# STAR LOG.EM-044

## INSANECORP'S SINISTERLY SUPERB CYBERNETICS

R&G

STARFINDER COMPATIBLE

Everyman Gaming

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# INSANECORP'S SINISTERLY SUPERB CYBERNETICS

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

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Today at InsaneCorp, you can rebuild your artifical body to look just like those of your meatbag friends, or add a cybernetic spinal cord extension so your tail's just as prehensile as a human's hand! If you're sick and tired of always being called a "'fraidy cat'", come regain your honor and glory by installing one of our fabulous blood-chillers! And for those ysoki who just want to spit grenades at their friends and enemies (but mostly their enemies), our patent-pending ysoki launch-pouch packs all the power of a grenade launcher straight into your cheeks. All this and more at InsaneCorp!

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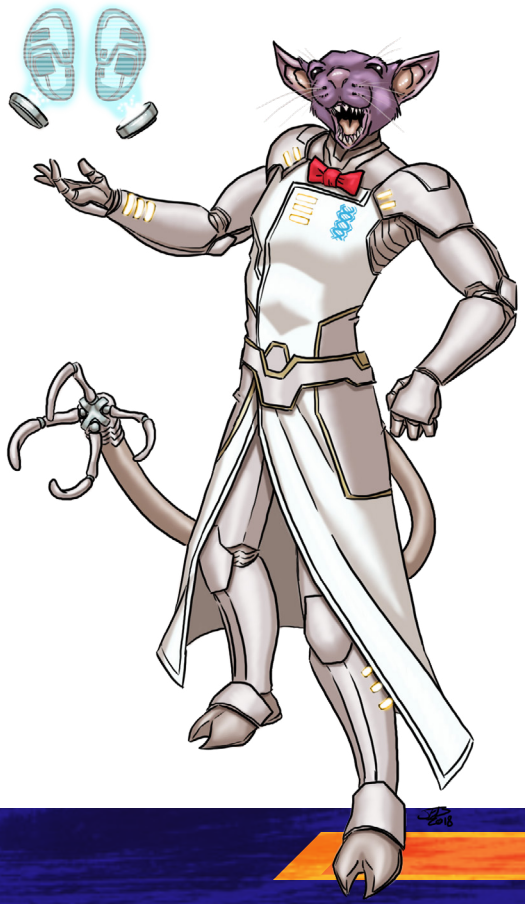

## NEW AUGMENTATIONS

The following cybernetic augmentations are available for wholesale through all certified InsaneCorp vendors across the Xa-Osoro System and beyond.

### Android Frame Adaptor — Android

| Model | Item Level |
|---|---|
| Mk I | 1 |
| Mk II | 4 |
| Mk III | 8 |
| Mk IV | 12 |

You add a cybernetic enhancement to your body that changes its physiological configuration, causing you to gain the cosmetic appearance of another race. You can only install this augmentation if you are an android and your armor upgrade slot from the upgrade slot racial trait is unoccupied. When an android frame adaptor is created, its creator chooses one Small or Medium race. When installed, you gain a number of benefits determined by the model your android frame adaptor, as described below. The benefits granted by a nandroid frame adaptor are cumulative, so a mk II android frame adaptor also grants the benefits of a mk I android frame adaptor.

- **Mk I**: You gain each of the chosen race's subtypes and a +4 racial bonus to Disguise checks to appear as a member of the chosen race. Your size adjusts to match that of a member of the chosen race. When determining the bonus Hit Points that you gain from your race, use the lower value between 4 and the chosen race's bonus Hit Points. In addition, you replace your base speed with all of the chosen race's speeds, including those gained from racial traits.
- **Mk II**: When you install the augmentation, you can repurchase your ability scores as described in Chapter 2 of the *Starfinder Core Rulebook*, using the chosen race's ability modifiers instead of those of the android race. This does not allow you to reassign ability increases that you gained from leveling up. If you repurchased your ability scores using the chosen race's ability modifiers and the augmentation is later removed, the next time you rest for 8 hours you must repurchase your ability scores using the android race's ability modifiers.
- **Mk III**: Choose one racial trait that members of the chosen race gain as a result of their physiology, such as a kasatha's four arms or a ysoki's cheek pouches. You gain the chosen racial trait. The GM has the final say regarding which racial traits result from physiology, and which are a product of upbringing or culture. You cannot choose racial traits that arspell-like abilities or supernatural abilities, or that grant bonuses to attack rolls (including combat maneuvers) or AC.
- **Mk IV**: You can choose Large races in addition to Small or Medium races.

### Blood Chiller — Circulatory System

Your circulatory system is outfitted with a specialized device that breaks down cortisol discharged from your pituitary gland and reconstructures it as adreneline, replacing your fear response with increased blood circulation, breathing, and carbohydrate metabolism. In effect, this process stymes natural fear responses, leading many to state that it "chills" the blood. You can only install this augmentation if you are a vesk. While installed, whenever you are targeted by a fear effect you can spend 1 Resolve Point to gain the benefits of a *heroism* spell instead of the shaken, frightened, or panicked condition (any other effects caused by the fear effect apply normally). This effect lasts for 1 minute. After the *heroism* effect ends, you are fatigued. If you were already fatigued, you become exhausted, and if you were already exhausted, you take 1d6 nonlethal damage from overexertion.

