striking	11	44,000	12

This augmentation fully replaces the recipient's hips, legs and feet with a serpent-like lower body. Serpent locomotion allows the recipient to ignore terrain modifiers to movement and gain a swim speed equal to their normal movement rate. Recipients of the serpent motus cannot be tripped or gain the prone condition.

The recipient gains the constrict (Ex) special attack when augmented with the constriction serpent motus. A recipient can crush an opponent, dealing (3d10 + Strength modifier) bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

If the recipient of a striking serpent motus only makes one attack in a given round, they gain a 10-ft. reach.
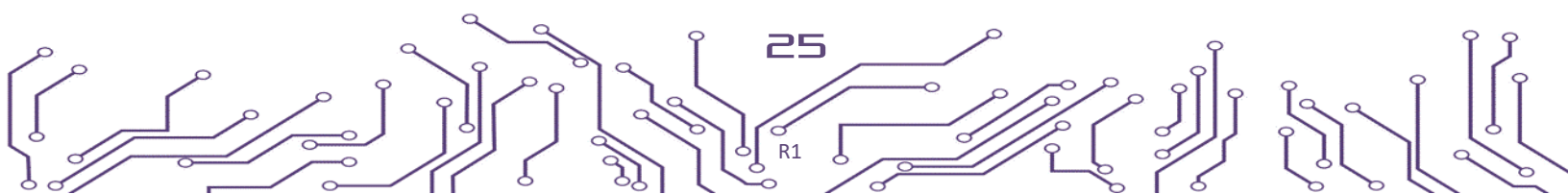
Creatures with reach already exceeding 5-ft. gain an additional 5-ft.

All serpent motus models are OSCAR compatible. Most recipients donning this augmentation, do so using a cyberware socket located at the waist. You can only equip a single type of motus augmentation at a time.

SIREN'S SONG			SYSTEM Throat
MODEL	LEVEL	PRICE	DISGUISE
Standard	6	4,750	2
Advanced	11	24,750	2
Superior	16	164,750	2

Like the sirens of ancient lore, the recipient of this augmentation can captivate all those who hear their song. This augmentation includes voice modulators and tone synthesizers which are implanted in the recipient's throat. By spending 1 Resolve Point the recipient vocalizes an alluring almost haunting song. All creatures within up to 120 feet must make a Will save (DC = 10 + item level), or become captivated. The recipient can choose to reduce the area of effect or expand the area of effect each round they continue singing. A creature that successfully saves is not subject to the siren's song augmentation for 24 hours. A victim under the effects of the captivating song moves toward the recipient using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the recipient simply stands and offers no resistance to the recipient's attacks. This effect continues for as long as the recipient sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The target creatures must be able to hear the recipient's song to be affected.

Using the advanced siren's song is a move action while using the superior siren's song can be done as a swift action.

SLAM BRACER				SYSTEM Arm
MODEL	LEVEL	PRICE	DMG	DISGUISE
Type 1	2	500	1d6	6
Type 2	8	10,000	2d6	6
Type 3	11	27,500	3d6	6
Type 4	15	133,000	7d6	6
Type 5	18	335,000	10d6	6

The recipients arm is replaced with a prosthetic one granting the recipient a slam attack. Although this is one of the least technological cybernetic upgrades a cyborg can get, it is one of the most effect weapon augmentations. On a critical hit, the slam bracer's damage is rolled twice and has the knockdown critical hit effect. The slam bracer cannot be disarmed or sundered. Feats that improve the effectiveness of natural attacks can be applied to the slam bracer. Slam bracers can also be improved with weapon fusions. A recipient is limited to one slam bracer per arm.

SKILL IMPRESSION				SYSTEM Brain
MODEL	LEVEL	PRICE	RANKS	DISGUISE
Minor	2	590	2	--
Standard	4	1,800	5	--
Advanced	9	15,500	10	--
Superior	14	78,000	15	--
Ultra	19	526,000	20	--

You have a biomechanical microchip implanted in your brain or neural computer. This microchip is hard coded with an instruction set for a single skill. The skill must have
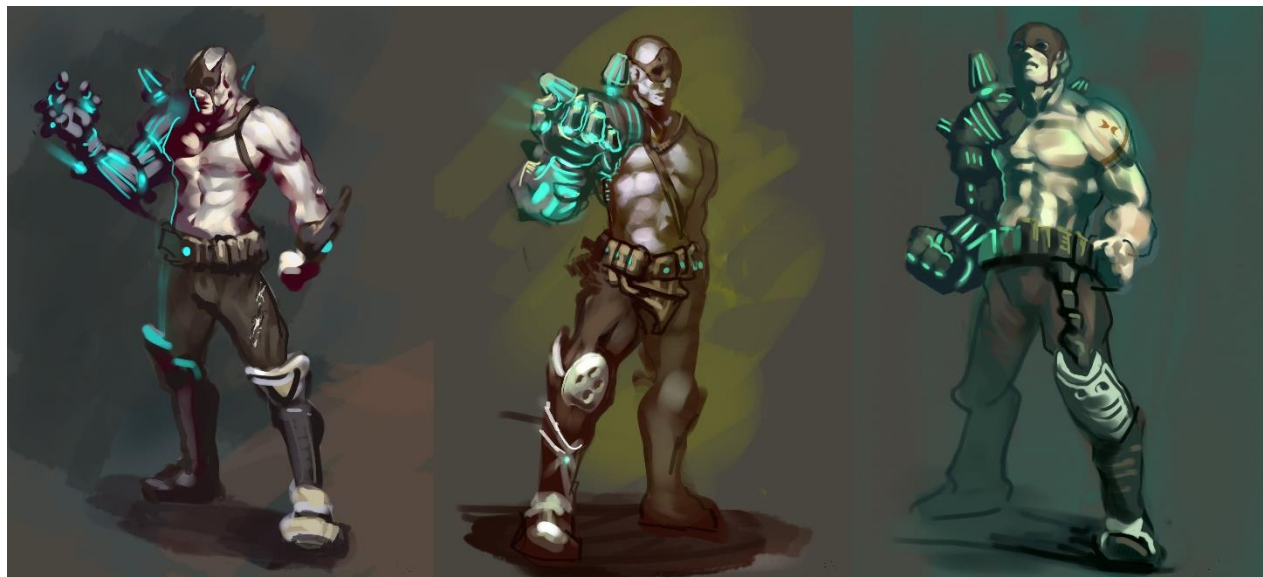
Intelligence as its key ability and grants you a predetermined number of skill ranks in that skill. Skill ranks are noted above in the stat block for each module grade. These skill ranks are a static value and to not stack with skill ranks earned with leveling your character, nor do they benefit from exceptional intelligence modifiers or low intelligence penalties.

It's a common practice for new explorers to augment with skill impressions they are unskilled in until they gain enough ranks to exceed the skill ranks granted by the skill impression. Skill impressions have a darker side as well, they are often used in societies where a certain caste is intentionally denied an education or genetically altered to be docile and of below average intelligence. This enables those in control to access a skilled workforce with less chance of uprising or revolt.

