

CHARACTER EXPANSION HANDBOOK BIOHACKERS



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CLASS EXPANSION HANDBOOK

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Everybody Games began as the blog of Alexander Augunas in January 2014 under the name Everyman Gaming, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since. In 2019, the company's name changed to Everybody Games in order to reflect our mission to get everyone gaming.

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~ Alexander Augunas
Publisher & Crunchmaster of Everybody Games

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AA1	STARFINDER ALIEN ARCHIVE
AA2	STARFINDER ALIEN ARCHIVE 2
AA3	STARFINDER ALIEN ARCHIVE 3
AOG	ADVANCED OCCULT GUIDE
COM	STARFINDER CHARACTER OPERATIONS MANUAL
SA	STARFINDER ARMORY
SOM	STARFINDER STARSHIP OPERATIONS MANUAL

SPECIES VERSUS RACE

The *CHARACTER EXPANSION HANDBOOK* uses the term "species" instead of "race," such as "vesk species traits."

RECUPERATING

To "recuperate" means "to regain Stamina Points after spending a Resolve Point and resting 10 minutes."

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BIOHACKER

Whirling dervishes of battle, solarians are the warrior-poets of the far-flung future, masters of cosmic philosophy whose understanding of the cosmos affords them supernatural arms and armaments, as well as cosmic powers that mirror the birth, death, and rebirth of the stars themselves.

This section introduces a new fields of study, as well as new alternate class features and theorems for biohacker characters. The alternate class features introduced within use the same rules for alternate class features as described in *Starfinder Character Operations Manual* unless specified otherwise.

FIELDS OF STUDY

You can select the following options as a field of study.

BIOGERONTOLOGY

Biogerontology is the study of the biological effects of aging.

❖ **Booster:** You inject an agent into a living creature's body that temporarily restores their youthful vigor. The target ignores the effects of the fatigued condition and replaces the effects of the exhausted condition with those of the fatigued condition.

❖ **Inhibitor:** You inject an agent into a living creature's body that causes their cellular structure to deteriorate quickly as if from aging. The target is fatigued.

BREAKTHROUGH

You can use the following ability when you achieve the breakthrough for this field of study.

❖ **Reverse Aging:** As a standard action, you can create and deliver a potent restorative that mends all wear and tear on a living creature's genetic code while expelling harmful elements they've accrued over their lifetime. At the start of the target's turn, attempt a Medicine check. The target regains Hit Points and Stamina Points equal to half your level regardless of the result, and if the target is afflicted by any poisons or diseases with a saving throw DC that's less than the result of your Medicine check, reduce the affliction's stage by 1. If the target's affliction stage is reduced below stage 1, they are cured of the disease.

BIOMEDICINE

Biomedicine is the applied use of biological principals to clinical medicine.

❖ **Booster:** You inject experimental biomass into a wound or area of concern, allowing you to attempt to treat deadly wounds on the target. If the target has already received its limit of treat deadly wounds for the day, they must spend 1 Resolve Point upon being injected with this biohack in order to benefit from it.

❖ **Inhibitor:** You inject an autolytic agent into a living creature's body that causes their cells to rapidly digest

themselves, causing the target to gain the bleeding condition. The target bleeds for 1d4 damage at 1st level, increasing to 1d6 damage at 6th level and further increasing by 1d6 damage every 3 levels thereafter.

BREAKTHROUGH

You can use the following ability when you achieve the breakthrough for this field of study.

❖ **Biomedical Cure (Ex):** As a standard action, you can create and deliver a potent restorative that supercharges the rate of cellular regeneration within a living target's body. If the an effect would cause the target to restore a variable amount of Hit Points, they automatically restore the maximum number of Hit Points. For example, if the target imbibes a mk II serum of healing, instead of rolling 3d8 Hit Points they automatically regain 24 Hit Points. This effect lasts for a number of rounds equal to your key ability modifier or until the target has maximized a number of sources of Hit Point healing equal to 1 + their Constitution modifier (minimum 1).

METAMORPHOLOGY

Metamorphology is the study and inducement of physical, structural change in biological creatures.

❖ **Booster:** You inject a metamorphic agent into the target that bestows a helpful ability. The target gains one of the following universal creature rules: blindsense (vibrations or scent) 30 ft., climb 30 ft., darkvision 60 ft., ferocious charge, fly 30 ft. (average; must end turn on a solid surface or fall), multiarmed (4), natural weapons, plantlike, swim 30 ft., or tracking (any one sense of your choice). If you choose a movement speed and the target already possesses an equal or greater speed of the same type, they gain a +10-ft. enhancement bonus to that speed instead.

