STAR LOG.EM-001
EXOCORTEX OPTIONS

STARFINDER COMPATIBLE

Everyman Gaming

STAR LOG.EM-001
EXOCORTEX OPTIONS

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, 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.

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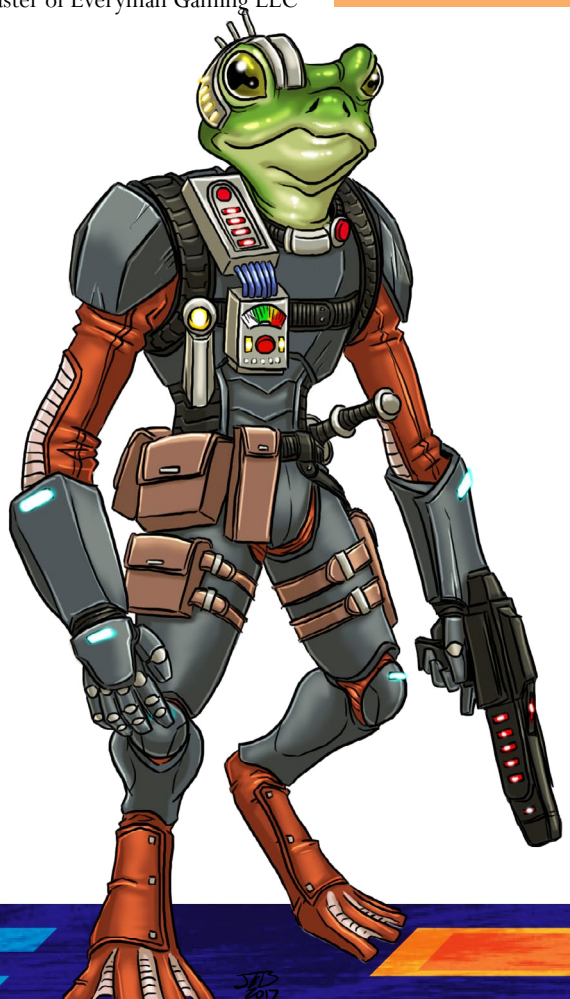
~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES
QUERY: EXOCORTEX OPTIONS

Hello, and thank you for purchasing *Star Log.EM001: Exocortex Options*! If you're anything like the author of this product, you're probably pretty thankful to see that someone went out of their way to create a whole bunch of specific options specifically for mechanics with the exocortex class feature. So, how exactly did this product come to be?

Well, back in the wee early days of the Starfinder playtest, author Alex Augunas playtested the mechanic at several different level points in a battery of small adventures. In those first few tests, he played Ratchip Tinkerterror, a ysoki mechanic with a computer module built directly into his brain. Ratchip was fun to roleplay, but his lack of a drone and the utility it provided really stood out during the playtest, so Alex resolved to try and provide a bit of an upgrade [ERROR–humor_module.exe missing] for mechanics everywhere.

Since you have a computer strapped into your head, Alex reasoned that you should probably be decent at surfing the web and accessing information if you have an exocortex. He also thought that the exocortex could use a bit of a small boost in terms of meeting its primary function—assisting the mechanic in combat by bolstering his combat skills. The ultimate result was the product you see here: ready to take your mechanic into the [ERROR: date_field_not_found] century with style and flair!



EXOCORTEX OPTIONS

You learn your first mechanic trick at 2nd level and an additional trick every 2 levels thereafter. Mechanic tricks require you to meet a minimum mechanic level, and they are organized accordingly. Some mechanic tricks require you to satisfy other prerequisites, such as having other tricks.

2ND-LEVEL

You must be 2nd level or higher and have an exocortex to choose these mechanic tricks.

Enemy Database (Ex): Your exocortex possesses advanced databases of known creature species and biological structures, as well as the ability to predict enemy attack algorithms based on physical data gathered from your senses. Whenever you designated a foe for your exocortex to track, you can attempt a skill check to identify that creature, except you roll a Computers check instead of the usual check for that creature's type. Once you have attempted to identify a creature using this ability, you cannot attempt to identify that specific creature again until you take a 10-minute rest, at which point you can take 20 on the skill as if you had access to a database.

Exocortex Datajack (Ex): You install a programmable data port into your exocortex that allows it to access different types of computers and storage media. Effectively, your exocortex acts as a datajack with an item level equal to your mechanic level. This allows you to combine your exocortex with your custom rig as if it were datajack. If your exocortex is connected to a network or a downloaded data set, you can make Computers checks to recall information about topics related to any of the following skills: Culture, Life Science, Mysticism, Physical Science, or any Profession skill.