STARFISH RADIOFLASH			SYSTEM Hand
MODEL	LEVEL	PRICE	DISGUISE
Mk 1	8	10,000	3
Mk 2	11	26,000	3
Mk 3	14	86,000	3
Mk 4	17	270,000	3
Mk 5	20	1,000,000	3

This miniaturized EMP augmentation is implanted in one of the recipient's hands. A starmetal coil in the palm of the hand is power by a series of cerametal capacitors located in the fingers. As a standard action, the recipient can cause a miniature EMP blast strong enough to temporarily disable electronic devices. The cerametal capacitors have a lensing effect on the pulse which allows the recipient to direct the pulse as a 60-ft. cone. The EMP causes all battery powered items to trip their over-load protection circuits, essentially rebooting each of the battery powered items. It takes 1d4+1 rounds for an item to reboot. Any creature caught in the EMP cone can automatically reduce the reboot time to 1 round with a Reflex save (DC = 10 + item's level). Characters with evasion can potentially avoid the EMP. Unattended items are always fully affected.

If a construct with the technological subtype (including robots and autonomous AIs) fails its Reflex save, it must immediately make a Fortitude save (DC = 10 + item's level), or gain the stunned condition while critical systems reboot. Technological construct which succeed on their Reflex save are unaffected by the EMP. Androids certain augmentation types (bionics, cybernetics, and nanotech) rely on biomechanical systems which are not subject to the effects of an EMP.

Once you've used your starfish radoiflash, you can't use it again until you've rested for 10 minutes to regain Stamina

Points. You can spend 1 Resolve Point at any point to recharge it immediately.

STELLAR BUCKLER				SYSTEM Arm
MODEL	LEVEL	PRICE	EAC BONUS	DISGUISE
Standard	1	250	+1	2/10
Advanced	9	16,250	+2	2/10
Superior	18	380,000	+3	2/10

Solarian crystals and stellar capacitors are implanted in the recipient's forearm. Although the augmentation is hardly noticeable when inactive, the recipient can create a buckler of glowing light or solid darkness as a move action. This buckler-like disc of stellar energy provides a shield bonus to EAC. Each activation of the stellar buckler lasts up to 5 rounds. This augmentation doesn't require a power source.

Once a recipient has activated stellar buckler, they can't use it again until they have rested for 10 minutes to regain Stamina Points. A recipient can spend 1 Resolve Point at any time during their turn to recharge it immediately.

This augmentation is more powerful when implanted in solarian recipients. The shield bonus increases by 1 for each attunement point the solarian gains during combat. A fully attuned solarian can expend all their attunement points to reset the stellar buckler's duration to 5 rounds.

TECHNOMANCER MAGIC HACK IMPLANT				SYSTEM Brain
MODEL	LEVEL	PRICE	TRICK	DISGUISE
Standard	7	9,100	2nd	2
Advanced	13	62,000	8th	2
Superior	16	190,100	11th	2
Superior	19	660,000	14th	2

Technomancers are known for skill in manipulating magic for maximum effect. A small quantum processor with its own memory unit is implanted in the recipient technomancer's brain. This allows a technomancer to learn one additional magic hack. The magic hack is selected at the time of implantation and the level of the magic hack for each model is indicated in the stat block above. Due to the complexity of the synaptic connections required for this augmentation to function properly, no more than one magic hack implant can ever be implanted at a time. However, a lesser model can be replaced with a more advanced model but the magic hack originally gained from the lesser model is lost. A technomancer must also maintain any prerequisite magic hacks for their higher-level magic hacks to continue functioning.

A non-technomancer that purchases this augmentation gains no benefit.

TENTACLES			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
2 - tentacle	4	1,950	10
4 - tentacle	7	7,950	14
6 - tentacle	12	44,950	18
8 - tentacle	17	249,950	20

The recipient of this cybernetic augmentation has 2-8 cybernetic tentacles implanted in their spine. The number of tentacles is determined by the tentacles model. Each tentacle has its own body system which allows it to be upgraded with eye, hand, foot, or tentacle body system upgrades. Tentacles grant the recipient some or all of the following advantages;

- Gain a racial bonus equal to the number of tentacles which have been implanted on all grapple combat maneuvers.
- Gain a racial bonus equal to the number of tentacles which have been implanted on all Athletics skill checks to climb.
- Each tentacle can grasp and manipulate a simple object of the recipient's size category or smaller. For example, a Medium-size creature can use the tentacle to grasp and manipulate a Medium-size or smaller object. The tentacle cannot be used to operate a piece of equipment that requires opposable digits or fine motor control (such as a communicator).
- You can "hang" from your tentacles indefinitely by wrapping it around a larger object, thereby freeing up your other limbs.
- Tentacles are not dexterous enough to fire ranged weapons, but it can be used to make a slam attack. The tentacle's slam attack deals 1d6 bludgeoning damage. The tentacle is treated as a natural weapon with a 10-foot reach, and attacks made with it do not provoke attacks of opportunity.
- Recipients with 4 or more tentacles gain a climb speed equal to their normal movement speed
- Recipients with 6 or more tentacles gain a swim speed equal to their normal movement speed.

Notes on Tentacle Movement: least 50% of the recipient's tentacles must be dedicated to movement at any given time to gain swim or climb speed adjustments. Tentacles involved in movement cannot be used for non-movement actions. To gain additional movement benefits from further augmentation, at least 50% of the recipient's tentacles must be augmented.

Notes on Tentacles and Augmentation Plexuses: A tentacle can be augmented with an augmentation plexus

but all augmentations must belong to the same body system.

THOUGHT FINDER			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	5	2,825	1

A series of mithril crystalline amplifiers are implanted in the right hemisphere of the recipient's brain awakening a sixth sense like ability. As a standard action, the recipient can activate the thought finder augmentation. Thought finder functions as a *detect thoughts* spell cast by a 5th level caster. Unlike the spell thought finder is considered a supernatural effect.

Once you've used your thought finder, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

THOUGHT SEEKER			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	15	149,000	1

A series of red mithril crystalline amplifiers are implanted in the right hemisphere of the recipient's brain awakening a sixth sense like ability. Recipients with this augmentation automatically detect and locate conscious creatures within 60 feet. This supernatural ability functions similarly to blindsight (thought). *Nondetection*, *mind blank*, and similar effects can block the effects of the thought seeker. A thought seeker augmentation can distinguish between sentient (Intelligence -4 or greater) and nonsentient creatures, but otherwise provides no information about the creatures it detects.

VALKYRIE GREAVES			SYSTEM Legs & Feet
MODEL	LEVEL	PRICE	DISGUISE
Standard	5	2,600	10
Advanced	12	47,000	10
Superior	18	360,000	10

Standard valkyrie greaves combine prosthetic legs and feet with anchor talons, and jump jets. Valkyrie greaves represent the ultimate prosthetic leg upgrades for non-flight combatants.