❖ **Inhibitor:** You inject a metamorphic agent into the target that warps their physiology. Roll on Table: Wounding Weapons in Chapter 7 of the *STARFINDER CORE RULEBOOK* and apply the listed effect to the target. If you roll a general location, the target is sickened instead of bleeding. Multiple uses of this ability do not stack multiple wound effects.

BREAKTHROUGH

You can use the following ability when you achieve the breakthrough for this field of study.

❖ **Metamorphosis (Ex):** As a standard action, you can create and deliver a serum that alters the target's physiology. If injected into an ally, this functions as the metamorphology field of research's booster, except the target gains three abilities from among those listed. If injected into an enemy, this functions as the metamorphology field of research's inhibitor, except you roll on Table: Wounding Weapons twice and choose which result to inflict.

NANO BIOLOGY

Nanobiology is the use of nanomachines to manipulate biological organisms on an atomic or molecular level.

- » **Booster:** You inject millions of beneficial nanomachines into a target to enhance their bodily functioning. The target gains one benefit from the Nanite Integration feat of their choice. The biohack ends after the target spends a Resolve Point to use the chosen benefit.
- » **Inhibitor:** You inject millions of harmful nanomachines into a target to impair their bodily functioning, imparting the sickened condition. This is a disease effect.

BREAKTHROUGH

You can use the following ability when you achieve the breakthrough for this field of study.

❖ **Organic Disassembly (Ex):** As a standard action, you can create and deliver a batch of nanomachines that disassemble a creature's body. At the start of each of the target's turns for a number of rounds equal to your key ability modifier, the target must attempt a Fortitude save. On a failed save, roll on Table: Wounding Weapons in Chapter 7 of the *STARFINDER CORE RULEBOOK* and apply the listed effect to the creature.

PATHOLOGY

Pathology is the study of the cause and effects of diseases and physical injury.

- ❖ **Booster:** You inject a drug into a creature that amplifies their bodily defenses, granting temporary resiliency to harm. Choose one type of damage (acid, bludgeoning, cold, electricity, fire, piercing, slashing, or sonic) or diseases. If you choose a type of kinetic damage, you gain DR/— against that damage type equal to half your biohacker level (minimum 1). If you choose a type of energy damage, you gain resistance to that damage type equal to half your biohacker level. If you choose diseases, you gain a +2 enhancement bonus to saving throws against disease.
- ❖ **Inhibitor:** You inject a toxin into a creature that makes them more susceptible to harm. Whenever the target takes damage, they take additional damage of the same type equal to half your biohacker level (minimum 1). In addition, the target takes a –2 penalty to saving throws against disease. This is a disease effect.

BREAKTHROUGH

You can use the following ability when you achieve the breakthrough for this field of study.

❖ **Spread Contagion (Ex):** As a standard action, you can create and deliver a synthesized virus that infects an enemy's body, exposing them to synthetic plague (see below).

SYNTHETIC PLAGUE

Type disease (contact, inhaled, injury); **Save** As a biohacker breakthrough

Track physical; **Frequency** see effect

Effect Victim must attempt a saving throw to prevent the affliction from progressing after 1d4 rounds; afterwards the frequency is 1/day.

Cure 2 consecutive saves

SOCIO BIOLOGY

Sociobiology is the study of the biological, ecological, and social aspects of sapient creatures.

- ❖ **Booster:** You inject a potent drug into a living creature that boosts their empathy and collectivism. The target gains a +2 enhancement bonus to attack rolls and skill checks to use the aid another, covering fire, and harrying fire actions, as well as to Bluff, Diplomacy, Intimidate, and Sense Motive checks. This is a mind-affecting effect.
- ❖ **Inhibitor:** You inject a mind-altering drug into a living target that hinders their cognitive functioning by amplifying their anxieties, imparting the shaken condition. This is a mind-affecting poison effect.

BREAKTHROUGH

You can use the following ability when you achieve the breakthrough for this field of study.

- » **Empathy Overdrive (Ex):** As a standard action, you create and deliver a potent agent that supercharges a living target's empathic capabilities. The target gains telepathy 100 feet. In addition, the target can use the harrying fire and covering fire actions as a swift action. These effects last 10 minutes.

ALTERNATE CLASS FEATURES

Biohackers have access to the following alternate class features.