Improved Combat Tracking (Ex): Whenever you make an attack with a melee weapon with the operative special property or with any small arm or long arm against a creature that you have designated with your combat tracking ability, you can attempt a skill check to identify the creature as a swift action. The DC for this check is equal to 15 + 1-1/2 your target's CR, and if you succeed at the check, your attack deals additional damage equal to your mechanic level. This stacks with Weapon Specialization. If your attack strikes multiple targets, only the target you identified takes this additional damage.

8TH-LEVEL

You must be 8th level or higher and have an exocortex to choose these mechanic tricks.

AI Usurpation (Ex): You can upload your exocortex's AI into another computer, starship, or vehicle in order to usurp control of its systems. To use this ability, your exocortex first must successful access the computer, starship, or vehicle's systems using the wireless hack ability. Once your exocortex has gained access, you can begin uploading the exocortex into the system as a move action. It takes 2d4 rounds to fully upload your exocortex, after which it acts like an artificial personality, except it uses your Buff, Diplomacy, Intimidate, and Sense Motive bonuses when interacting with others and it only obeys your spoken commands, as well as the commands of those you designate as allies. While your exocortex is uploaded into a system in this manner, you lose the benefits of all of your exocortex's abilities, as well as any mechanic tricks that require you to have an exocortex. Instead, you gain a +2 bonus on all Computers, Engineering, and Piloting checks involving the starship that your exocortex. During starship combat, this benefit expands to all skill checks made as part of starship stunts or crew actions that you take, and you use your mechanic level as your base attack bonus during starship combat. Finally, you can spend 1 Resolve Point at the start of a round in order to gain one additional minor crew action during that round. If unused, the Resolve Point is wasted and the additional action lost.

Downloading your exocortex's AI back into your exocortex takes a move action to initiate and 2d4 rounds of uplink. If the data for your exocortex's AI is ever lost (such as if the system is wiped or physically destroyed), you retain backups of its mind and all of its subroutes in your custom rig, and can recode its AI for free using your custom rig as if you were replacing a drone's body. Your AI still cannot fill a starship combat role when uploaded into a starship's computer.

Martial Rewire (Ex): Your exocortex integrates into your muscle memory, allowing you to gain combat tricks and abilities otherwise impossible for you to master. You treat your base attack bonus for the purpose of meeting the prerequisites of combat feats as being equal to your mechanic level plus your base attack bonus from any other classes you have levels in. Additionally, select three combat feats for which you meet the prerequisites. As a move action, you can command your exocortex to rewire your muscle memory, allowing you to gain one of these three combat feats. You retain use of this feat until you take a 10-minute rest and spend 1 Resolve Point to regain Stamina Points, at which point you may use this ability again to change which of your chosen feats you have access to.

Whenever you gain a new character level, you may change what 3 combat feats you can access with this ability.

Enhanced Memory Module (Ex): Your memory module has enhanced functionality, and you can overclock it to use it multiple times. You can use your exocortex's memory module ability to reroll any Intelligence-based skill check, even if you aren't recalling knowledge. Additionally, you can spend 1 Resolve Point as a reaction to use your exocortex's memory module to reroll a failed Intelligence-based skill check. You gain a +5 bonus on this rerolled check.

14TH-LEVEL

You must be 14th level or higher and have an exocortex to choose these mechanic tricks.

Construct Usurpation (Ex): You can upload your exocortex into a construct with the technological subtype to usurp control of it. To do so, you must attempt a Computers check with a DC equal to 15 + 1-1/2 times the construct's CR as a full action. If you succeed, the target construct must

succeed on a Will save or have control of its body wrest from it by your exocortex's AI, functioning as control machines except you can only target one construct at a time with a CR no greater than your level + 1, the save DC is equal to 10 + 1/2 your mechanic level + your Intelligence modifier, and if the target fails, your exocortex maintains concentration instead of you, allowing you to act normally. Your exocortex's AI can remain in control of the target for a number of rounds up to your level, after which it is wirelessly transmitted back into your exocortex. While your exocortex is uploaded into a system in this manner, you lose the benefits of all of your exocortex's abilities, as well as any mechanic tricks that require you to have an exocortex. If the exocortex's AI is in the target when it is destroyed, an emergency protocol instantly transmits it back into your exocortex. Once you attempt this ability with a construct, whether it succeeds or fails, you cannot use it again against that construct for 24 hours. You must have the AI usurpation mechanic trick before selecting this trick.

Enhanced Martial Rewire (Ex): Your exocortex further integrates with your body, granting you additional tricks and abilities. You gain a second set of three combat feats you can access with the martial rewire feat. You can access any two of these six feats at a time.

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