Advanced Valkyrie greaves combine the functionality of the following augmentations; advanced storage prosthetic legs and advanced prosthetic feet, advanced anchor talons, and advanced jump jets, and advanced prosthetic leg amplifiers.

Superior Valkyrie greaves combine the functionality of the following augmentations; advanced storage prosthetic

legs and advanced prosthetic feet, superior anchor talons, advanced jump jets, and advanced prosthetic leg amplifiers.

For additional information on storage prosthetic legs, prosthetic feet, and jump jets see the "Augmentations" section of the Gravity Age: Cybernetics Emporium.

VALKYRIE VAMBRACE			SYSTEM Arm
MODEL	LEVEL	PRICE	DISGUISE
Standard	4	1,925	10
Advanced	7	6,925	10
Superior	16	165,000	10

The Valkyrie vambrace combines a prosthetic arm, external weapon mount, weapon link, and a HUD compatible interface. This augmentation uses the recipient's nervous system rather than a brain implant to transmit tactical data to the brain. A ranged weapon mounted to the Valkyrie vambrace gains a +2 circumstance bonus to hit and a +6 bonus to the recipient's KAC against disarm effects.

The advanced Valkyrie vambrace has an auto loader feature allowing the recipients weapon to access two additional cartridges without reloading. The superior model increases the circumstance bonus to +3 and there is no chance of the recipient's weapon getting disarmed.

VIRTUAL SENSORY PERCEPTION (VSP)			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Basic Transmitter	2	500	1
Hyper Transmitter	4	2,000	1
Receiver	6	4,500	1
Hive	8	9,000	1

Virtual sensory perception ("VSP") allows the recipient of a transmitter model to share one or more senses with one or more recipients of the receiver model. Recipients of hive models can send or receive sensory information, but no model allows a recipient to receive sensory information from more than one VSP augmentation at once. On its own the VSP system has a limited 60 ft. range, but can be combined with any internal communication device or neural computer for extended range. The transmitter or receiver can voluntarily activate or deactivate one or more senses as a swift action on their turn. The VSP basic transmitter extends vision and/or hearing from the transmitter to the receiver. The VSP hyper transmitter extends up to all five faculties (sight, smell, hearing, taste, and touch) to the receiver. Any receiver always has the ability to communicate with the transmitter.

There are a few drawbacks to VSP. The receiver is limited to the transmitters vision restrictions, if any. The receiver is often subject to the effects and conditions experienced by the transmitters including sonic, fear, illusion, or pain affects and the dazed, dazzled, deafened, fascinated, frightened, nauseated, panicked, shaken, sickened, staggered, stunned, or unconscious conditions. During a VSP session, the receiver is numb to any of their own senses which are being substituted with the transmitters. Treat the receiver as being asleep during VSP sessions.

WATER RECOVERY AND RECONSTITUTION			SYSTEM Skin & Torso
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	175	2

There are many worlds with extreme heat, desert-like conditions, or completely lacking water. The water recovery and reconstitution augmentation allows the recipient to go months without water. It recaptures all the recipient's waste water and augments it with any trace amounts of moisture in the atmosphere. The recipient can go 3 months on a single day's ration of water. If exposed to rain or submerged in any type of water, the recipient is considered to have consumed a day's ration worth of water. Due to the complex filtering techniques used to recycle waste water within the recipient's body, they are also immune to waterborne pathogens, even in extreme events like exposure to raw sewage.

WEAPON IMPRESSION			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Longarm, standard	3	1,525	--
Advanced melee, std.	3	1,525	--
Heavy weapons, std.	3	1,525	--
Sniper weapons, std.	3	1,525	--
Special weapons, std.	3	1,525	--
Longarm, superior	11	25,500	--
Advanced melee, sup.	11	25,500	--
Heavy weapons, sup.	11	25,500	--
Sniper weapons, sup.	11	25,500	--
Special weapons, sup.	11	25,500	--

This biomechanical microchip contains the mental instructions necessary to gain proficiency in a specific type of weapon. Although this augmentation grants you proficiency in a specific weapon type, the standard model does not allow you to gain weapon specialization. The superior model allows you to treat the weapon type as a class weapon and allows you to gain the benefits of weapon specialization. When this augmentation is implanted in your brain you must declare which character class the weapon impression augmentation enhances. You must meet the minimum level requirements for weapon specialization.

AVATARS

Undergoing the CORE process and going "full-borg" isn't always a choice. Sometimes a biological body is so damaged that even modern medicine and mystic healing cannot repair it. If a person is wealthy enough or lucky enough to have a corporate sponsor they can often extend their life in an avatar. Sometimes avatars are used as rewards for those who have served a greater cause faithfully and other times avatars are used to extend the life of someone deemed too important to die. There are always a few cybernetics junkies who go full-borg voluntarily before there is any medical need. For additional information on the CORE process and "base" avatars see the Gravity Age: Cybernetics Emporium.

SYNTHBORN

Synthborn are found in small enclaves of cybernetics obsessed communities where their children are never actually born but grown in a birthing pod and later transferred to a CORE embryonic pod. The children are genetically altered with retroviruses to never develop their "unnecessary" parts allowing them to mature twice as fast as normal members of their race.

Synthborn are surprisingly well adjusted to their full borg life in an avatar. Having never known the life of flesh and blood might help explain their exceedingly low rate of cyber psychosis. Synthborn only have a 1% chance of gaining cyber psychosis any time the rules state there would be any chance of gaining the condition. Synthborn are often confused with Synthborg. Although all synthborg are synthborn, not all synthborn embrace the synthborg archetype.

AVATAR SPECIAL QUALITIES

All the following body systems are replaced with prosthetics; arms, ears, eyes, feet, hands, heart, legs, lungs, skin, tentacles (if common to species), throat, and torso. The prosthetics are equivalent in function to their biological counterparts unless otherwise noted in the avatar's description.

Ability Scores: The character's Constitution, Intelligence, Wisdom, and Charisma do not change and may still be improved by normal character progression. The character's Strength and Dexterity are based on the avatar model and can only be improved by cybernetic upgrades.

Hit Points: A character's racial hit points are determined by the type of avatar to which they have been integrated and are no longer dependent on race.

Incompatible Augmentations: Exoskeleton

Medical Treatment: Due to the complexity of the avatar's cybernetic biological system, using the Medicine skill is more difficult on an avatar. All Medicine skill checks, except First Aid, are made with a -5 penalty unless the character performing the skill check has the Cybernetic Surgery feat.