HEALER'S INGENUITY (EX)

3RD LEVEL

You can use your custom microlab to supercharge a *serum of healing*, greatly enhancing its properties. Once per day, when you use a *serum of healing* on yourself or another creature, you can enhance the amount of healing that the serum provides based on your biohacker level, as follows:

- » **Mk I:** 1d8 + your key ability modifier. This improves to 3d8 at 8th level, 5d8 at 11th level, 7d8 at 14th level, and 9d8 at 17th level.
- » **Mk II:** 3d8 + your key ability modifier. This improves to 5d8 at 8th level, 7d8 at 11th level, 9d8 at 14th level, and

11d8 at 17th level.

- » **Mk III:** 6d8 + your key ability modifier. This improves to 12d8 at 8th level, 16d8 at 11th level, 16d8 at 14th level, and 20d8 at 17th level.

You can do this one additional time per day at 9th level and 15th level.

This replaces spark of ingenuity.

INGENIOUS TOXINS

3RD LEVEL

You can use your custom microlab to enhance any poison that you load into an injection weapon, making it more difficult to resist. Once per day, when you load a dose of poison into an injection weapon, you can increase the poison's save DC to 10 + 1/2 your biohacker level + your key ability modifier if this is higher than the poison's base DC. In addition, the number of consecutive saves needed to cure the poison increases by 1. You can do this one additional time per day at 9th level and 15th level. Any poison enhanced by this ability that hasn't been used after 10 minutes reverts to its previous save DC and cure saving throw statistics.

This replaces spark of ingenuity.

MEDICINAL MASTERY

1ST LEVEL

You've mastered the creation and application of medicinals. You gain Medical Expert as a bonus feat, ignoring its prerequisites. In addition, whenever you use Medicine to treat deadly wounds and succeed by 5 or more, add your biohacker class's key ability modifier to the total number of Hit Points your target regains or your Intelligence modifier, whichever is higher.

Starting at 2nd level, whenever you successfully use Medicine to treat deadly wounds, you add your biohacker level to the total number of Hit Points that the target regains when you successfully treat deadly wounds. This increases to twice your biohacker level at 9th level and three times your biohacker level at 18th level.

This replaces injection expert.

NOSTRUM SPECIALIST

1ST LEVEL

You've devoted your life to the creation and study of nostrums, pseudomagical concoctions that produce the effects of spells. You gain the nostrum brewer theorem, regardless of your current biohacker level, and can craft nostrums you've selected with this theorem as though your level were 2 higher.

Each day during your daily preparations, you can craft three 0-level nostrums. At 5th level, you also craft one 1st-level nostrum. At 9th level, you also craft one 2nd-level nostrum. At 13th level, you also craft one 3rd-level nostrum. At 17th level, you also craft one 4th-level nostrum. These nostrums are completely inert when handled by anyone else, and as a result they are valueless and cannot be sold. Nostrums created by this ability do not become inert when you administer them to other creatures, however, such as when you trickle a nostrum down a creature's throat or inject a creature with it.

Additionally, you can identify any spells encoded in a *spell gem* as a full action. This does not normally invoke the magic

contained within, although it may do so in the case of a cursed or trapped *spell gem*.

Starting at 7th level, you can attempt to craft a nostrum as a full action instead of the usual amount of time, expending UBPs as normal. This provokes an attack of opportunity as though you were casting a spell, and if the attack of opportunity hits the nostrum and all UBPs you used to craft it are ruined. You can use this ability once per day at 7th level, plus one additional time each day for every 4 biohacker levels you possess.

This replaces biohacks, primary field of study, primary field of study breakthrough, secondary field of study, secondary field of study breakthrough, tertiary field of study, and tertiary field of study breakthrough.

PROMETHEAN BIOHACKER

1ST LEVEL

You've created a monster using your advanced scientific knowledge and biomechanical know-how. You gain Creature Companion Adept as a bonus feat; you use either Life Science or Physical Science instead of Survival to meet the prerequisites of Creature Companion Adept, Combat-Trained Mount, or any feat that lists either of these feats as a prerequisite. You can use these feats only with living creature companions whose level is no greater than your ranks in Life Science and unliving creature companions whose level is no greater than your ranks in Physical Science.