Upgrades: Unlike most cybernetic augmentations an avatar can be upgraded to the next MK model. If you have modified your avatar with additional cybernetic augmentations and your new MK includes augmentations for body systems which are already in use, you may choose to keep the custom augmentation. If you keep the custom augmentation, you do not gain the cybernetic augmentation(s) associated with the conflicting body system during your upgrade.
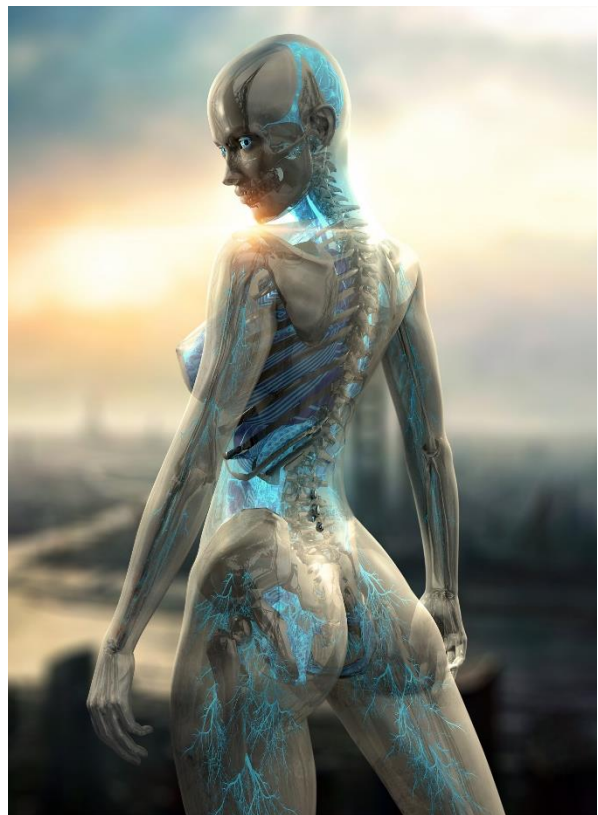
ALPHA-SYNTH

This is the most common avatar for synthborn and is somewhat comparable to the A.E. (Adam-Eve) avatar. It has been designed to take the shape and form of the owner's biological species. Unlike the A.E. avatar the alpha synth is completely bionic and its parts are grown rather than manufactured. The alpha-synth avatar gains its structure by a composite metal foam skeleton. Non-pigmented synthetic

myomere muscles and artificial flesh are attached to the skeleton in such a way as to give the avatar a biological appearance and function. Although an alpha-synth's endoderm could be pigmented to take on any skin color or racial appearance, synthborn often choose not to use any pigment. This allows the alpha-synths internal systems and skeleton to be viewed through its flesh. Complete unpigmented alpha-synths are called "ghouls" and many synthborn take pride in this. Although, ghouls are easy to identify (Perception DC 10) they suffer no penalty on disguise checks. Non-ghoul alpha-synths can be recognized by casual observation as cybernetically augmented by anyone making a successful Perception skill check (DC 20).

MK 1 Augmentations: Identity chip, and a standard iron stomach.

All body system augmentations on the alpha-synth avatar are bionic prosthetics or bionic artificial organs equivalent to their biological counterparts.

MK 2 Augmentations: Body repair weave, minor personal upgrade (+2), and standard psi-implant.

If an alpha-synth takes the cyber incarnate archetype it is considered an A.E. for purposes of the MK 3, MK 4, and MK 5 class features.

ALPHA-SYNTH					SYSTEM Avatar
MODEL	LEVEL	HP	STR	DEX	PRICE
MK 1	1	4	12	12	1,200
MK 2	2	4	14	14	3,625

BETA-SYNTH

Similar in appearance and construction to an alpha-synth, the beta-synth was originally designed for superior performance in hostile environments. It's not uncommon for wealthy families of synthborn to provide their children with beta-synth avatars as more of a status symbol than out of actual need. Beta-synths are always ghouls and enjoy openly displaying their often-higher quality augmentations. Treat beta-synths like alpha synths for purposes of recognizing them as being cybernetically enhanced.

MK 1 Augmentations: Body repair weave, Identity chip, standard injection unit, and a standard iron stomach.

All body system augmentations on the beta-synth avatar are bionic prosthetics or bionic artificial organs equivalent to their biological counterparts.

MK 2 Augmentations: standard darkvision capacitors, standard dermal plating, standard extreme-G mod, minor personal upgrade (+2), and standard psi-implant.

If a beta-synth takes the cyber incarnate archetype it is considered an A.E. for purposes of the MK 3, MK 4, and MK 5 class features.

BETA-SYNTH					SYSTEM Avatar
MODEL	LEVEL	HP	STR	DEX	PRICE
MK 1	2	6	14	14	1,750
MK 2	4	6	16	16	8,200

GAMMA-SYNTH

Least common of the synthborn avatar's, the gamma-synth sides with function over maintaining the appearance of its biological race. Although the body is humanoid, its oversized, not enough to change size categories, but large enough to makes some common tasks difficult. Rather than skin the gamma-synth is covered in cerametal cybernetic armor. Hidden beneath the armor are corded myomere muscles, enhanced with hydraulics, and attached to heavy duty composite metal foam bones. The gamma-synth is a hulking mass of cybernetically enhanced humanoid.

Gamma-synths can be recognized by casual observation as cybernetically augmented by anyone making a successful Perception skill check (DC 5) and often face extreme prejudice outside synthborn communities.

MK 1 Augmentations: Body repair weave, cybernetic armor (cerametal exoderm mk 1), Identity chip, standard injection unit, standard iron stomach, and type 1 slam bracer

All body system augmentations on the beta-synth avatar are bionic prosthetics or bionic artificial organs equivalent to their biological counterparts.

MK 2 Augmentations: standard darkvision capacitors, standard extreme-G mod, minor personal upgrade (+2), and standard psi-implant.

MK 3 Augmentations: standard circulatory control system cybernetic armor (cerametal exoderm mk 3), advanced darkvision capacitors, standard personal upgrade (+4, in addition to previous minor personal upgrade) and a type 2 slam bracer.

MK 4 Augmentations: cybernetic armor (cerametal exoderm mk 4), advanced extreme G mod, advanced injection unit, superior personal upgrade +6 in addition to previous minor and standard personal upgrades), and a type 4 slam bracer.

MK 5 Augmentations: advanced circulatory control system, cybernetic armor (cerametal exoderm mk 5), ultra extreme G mod, superior injection unit, and a type 5 slam bracer.

GAMMA-SYNTH					SYSTEM Avatar
MODEL	LEVEL	HP	STR	DEX	PRICE
MK 1	2	6	16	8	4,200
MK 2	4	6	18	10	14,250
MK 3	6	6	20	12	32,500
MK 4	12	6	22	14	175,000
MK 5	18	6	24	16	820,000

VALKYRIE

Only a few have ever been given the honor of possessing a Valkyrie avatar. They are reserved for recruits deemed to have the most potential and veterans who have already made tremendous sacrifices in the service to their country, mega-corporation, or organization. Although, the Valkyrie avatar does not include a means of flight, it is often said a Valkyrie earns their wings. One does not earn the title Valkyrie until they are in a MK 4 or MK unit. Since there is often much resentment towards Valkyrie candidates, general enlisted refer to them as shield maidens until they earn the Valkyrie title.

The Vlakyrie is purely a combat platform. The avatar has balanced offensive and defensive capabilities. Valkyries are often used to hold the line, or break their opponent's line. Primarily designed as heavy infantry, Valkyries are common on warfronts where the assets are too precious to destroy with aerial bombardment. They have also become popular on deep space expedition teams.