Starting at 5th level, choose a number of feats equal to half your biohacker level. To choose a feat, your creature companion must meet the feat's prerequisites and you can choose a drone mod in place of a feat as though you were a mechanic of your biohacker level - 4; for the purpose of determining the effects of these drone mods, use your full biohacker level as your mechanic level. Anytime you inject your creature companion with a booster, you can choose one of the feats or drone mods you selected with this ability and grant it to your creature companion for a number of rounds equal to 3 + your key ability modifier in addition to booster's usual effects.

This replaces primary field of study and primary field of study breakthrough. At 7th level, you can choose to also replace secondary field of study, and at 13th level you can choose to also replace tertiary field of study. If you replace either field of study, you also replace that field of study's breakthrough at the appropriate level. For each additional class feature you replace, you increase the number of drone mods your creature companion gains when you inject it with a booster by one, to a maximum of five at 17th level.

ULTRA TOXICOLOGIST (EX)

1ST LEVEL

You specialize in the creation of poisons. You gain the poison synthesis theorem, regardless of your current biohacker level. In addition, whenever you declare that you are using a biohack, you can select one poison that you selected with the poison synthesis theorem and use that poison's effect as the biohack's effect. This counts as an inhibitor, and the target can attempt a saving throw against the selected poison's DC

normally. If the target fails its saving throw, they are affected by the poison's effect for a number of rounds equal to 3 + your key ability modifier. Otherwise the inhibitor functions in all ways as the selected poison, including the number of saving throws needed to cure the poison.

At 5th level, whenever you inject a poison into a creature using an injection weapon, add your injection expert class feature's bonus to attack rolls to the poison's save DC.

This alters injection expert and replaces primary field of study and primary field of study breakthrough.

THEOREMS

Biohackers have access to the following theorems. Theorems use the following icon.

⚙️ The theorem is a synthesis theorem. If you have a synthesis theorem, then whenever you complete your daily preparations or recuperate, you can create one item of your choice from among the different choices allowed by your synthesize theorems. You can only have one synthesized item at a time, and this item is completely inert when handled by anyone else. As a result, synthesized items are valueless and cannot be sold. Synthesized items do not become inert when you administer them to other creatures, however, such as when you trickle a synthesized serum down a creature's throat or inject a creature with a synthesized poison.

2ND LEVEL

You must be a 2nd-level biohacker to select the following theorems.

ADMIXTURE MASTER [EX]

You understand how to modify magical serums and elixirs to serve your ends. When you create your biohacks, you can add your biohack's ingredients to a serum or *spell ampoule* in your possession instead of using them to create a biohack. When you successfully deliver a serum or spell ampoule that you've modified in this way to a creature, that creature is also affected by one basic booster or one basic inhibitor of your choice, chosen when the serum or spell ampoule is delivered. A serum or *spell ampoule* that you've modified in this fashion counts against the total number of biohacks that can be in your possession at a time for up to 24 hours, after which the active ingredients become inert and the serum or *spell ampoule* loses this property.

ANATOMICAL AUTOPSY [EX]

You can learn about the nature of a dead creature by studying its corpse or a significant portion of its body, such as a severed limb or a bit of molting. You can use Medicine to identify creatures and to recall knowledge about them pertaining to their anatomy, biology, and similar topics. Conducting this autopsy takes 10 minutes. You cannot take 20 on this check, even if you possess a data set, but you gain a +5 bonus to your check if you've successfully used Medicine to conduct an autopsy on a creature of the same kind within the past month.

ANATOMICAL PRECISION [EX]

As a move action, you can choose one target within 30 feet and attempt a special skill check to discern their anatomical weak points. You attempt a Life Science check if your target is a living creature or a Physical Science check if your target is an unliving creature. The DC is $15 + 1\frac{1}{2} \times$ the opponent's CR. If you succeed, you treat your opponent as flat-footed for your next attack against them. You can't use this ability against a creature that's incorporeal or immune to critical hits, and you cannot take 10 or take 20 on this check.

AUTOINJECTOR* [EX]

You can outfit your biohacks with autoinjector technology that allows them to be easily used by virtually anyone. Outfitting a biohack with an autoinjector takes 1 minute, during which you create a biohack and place it into the autoinjector, which functions in all ways as a typical syringe except as follows. You can place any minor booster or inhibitor or any basic booster or inhibitor into an autoinjector, during which you must determine what effect the biohack has when administered. Any creature can administer themselves with an autoinjector biohack as a move action or to another willing or helpless creature as a standard action. Any basic biohacks that you place within an autoinjector count against the total number of biohacks you



can have created at a time for up to 24 hours, after which the basic biohack loses its potency and becomes inert.

BIOGRAFT SYNTHESIS [EX]



You can quickly create biotech augmentations and species grafts^{AA} using your custom microlab. Choose four biotech augmentations or species grafts with an item level equal to or less than your biohacker level. You can also choose biotech versions of cybernetic augmentations, but such augmentations count as being 2 item levels higher for the purpose of determining whether or not you can learn them. You can use your custom microlab to synthesize those augmentations, as described on page ##; rather than creating an augmentation that you must install into a creature via invasive surgery, you formulate a serum that transforms the target's body in a manner that replicates the serum's effects, occupying the augmentation's system normally. As a result, you can install the augmentation into a creature as a full action, but the augmentation dissolves into worthless biomass after 10 minutes or when you complete your daily preparations. You can install a synthesized augmentation into another creature, and it doesn't go inert for having left your possession once installed. When you gain a new biohacker level, you can replace one of your chosen drugs with a new choice.

BIOMETRIC SCAN [EX]

Your custom microlab feeds you a constant stream of biometric data about every creature that it's attuned to, and you can quickly sift through this data to learn about such a creature's status. As a standard action, you can choose one attuned ally. You learn of any conditions or states affecting that creature, identical to that of a *status* spell. To use this ability, the attuned ally must be within 60 feet of you or within range of an infosphere that your custom microlab is connected to.

BIOCHAIN TECHNICIAN [EX]

You're a master of biotech augmentation, and can produce biotech versions of popular cybernetics without much effort. As long as you have access to your custom microlab, you can craft any biotech augmentation using Life Science or Physical Science, otherwise following the crafting rules detailed in Chapter 7 of the *STARFINDER CORE RULEBOOK*. Crafting an adaptive biochains version of a cybernetic augmentation doesn't increase the price by an additional 10%.

BOLSTER BRAWN [EX]*

Any booster you successfully use on yourself or an ally grants the benefits of Hauler, Improved Unarmed Strike, or Toughness (your choice) for a number of minutes equal to your key ability modifier, in addition to its normal effect. The ally does not have to meet any of these feats' prerequisites to gain these benefits. A creature can only benefit from one instance of this theorem, regardless of how many boosters they're affected by.

DRUG SYNTHESIS [EX]



You can quickly create drugs using your custom microlab. Choose four drugs with an item level equal to or less than your biohacker level. You can use your custom microlab to synthesize those drugs, as described on page ##. When you gain a new biohacker level, you can replace one of your chosen drugs with a new choice.

EXPANSIVE INSTINCTS

You can apply your biohacker instincts to additional fields. Select one additional skill and apply the benefits of your scientific method to that skill.

You can select this theorem up to three times. You must have an instinctive mind to select this theorem.

EXPANSIVE STUDIES [EX]

You can apply your biohacker studies to additional fields. Select two of the following skills and apply the benefits of your scientific method to that skill: Computers, Culture, Engineering, Perception, Profession (each skill chosen separately), or Sense Motive.

You can select this theorem up to three times. You must have a studious mind to select this theorem.

MEDICAL MASTER [EX]

You gain Medical Expert as a bonus feat, ignoring its prerequisites.

NANOBOT INJECTION [EX]

As part of attuning your custom microlab to a creature, you inject them with nanomachines that keep track of their status and regularly update you with that creature's biometrics. As long as you have your custom microlab, you are aware of the following information regarding every creature that your custom microlab is attuned to, provided each creature is within planetary range of you:

- ⊗ The distance and direction to each creature.
- ⊗ Whether each creature's Stamina Points are greater than 0.
- ⊗ Whether each creature's Hit Points are greater than 0.
- ⊗ Whether each creature's Resolve Points are greater than 0.
- ⊗ Whether each creature is affected by any afflictions.
- ⊗ Whether each creature has any ability damage or ability drain to each of its ability scores.
- ⊗ Whether each creature is affected by any of the following conditions: confused, dazed, dead, exhausted, fatigued, frightened, nauseated, panicked, sickened, shaken, staggered, or unconscious.

SERUM APPLICATION SPECIALIST

You gain Quicker Trickler as a bonus feat, ignoring its prerequisites.

MEDICINAL SYNTHESIS [EX]



You can quickly create medicinals using your custom microlab.

Choose four medicinals with an item level equal to or less than your biohacker level. You can use your custom microlab to synthesize those medicinals, as described on page ##. When you gain a new biohacker level, you can replace one of your chosen medicinals with a new choice.