The shield maiden / Valkyrie prejudice carries over to the general public. There is a disdain for MK 1-3 units and an admiration for MK 4 & 5 units. Although any Valkyrie is always a welcomed site, as long as it's on your side.

MK 1 Augmentations: neural computer tier 2, standard external equipment mount, standard HUD, standard weapon link.

All body system cybernetic augmentations on the Valkyrie avatar are prosthetics or artificial organs equivalent to their biological counterparts unless otherwise noted.

MK 2 Augmentations: cybernetic armor (cerametal exoderm mk 1), standard hydraulic claw, standard injection unit, standard jump jets, standard Valkyrie vambrace.

MK 3 Augmentations: cybernetic armor (cerametal exoderm mk 2), extreme descent safeguard system, standard trauma controller, standard Valkyrie greaves, advanced Valkyrie vambrace

MK 4 Augmentations: cybernetic armor (cerametal exoderm mk 3), advanced HUD, advanced hydraulic claw, neural computer tier 4, advanced Valkyrie greaves.

MK 5 Augmentations: cybernetic armor (cerametal exoderm mk 5), superior HUD, superior hydraulic claw, advanced jaeger defense protocol, advanced jaeger offense protocol, superior Valkyrie greaves, superior Valkyrie vambrace.

VALKYRIE					SYSTEM Avatar
MODEL	LEVEL	HP	STR	DEX	PRICE
MK 1	2	7	12	12	2,495
MK 2	4	7	14	12	9,675
MK 3	6	7	16	14	26,350
MK 4	12	7	18	16	152,700
MK 5	18	7	20	18	1,210,000

CYBERNETIC MALWARE

Not all augmentations are beneficial. Occasionally, a government, mega-corporation, crime syndicate, or cult might wish to "motive" its members or guarantee their loyalty. Often a scientist might invent a new cybernetic augmentation with the best of intentions only to have it used in a horrific way by those with evil intent.

The true dangers of cybernetic malware might not always be known to the recipient. Like any malware, it can be added to an otherwise useful or beneficial augmentation. A crime syndicate or like organization often combines cybernetic malware with beneficial augmentations to lure members into "upgrading".

Except for their function, cybernetic malware possesses the same limitations as typical cybernetic augmentations. Cybernetic malware is only available if it is introduced by the GM. Often a character's "introduction" is unintentionally having a type of malware implanted during a period of incapacitation. We have all heard rumors, "You wake up in an unfamiliar hotel room after a wild night at the holo-disco with a splitting headache only to realize someone or something has implanted some type of cybernetic device in your head." A character's introduction to cybernetic malware could also be less nefarious, but it's up to the GM to determine how its introduced and used.
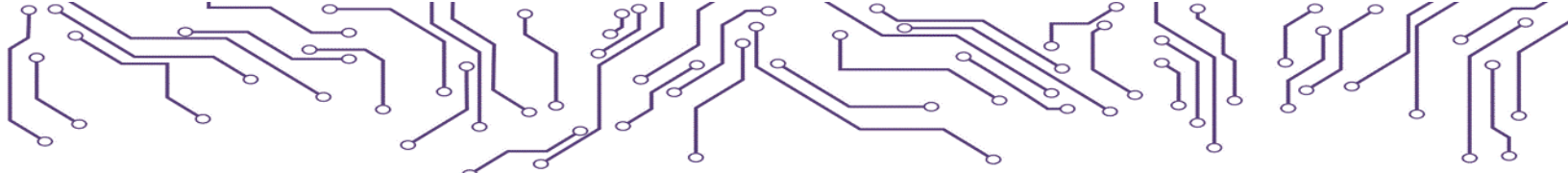
TYPES OF MALWARE

PERSONALITY COMPLEX			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Mark I	2	1,000	5
Mark II	6	4,000	5
Mark III	12	40,000	5
Mark IV	20	1,000,00	5

Personality complex is an invasive group of neural augmentations implanted in the recipient's brain. This malware attempts to repress the recipient's psyche and replace it with recorded memories, ideologies, and behavior ("identity") of another individual. This is a crude illegal form of mnemonic transfer designed to erase a person's subconscious and personality without destroying their body.

Each personality complex is imprinted with the personality of a high level "donor" prior to implantation. The donor may or may not be a volunteer. Recording the donor's identity requires a mnemonic transfer pod and purchasing the process nanites for transferring an identity to a clone. However, in this case the identity is imprinted

ALTEREGO CYBERTECH

PERSONALITY COMPLEX – UPGRADE YOUR ENEMIES TO LOYAL ASSAULT COMMANDOS TODAY!

to one or more personality complexes and the donor doesn't die when the process completes.

For the first ten days, the recipient's identity is slowing being replaced by the imprinted identity of the personality complex and must make a Will save (DC = 10 + item level). Three consecutive failures results in the recipient losing the battle against the invasive identity. When this happens the recipient's identity is lost forever and cannot be restored even if the malware is removed. Any recipient that successfully maintains their identity for ten days but fails their saving throw on two consecutive days gains cyber psychosis. Recipients who survive the personality complex identity intact cannot be affected by additional uses of this cybernetic malware.

When a recipient succumbs to a donor's identity they gain the same character class, theme, memories, ideologies, and behavior as the donor, but the recipient's character level is eight levels lower than the donor's (minimum of 1st). All recipients of the same identity imprint act exactly the same in the beginning but their personalities will eventually diverge as they are exposed to new experiences. The imprinted identity uses the Intelligence, Wisdom, and Charisma scores of the donor but maintains the Strength, Dexterity, and Constitution of the recipient's body. Once the imprinted identity completely consumes the recipient's identity it gains a completely new soul and psyche separate from that of the donor or recipient. Anyone successfully imprinted with a donor's identity gains cyber psychosis.

For additional information on the cyber psychosis see the "Cybernetics Overview" section of the Gravity Age: Cybernetics Emporium. For additional information on the mnemonic transfer see the "Holistic Nanomedicine" section of the Gravity Age: Nanotech Emporium.

PESONALITY COMPLEX USE CASES

There are no benign uses for personality complex since it utterly destroys the recipient's identity and replaces it with an imprint of the donor's. Its quite common for the recipient to be kept on impaired on drugs lowering their ability to resist the imprinted personality.

By far the most common use is creating a loyal army from commoners and criminals. There simply isn't always the time or credits to create a clone army or battalion of klankers. Normally, the down trodden of a remote outpost are conscripted into service and the identity of a solder most loyal to the cause is used to imprint the new army, but there are remote backwater stars where conscription is determined by lottery or even completely voluntary.

In the most extreme case, the personality matrix is used to produce a star empire's line of succession. Over a millennium ago a star emperor without a heir implemented the "One Person One Identity" line of succession. When an emperor dies a member of each noble house "volunteers" to receive the emperor's personality matrix. Following the procedure each noble house has one year to train their "emperor initiate". On the anniversary of the star emperor's death the emperor initiates fight to the death until a new star emperor is crowned. The noble house responsible for training the new star emperor gains favored status. This cycle passes down the experiences of the previous star emperor to the next but also guarantees their leader has cyber psychosis.