NOSTRUM BREWER [EX]

You've studied mystic theory and can use your custom microlab to produce nostrums using a specialized cache of catalysts, nanites, and mystic substances. Select four 0-level spells and one 1st-level or lower spell for every biohacker level you possess. As long as you have access to your custom microlab, you count as knowing the selected spells for the purpose of determining whether you can craft a nostrum.

As your biohacker level improves, the maximum nostrum spell level you can learn also increases. You can select 2nd-level spells starting at 4th level, 3rd-level spells at 7th level, 4th-level spells at 10th level, 5th-level spells at 13th level, and 6th-level spells at 16th level. In addition, whenever you gain a new biohacker level, you can swap one spell you learned at a previous biohacker level for a new spell of the same spell level.

POISON SYNTHESIS [EX]



You can quickly create poisons using your custom microlab. Choose four poisons with an item level equal to or less than your biohacker level. You can use your custom microlab to synthesize those poisons, as described on page ##. When you gain a new biohacker level, you can replace one of your chosen poisons with a new choice.

SERUM SYNTHESIS [EX]



You can quickly create medicinals using your custom microlab. Choose four medicinals with an item level equal to or less than your biohacker level. You can use your custom microlab to synthesize those serums, as described on page ##. When you gain a new biohacker level, you can replace one of your chosen medicinals with a new choice.

8TH LEVEL

You must be at least 8th level to learn the following theorems.

BIOTECH TINKERER [EX]

With 10 minutes of work, you can modify a biotech augmentation implanted in a willing ally so that it temporarily functions as any other lower-level biotech augmentation of the same system. The item must have an item level no greater than half your biohacker level. If the item is item level 4 or higher, this can be a biotech version of a cybernetic augmentation via the adaptive biochains augmentation. You cannot modify an augmentation with one or more daily uses if your ally already used that augmentation at least once, nor can you modify an augmentation that's been permanently expended or otherwise ruined.

This change is instantaneous, although you can undo it

NEW HYBRID CONSUMABLE

The following hybrid medicinal can be crafted by spellcasters.

NOSTRUM

LEVEL 2-18

0-Level Spell	Price 90	Level 2
1st-Level Spell	Price 250	Level 3
2nd-Level Spell	Price 600	Level 6
3rd-Level Spell	Price 1,300	Level 9
4th-Level Spell	Price 4,750	Level 12
5th-Level Spell	Price 15,000	Level 15
6th-Level Spell	Price 50,000	Level 18

Nostrums are vials of pseudomagical substances that act as a hybrid of serums and *spell gems*. Like serums, nostrums are liquid-filled vials of liquid, but unlike serums, a nostrum's molecules are arranged into spell matrices, allowing them to replicate the effects of a single spell when imbibed or injected into a creature. If a nostrum's spell normally targets multiple creatures, only the creature who imbibed the nostrum or had it trickled or injected into them is affected. Once a nostrum takes effect, the magic encoded into its molecular structure is forever expended.

Unlike a *spell gem*, you don't need to be a spellcaster to use or be affected by a nostrum, nor do you need to have a key ability score equal to 10 + the spell's level or a caster level.

To craft a nostrum, you have to know the spell that you're infusing into the liquid. If a spell requires expensive material components as part of its casting (such as *raise dead*), you must provide those while crafting the nostrum, and the nostrum's price is increased by the price of the components. Only spells that have a range of short, medium, or long and that target one or more creatures can be made into nostrums.

with a second use of this ability. An augmentation can only be modified once per day, and because you need to place the target into a medically-induced coma in order to tinker with their augmentations, you can't use this ability to modify your own biotech augmentations. At 14th level, you can spend 1 Resolve Point to use this ability to modify an augmentation whose level is equal to your biohacker level, giving it the function of a lower-level augmentation.

BOTTLED TONGUE [SU]*

Your boosters are able to impart language onto other creatures. Any booster you successfully use on an ally grants that ally the ability to speak and understand one language of your choice that you know, acting as *share language*. This effect lasts for a 24 hours. Once a creature has been affected by this theorem, it can't be affected by it again until after it next makes its daily preparations.

DUAL MINDED [EX]

You approach your theorems from multiple angles with a

multitude of different mindsets. If a theorem has different effects based on whether you're an instinctive biohacker or a studious biohacker, you gain access to both options.

If you have spark of ingenuity or a different biohacker class feature (or alternate class feature) that discriminates between biohackers of different studious minds, you can spend 1 Resolve Point to gain whichever effect you want, even if you aren't a biohacker of that type. For instance, a studious biohacker could spend 1 Resolve Point to use spark of ingenuity as if they were an instinctive biohacker. Using this ability is part of the action to use the class feature in question; if the feature requires no action to use, using dual minded is a swift action that lasts for 1 minute.

ENHANCED FIELD DRESSINGS

When you use field dressing, add your level to the number of Stamina Points or Hit Points that the target heals. You can spend 1 Resolve Point to administer a minor booster or a basic booster to the target as part of the action to use field dressing.

You must have the field dressings theorem to learn this biohacker theorem.

HOME BREW SERUM

You can use the Tailored Serum feat to modify a total number of serums equal to your key ability modifier each day. Whenever you recuperate, you can tailor additional serums up to your daily maximum if your current number of tailored serums is less than your key ability modifier.

You must have the Tailored Serum feat to learn this biohacker theorem.

INJECTION FOCUS* [EX]

Whenever you use a weapon with the injection special property to inject a creature with a substance that allows a saving throw to negate or reduce its effect, you use the higher between the substance's DC and $10 + \frac{1}{2}$ your biohacker level + your key ability modifier. This includes, but isn't limited to, drugs, poisons, serums, and spell ampoules.

MANIFOLD SYNTHESIS

You're able to produce staggering amounts of synthesized items in a blink of an eye. You produce a number of synthesized items equal to $1 + \text{half your key ability modifier}$ each day during your daily preparations. These items can be drawn from any combination of synthesis theorems that you know and in any quantity, up to your maximum.

You must have at least one synthesis theorem to select this biohacker theorem.

POLYFACE BIOHACK [SU]

You can use your biohacks to temporarily alter a living creature's appearance, causing their physiology to twist into that of another kind of creature. This basic booster acts as *disguise person*, except you change the target's appearance to

that of a specific creature of your choice, which must be a creature of a species with traits appropriate for a PC (such as a human or a ysoki) whose genetic material you possess when you create the biohack. The amount of genetic material you need is negligible; a few strands of hair, a bit of fur, or a fingernail clipping is sufficient for this ability. This effect is a transmutation effect rather than an illusion, but it isn't a polymorph effect so you don't gain any special abilities for having transformed into a different kind of creature and your statistics don't change. Each polyface biohack lasts 1 hour.

RAPID ATTUNEMENT [EX]

You can spend 1 Resolve Point to attune your custom microlab to a creature as a swift action.

REGENERATIVE BOOSTER* [EX]

Any booster you successfully use on yourself or an ally grants fast healing equal to $\frac{1}{4}$ your biohacker level for a number of rounds equal to your key ability modifier, in addition to its normal effect. Once a creature benefits from this theorem, they can't benefit from it again until after they recuperate.

SHAPECHANGING INHIBITOR* [SU]

Any biohack inhibitor you successfully use against a foe with the shapechanger subtype causes the target to become dazed for 1 round unless they succeed at a Fortitude saving throw. While dazed, the target painfully reverts to their true form and cannot use their change shape ability for a number of hours equal to your key ability modifier.

SYMBIEND SYNTHESIS [EX]



You're able to use your custom microlab to create artificial symbiends—a category of symbionts that augment their hosts. Choose two symbiend grafts. You can use your custom microlab to create a synthetic symbiend of one of the chosen kinds that remains in stasis until injected into a creature, acting in all ways as both a synthesized serum (as described on page ##) and either a booster or an inhibitor (your choice). Any creature that you inject a synthetic symbiend into gains the benefits and drawbacks of the chosen symbiend graft for a number of rounds equal to $3 + \text{your key ability modifier}$, after which the synthetic symbiend dies. Any augmentations they have in either of the graft's systems are deactivated while this biohack is active. When you gain a new biohacker level, you can replace one of your chosen symbiend grafts with a new choice.

SYMBIOTIC BOOSTERS* [EX]

Your biohacks cause your allies to spontaneously gain new organ systems or augment existing ones. Whenever you finish your daily preparations, select 3 biotech augmentations with an item level equal to or less than half your biohacker level. Any booster you successfully use on yourself or an ally grants one of the selected augmentations (your choice) for a number of rounds equal to your key ability modifier, in addition to its

normal effects. The ally cannot benefit from this augmentation if they already have an augmentation implanted in the selected augmentation's system. Once a creature benefits from this theorem, they can't benefit from it again until they recuperate.