RAIDEN'S WHIP			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Light	1	110	3
Heavy	4	1,850	3
Supermax	8	8,900	3

Nothing more than a modern-day shock collar, Raiden's whip is a small shiv like device implanted in the recipient's spine. Malware like this is a common sight on prison colonies where a warden might need to stop an inmate uprising or just enjoys the gratification of doling out punishment and pain to poor listeners.

Raiden's whip is controlled by one or more wand like devices. In a common deployment, hundreds if not thousands of inmates will be augmented with Raiden's whip and this cybernetic malware will be interfaced with wands, wielded by detention center guards. There are other cases where each Raiden's whip is linked with a warden's wrist computer or a special communicator. In any case, activating Raiden's whip from any controller device is a standard action. Raiden's whip is a rather imprecise tool. When the controller is used to activate Raiden's whip against a target, anyone possessing a Raiden's whip within 60-ft. of the target is also affected. Anyone affected takes 1d6 points of non-lethal damage per item level of the model and is stunned for one round. Those affected can make a Fortitude save to take half damage and reduce the stunned condition to staggered.

RTO BOOT			SYSTEMS Special
MODEL	LEVEL	PRICE	DISGUISE
Standard	Varies	10%	--
Gold Package	Varies	25%	--

The Rent to Own Boot, commonly referred to as the RTO Boot, allows a player to purchase something they might not
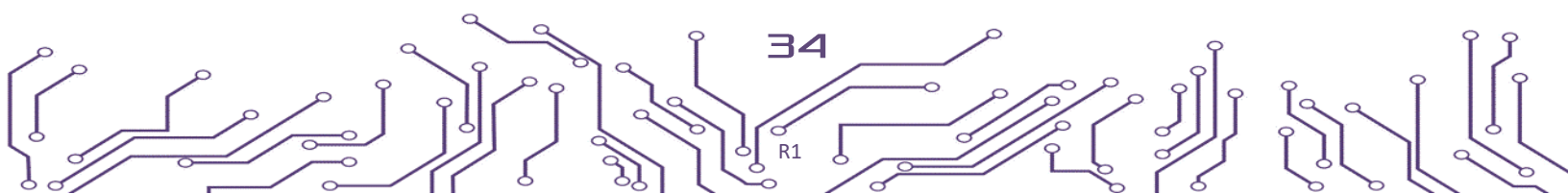
otherwise have the means to afford. The standard RTO Boot can be applied to any cybernetic augmentation the player wants purchase within the normal item level restriction. They simply pay 10% extra and the price is split into 4 easy payments. Typical arrangements require one quarter of the modified purchase price each time they bring their ship into port.

Missing a payment has consequences. The first time a recipient misses a payment they gain 1 permanent negative level until the payments are caught up. If the recipient misses a second payment they gain a second negative level. Any recipient missing 3 or more payments is considered a dead beat and the cybernetic augmentation RTO Boot was applied to shuts down, in addition to maintaining the negative levels. This could have a very negative impact for certain augmentations. In all cases, the negative levels are restored and cybernetic augmentation is reactivated if the recipient pays in full.

The gold package functions exactly like the standard package except the recipient pays an extra 25% of the base price for access to augmentations that would normally be out of their reach by item level and price. The gold package allows the recipient to purchase an item up to 5 levels higher than their character level. The gold package is only offered by certain employers.

The GM determines if a rent to own is available in any specific location. Terms of the rent to own should be agreed on by the player and GM. In all cases the rent to own facilitator will expect to get paid and the GM has the full authority to enforce missed payments.

SYNAPTIC AUTHORITY MATRIX			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Submissive Type 0	2	500	2
Submissive Type 1	4	2,000	2
Submissive Type 2	6	4,500	2
Submissive Type 3	8	9,000	2
Submissive Type 5	16	164,000	2
Dominant Type 1	8	9,000	2
Dominant Type 2	12	36,000	2
Dominant Type 3	16	165,000	2

A common phrase among those who force this malware on others, "Every sub must have a dom." The synaptic authority matrix establishes a telepathic link between a recipient of the dominant synaptic authority augmentation ("Dom") and one or more recipients of a submissive synaptic authority augmentation ("Sub"). The Sub can be directed by silent mental command as long as it remains within a 120ft.-range of its paired Dom or anywhere they can communicate over a local or real-time network. The Dom need not see the Sub to control it. The Dom does not receive direct sensory input from the Sub, but does know what it is experiencing. Direction given from the Dom to its Sub must be followed to the best of the Sub's capabilities. The Dom need not concentrate exclusively on controlling the Sub unless the Dom is trying to direct the Sub to do something it normally couldn't do. Changing instructions or giving a Sub a new command is a move action. As a standard action a Dom can remotely assist a Sub on a skill check or allow the Sub to make a skill check untrained as long as the Dom possess the trained skill.

A Sub forced to take actions against its nature receives a Will saving throw (DC = 10 + Sub's augmentation item level). If the Sub saves, they can ignore the Dom's command but gain the staggered condition. The staggered condition remains until the Sub gives into the Dom's command or the Dom issues a new command which may or may not entitle the Sub to a new saving throw. Self-destructive orders are not carried out, nor can the Sub intentionally harm its Dom or make the request of others to harm their Dom.

Each Dom is limited to a number of Subs equal to its dominant synaptic authority augmentation type number and can only control creatures with CR values or character levels less than or equal to their augmentation's item level.

SYNAPTIC AUTHORITY MATRIX USE CASES

The Synaptic Authority Matrix ("SAM") has as many beneficial as abusive use cases. It was originally developed for search and rescue missions. Alien vermin would be equipped with a Sub augmentation and instructed to rescue survivors in environments otherwise hazardous to most sentient creatures. Seeing its usefulness in search and rescue, various military and special operations groups adapted the system to combat missions. Creatures of typical animal intelligence would be augmented with a Sub augmentation and would be used as shock troops against enemies residing in areas deemed too dangerous for non-expendable troops. Eventually the Sub augmentation was perfected to control fully sentient beings.