SYNTHESIS TRAINING [EX]

You drill your companions in the use of your synthesized items, allowing them to use these items themselves. Items that you create using a synthesis theorem do not become inert while in the possession of a creature that's attuned to your custom microlab, allowing those creatures to use your synthesized items normally.

14TH LEVEL

You must be at least 14th level to learn the following theorems.

CREATE UNDEAD [SU]

Once per day, you can infuse a corpse with occultic chemicals that cause it to rise from the grave as an undead creature. This process takes 10 minutes and acts as the *animate undead* spell, including the expenditure of special materials worth 1,000 credits \times the total CR of the undead created, which are consumed as part of using this ability.

DENY DEATH [EX]

Your scientific ingenuity can pull the dead from the brink of death. If you inject a dead creature with a booster and the number of rounds that the creature has been dead for is less than its Constitution score, you can spend 1 Resolve Point to return the creature to life with 1 Hit Point. A creature revived by this ability is unconscious and gains 1 ability drain to each of its ability scores for each round that it was dead.

ETERNAL SERUM [EX]

You can use your custom microlab to enhance a serum with an item level equal to half your biohacker level or less, transforming it into an eternal serum. A serum can only be transformed into an eternal serum if its effects have a duration, such as a *serum of enhancement*, and you can't transform a nostrum into an eternal serum. When you imbibe your eternal serum, its duration becomes permanent. You can only have one eternal serum active at a time, and imbibing a new eternal serum while you already have one active causes you to become exhausted and nauseated for 24 hours. To avoid this penalty, you can instead undergo a 24-hour detox treatment using advanced medicinals you produce using your custom microlab.

HASTEN METABOLISM* [EX]

Any booster you successfully use on yourself or an ally grants the benefits of a *haste* spell for 3 rounds, in addition to its normal effect. Once a creature benefits from this theorem, they can't benefit from it again until after they've rested for 10 minutes to regain Stamina Points.

METABOLIC INHIBITOR* [EX]

Whenever you successfully deliver an inhibitor, you can spend 1 Resolve Point to cause the target to be affected as a *slow* spell for 1 rounds, in addition to the inhibitor's normal effect. A successful Fortitude save negates this effect.

REFURBISHING BIOHACK

You're able to completely refurbish a living creature's biology and physiology, transforming them into a completely different. This process takes 24 hours of uninterrupted work, which must occur within a medical bay or a location with comparable medical supplies and resources. You can take a single 8-hour rest during each 24 hours spent working, but any other interruption greater than a moment of conversation requires you to add 12 hours of time required to refurbish the creature's biology. Performing this surgery requires rare reagents and custom-synthesized medicinals worth 250 credits \times the target's level or CR \times the number of times they've had this surgery performed upon them during their lifetime squared ($\times 1$ for the first time, $\times 4$ for the second time, $\times 9$ for the third time, and so on). This multiplier resets if the target dies and was resurrected in an entirely new body, such as via *reincarnate*.

At the end of the surgery, you attempt a DC 40 Medicine or Life Science check. If you fail, the target dies. If you succeed, you can change the target's species to any living species that you possess the complete genetic genome of, provided that species has traits appropriate for a player character (such as a human or a ysoki). You decide all of the target's physical attributes such as their age, gender, height and weight, pigmentation, and so on. The target's new attributes must remain within the realm of possibility for their new species, if their species has changed.

The creature recalls the majority of its former life and form. It retains any class features, feats, and skill ranks it formerly had. Its class, base attack bonus, base save bonuses, and Hit Points are unchanged, though the creature recalculates its ability scores from scratch as a member of its new species) remembering to include any ability score increases from leveling up). The target replaces any abilities associated with its prior form with those of its new form, including any forms of movement and speeds as well as species traits. The target does not automatically speak the language of its new species, and it gains 2 permanent negative levels (if the target is 1st level, it takes 2 Constitution drain instead and dies automatically if this would reduce its Constitution to 0 or less). You decide whether the creature retains any of the augmentations it had in its former body.

SUPER STIMULANT* [EX]

Whenever you successfully use a booster on an ally, you can spend 1 Resolve Point to hyperstimulate their bodily systems. If you do, the next time your ally would spend Resolve Points, they can reduce the cost by 1 Resolve Point (minimum 0). This effect lasts until the start of your next turn. Once an ally benefits from this theorem, they can't benefit from this theorem again until they recuperate.

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