Like other cybernetic malware SAM is used to control its recipient's actions, but in this case, it literally grants a Dom control. When used on a sentient creature, the Dom is typically trying to influence the actions of those close to the Sub thru the Sub's actions. However, there are Doms that use Subs out of pure malice, who simply thrive on another's misery. For instance, you might see a crime boss use SAM on a rival's "right hand man" rather than killing him, or lesser person use SAM against someone that is morally, physically, or ethically their better.
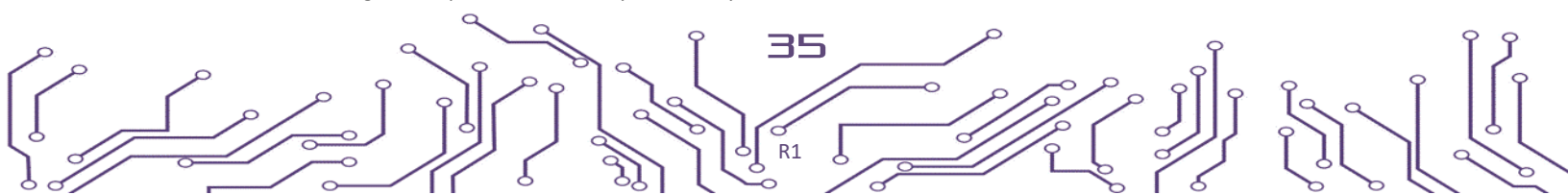
X-VSP			**SYSTEM** **Brain**
MODEL	LEVEL	PRICE	DISGUISE
Basic Transmitter	2	500	1
Hyper Transmitter	4	2,000	1
Receiver	6	4,500	1
Hive	8	9,000	1
Master I	9	14,500	2
Master II	14	72,500	2
Master III	19	550,000	2

The Exploitive Virtual Sensory Perception ("X-VSP") augmentations are similar in function to the more benign VSP augmentations, but the recipient of X-VSP has no control over turning the augmentation on or off unless the recipient of the master allows. The recipient of a X-VSP master unit can control any combination of up to 5 X-VSP transmitters, receivers, or hives. The recipient of the X-VSP master model can allow the recipients of X-VSP malware augmentations to activate their own augmentation or take control away from them as a swift action on their turn. A regular VSP augmentation can transmit and receive sensory information from an X-VSP augmentation if the recipient of the master allows it. For additional information on X-VSP transmitters, receivers, and hives see "Virtual Sensory Perception" under the Augmentations section of this Emporium.

The X-VSP master II model can control up to 10 X-VSP transmitters, receivers, or hives and this number increases to 25 with the X-VSP master III model.

X-VSP USE CASES

Depending on the type of campaign you are running, malware like a X-VSP augmentation can take your game to a really dark place and all players might not be ready for these type scenarios.

X-VSP transmitters are primarily used to force the recipient to knowingly or unknowingly spy on their loved ones, exploit corporate intellectual property, or commit espionage against top secret government programs. This malware is commonly implanted with a small neural computer and cortex bomb to assist in motivating the recipient. X-VSP transmitters are also used to satisfy the fetish kinks of those who are often too cowardly to commit the brutal or illegal acts themselves.

A X-VSP receiver is most often implanted and paired with a X-VSP transmitter in a second individual. A crime boss might motivate a law enforcement agent to break a few rules by linking said officer with a captive spouse, or loved one. However, a judge in an eye for an eye society might sentence a criminal to an X-VSP receiver so that they might experience the pain of a victim for the rest of their days.

Table 6-1: Cybernetic Malware

NAME	LEVEL	PRICE	SYSTEM
RTO boot, standard	varies	varies	varies
RTO boot, gold package	varies	varies	varies
Raiden's whip, light	1	110	Spine
Personality complex, mark 1	2	1,000	Brain
Synaptic authority matrix, submissive type 0	2	500	Brain
X-VSP, basic transmitter	2	500	Brain
Raiden's whip, heavy	4	1,850	Spine
Synaptic authority matrix, submissive type 1	4	2,000	Brain
X-VSP, hyper transmitter	4	2,000	Brain
Personality complex, mark 2	6	4,000	Brain
Synaptic authority matrix, submissive type 2	6	4,500	Brain
X-VSP, receiver	6	4,500	Brain
Raiden's whip, supermax	8	8,900	Spine
Synaptic authority matrix, dominant type 1	8	9,000	Brain
Synaptic authority matrix, submissive type 3	8	9,000	Brain
X-VSP, hive	8	9,000	Brain
X-VSP, master I	9	14,500	Brain
Personality complex, mark 3	12	40,000	Brain
Synaptic authority matrix, dominant type 2	12	36,000	Brain
X-VSP, master II	14	72,500	Brain
Synaptic authority matrix, dominant type 3	16	165,000	Brain
Synaptic authority matrix, submissive type 5	16	164,000	Brain
X-VSP, master III	19	550,000	Brain
Personality complex, mark 4	20	1,000,000	Brain

CYBER SALVAGE

Starfinder player characters and NPCs cannot use salvaged cybernetic augmentations without a class ability, feat, augmentation, racial ability, or mutation allowing them to do so. This section is dedicated to alternate methods of gaining the ability to use cyber salvage.

CLASS ABILITIES

For additional information on applying mechanic tricks and technomancer magic hacks see Chapter 4 of the Starfinder Core Rulebook.

MECHANIC TRICKS

2nd Level Cyber-Recycler (Ex)

You have found a way for your exocortex to reset the genetic and DNA requirements for one or more salvaged cybernetic augmentations. You can benefit from a number of salvaged cybernetic augmentations equal to your mechanic's "Bypass" insight bonus. You must have an Exocortex to learn this mechanic trick.

9th Level Cyber-Recycler King (Ex)

Your exocortex can handle an unlimited number of salvaged cybernetic augmentations, but you must still have a body slot open for each augmentation. You must have the cyber-recycler mechanic trick to learn this trick.

TECHNOMANCER HACKS

2nd Level Cyber-Cheat (Ex)

Your innate magical talents allow you to use a magic hack to bypass the restrictions on using salvaged cybernetics. You can benefit from a number of salvaged cybernetic augmentations equal to your technomancer's "Techlore" insight bonus.

9th Level Extreme Cyber-Cheat (Ex)

Your techlore ability has given you the insight needed to support an unlimited number of salvaged cybernetic augmentations, but you must still have a body slot open for each augmentation. You must have the cyber-cheat technomancer magic hack to learn this trick.

FEATS

For additional information on applying feats see "Leveling Up", Chapter 2 of the Starfinder Core Rulebook.

CYBER-ARROGATOR

You have extensive knowledge of cybernetics and are quick to pick up on 'cyborgs' who are attempting to hide their augmentations.

Prerequisites: a salvaged cybernetic or bionic augmentation.

Benefit: You gain a +2 bonus on all skill checks to identify cybernetic and bionic augmentations. In addition, you gain a +2 on Culture skill checks to find black markets where these salvaged augmentations are bought and sold.

CYBER-EXPROPRIATOR

You have gained an extraordinary ability which allows you to take used cybernetic augmentations and implant them as your own.

Prerequisites: 5th Level, one cybernetic implant

Benefit: You can use salvaged cybernetic augmentations with item levels equal to your character level -4.

GREATER CYBER-EXPROPRIATOR

You have gained an extraordinary ability which allows you to take used cybernetic augmentations and implant them as your own.

Prerequisites: Improved Cyber-Expropriator

Benefit: You can use salvaged cybernetic augmentations with item levels equal to your character level +2.

IMPROVED CYBER-EXPROPRIATOR

You have gained an extraordinary ability which allows you to take used cybernetic augmentations and implant them as your own.

Prerequisites: Cyber-Expropriator

Benefit: You can use salvaged cybernetic augmentations with item levels equal to your character.

NANOAUGMENTOR

For additional information on nanoaugmentors see the "Nanotech Overview" section of the Gravity Age: Nanotech Emporium.

CYBER-CYPHER		SYSTEM Torso
MODEL	LEVEL	PRICE
Standard	6	4,800
Advanced	12	46,000

Millions of nanites work with the recipient's spleen to create an army of white blood cells custom programmed to ignore salvaged cybernetic augmentations as foreign bodies. Additional nanites replicate RNA keys allowing the recipient to control the salvaged cybernetic augmentations.

Standard cyber-cypher allows the recipient to implant a number of salvaged cybernetic augmentations equal to their Resolve Point pool -4. Advanced cyber-cypher allows the recipient to implant a number of salvaged cybernetic augmentations equal to their Resolve Point pool.

Disadvantages, the recipient has a 5% chance of gaining cyber psychosis each time they implant a salvaged or secondhand cybernetic augmentation and the cyber-cypher recipient is more susceptible to radiate than normal members of their race. Always treat radiation exposure as one level higher. If the cyber-cypher nanites are ever destroyed or removed the recipients body immediately goes into rejection causing an affliction similar to Mummy Rot. Although the progression of the affliction slowed down with successful Fortitude saving throws, the affliction cannot be removed or cured until all salvaged or secondhand cybernetic augmentations have been removed from the recipient. Once the offending augmentations have been removed, the affliction still requires two consecutive saves to remove. For additional information on "Mummy Rot", see Afflictions in CH 11 of the Starfinder Core Rulebook.

BIOWARE – TEMPLATE

For additional information on genetic templates see the "Bioware Overview" section of the Gravity Age: Bioware Emporium.

EXPROPRIATOR		TYPE Acquired
THERAPY	LEVEL	PRICE
Standard	5	3,500

"Expropriator" is an acquired template that can be added to any creature identifiable by the Life Science skill (referred to hereafter as the character). Expropriators have been genetically altered to take advantage of second hand and salvaged cybernetic augmentations.

No one is ever born with the expropriator template. It is applied to a character through endogenous metamorphosis and has several negative side effects. A character may acquire the expropriator template later on by undergoing endogenous metamorphosis and permanently spending 1 Resolve Point.

EXPROPRIATOR SPECIAL QUALITIES

An expropriator retains all the special qualities of the character and gains the additional special qualities listed below.

Unlimited Salvaged Cybernetics (Ex): An expropriator can handle as many salvaged cybernetics as they have augmentation body slots.

Cyber Psychosis (Ex): All recipients of the expropriator template gain the initial stage cyber psychosis. However, the trigger can never get worse than 1 in 20. The character no longer needs to make rolls each time they implant a salvaged cybernetic augmentation. For additional information on the cyber psychosis see the "Cybernetics Overview" section of the Gravity Age: Cybernetics Emporium.

Sterile (Ex): Often referred to as "Expropriator's Blessing", characters undergoing endogenous metamorphosis to gain this template can no longer reproduce. The gene therapy fractures the character's genetic makeup in such a way that it is ideal for circumventing the genetic coding for salvaged cybernetics. It's considered a blessing because cyber psychosis isn't being passed down to another generation.

Advancement: By character class

Level Adjustment: +0

MUTATIONS

For additional information on physical mutations see the "Physical Mutations" section of the Gravity Age: Mutant Menagerie.

CYBER CODED (EX)
Gene Pool -4 | Disguise DC Modifier +4

A quirk in your genetic code allows you to use salvaged cybernetic augmentations. Normally augmentations have to be coded to a specific individual, but your DNA acts like a universal key. In addition, you are not subject to gaining cyber psychosis.
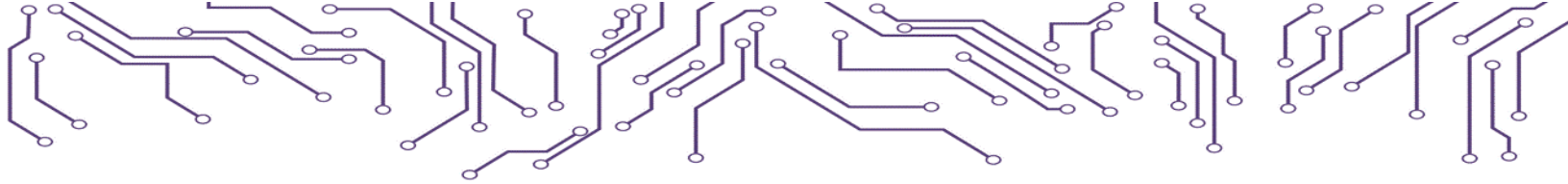
AUGMENTATION TRACKER

BRAIN

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.

EYES

1.
2.

TENTACLE(S)

1.
2.
3.
4.

EARS

1.
2.

THROAT

1.
2.

RIGHT HAND

1.
2.
3.

LEFT HAND

1.
2.
3.

RIGHT ARM

1.
2.
3.

LEFT ARM

1.
2.
3.

LUNGS

1.
2.

HEART

1.
2.

TORSO

1.
2.
3.

SPINE

1.
2.
3.

RIGHT FOOT

1.
2.
3.

RIGHT LEG

1.
2.
3.

SKIN

1.
2.
3.

LEFT LEG

1.
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LEFT FOOT

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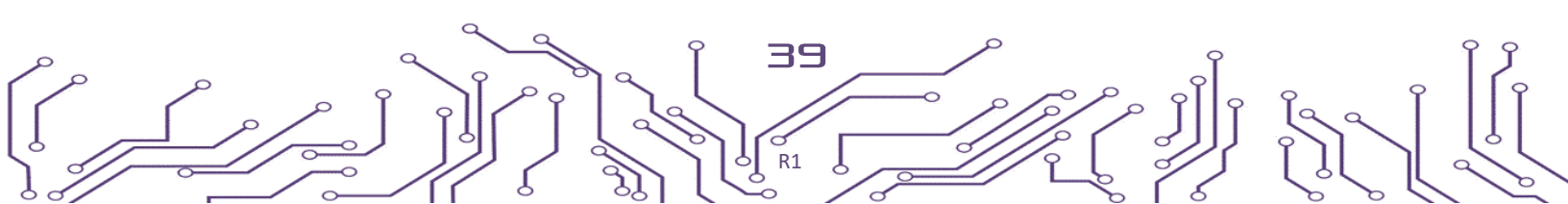
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Gravity Age: Cybernetics Emporium 2™

Our research and development team has been working overtime to bring you the latest and greatest in cybernetic advancements. Whether you aspire to achieve perfection through technological augmentation or simply want to get a leg up on the competition this emporium of is for you! Bad guys! If you are looking for evil plot devices or discussion points for future monologues there is likely a little something in here for you too!

This accessory contains new material covering:

- 200+ Cybernetic Augmentations
- 4 New C.O.R.E. Avatars
- Expanded Cybernetic Malware
- New cyber salvage rules

STARFINDER COMPATIBLE

OGL 3.5 Compatible