### Cybernetic Interface Hand — Hand

You can hack computers simply by touching them. This augmentation counts as a hacking kit and personal comm unit in the form of a tablet computer with a touch screen interface located on the back of your hand.

You can perform any skill tasks associated with the Computers skill in half the time simply by placing your hand directly onto the computer's tower, monitor, or input device (including devices like palm scanners or retina displays). For this purpose, half of a full action is a standard action and half of a move action is a swift action. A skill task that takes a swift action to perform cannot be further reduced by this augmentation. You take a –5 penalty to your Computers check when hacking it in this manner. Your hand's computer counts as having a tier equal to its model (a mk I cybernetic interface hand has a tier 1 computer, a mk II hand has a tier 2 computer, and so on) and enough miniaturization upgrades to make its bulk negligible (this is factored into the cybernetic augmentation's price).

If you are a mechanic with the custom rig class feature, you can replace the personal comm unit provided by this hand with your custom rig, provided that the augmentation's item level is equal to or greater than twice the tier of your custom rig. While installed into your hand, your custom rig is considered handheld, except you never need to spend an action retrieving it and can hold items in your augmented hand alongside the custom rig (you still need to allocate at least one hand to your custom rig in order to use it, however).

### Extendo Arms — Arms

Your arms possess a special cybernetic extension that allows you to extend them far beyond their normal reach. While extended, your natural reach increases by 10 feet (to 15 feet for most creatures), but you take a –4 penalty to attack rolls with weapons wielded in hands located on your extended arms and to Dexterity- and Strength-based skill checks. Extending or retracting your arms is a move action. You can use this augmentation to extend your hands to a location, grab onto an item or object capable of supporting your weight, and retract yourself to your hands instead of retracting your hands to you to move 15 feet to that location as if using a fly speed. This is a full action that provokes attacks of opportunity as normal, as if from movement, and if you do not end this

## TABLE: CYBERNETIC AUGMENTATIONS

| Augmentation | Level | Price | System |
|---|---|---|---|
| Android frame adaptor | 1 | 400 | Android Upgrade Slot |
| Cybernetic interface hand, mk I | 2 | 1,100 | Hand |
| Android frame adaptor, mk II | 4 | 2,200 | Android Upgrade Slot |
| Cybernetic interface hand, mk II | 4 | 2,500 | Hand |
| Blood chiller | 5 | 2,700 | Circulatory System |
| Extendo arms | 5 | 3,000 | Arms |
| Cybernetic interface hand, mk III | 6 | 3,500 | Hand |
| Android frame adaptor, mk III | 8 | 10,000 | Android Upgrade Slot |
| Cybernetic interface hand, mk IV | 8 | 11,000 | Hand |
| Hypnotic retinas | 9 | 9,200 | Eyes |
| Cybernetic interface hand, mk V | 10 | 20,000 | Hand |
| Neurosynth tail enhancer, mk II | 11 | 37,500 | Tail |
| Android frame adaptor, mk IV | 12 | 38,000 | Android Upgrade Slot |
| Cybernetic interface hand, mk VI | 12 | 42,000 | Hand |
| Cybernetic interface hand, mk VII | 14 | 90,000 | Hand |
| Cybernetic interface hand, mk VIII | 16 | 200,000 | Hand |
| Cybernetic interface hand, mk IX | 18 | 300,000 | Hand |
| Cybernetic interface hand, mk X | 20 | 1,000,000 | Hand |
| Ysoki launch-pouch | Varies | Varies | Cheek Pouches |

movement on solid ground, you either fall or act as though climbing the surface you grabbed (your choice).

### Hypnotic Retinas — Eyes

You replace your eyes with special LED retina displays that allow you to change the pigmentation of your eyes as a move action, ranging from any natural color available to your race as well as outlandish colors far beyond the realm of possibility. In addition, you can project a hypnotic retina display directly onto your eyes as a standard action, allowing you to attempt to hypnotize an adjacent creature. That creature must succeed on a Will save (DC equals 10 + 1/2 your ranks in Diplomacy + your Charisma modifier) or become fascinated for a number of minutes equal to your ranks in Diplomacy. While fascinated, you can make one request of the creature as if it had been affected by the *command* spell. The creature retains no memories of anything that happened to it or in its immediately environment while hypnotized, and once you target a creature with this ability, that creature is immune to this effect for 24 hours.

### Nanofiltering Mouthguard — Mouth

You install a cybernetic barrier around the lower half of your head, obscuring your mouth, neck, and lower jaw from sight. This cybernetic augmentation consists of a complex series of sliding panels and access ports designed by kasatha engineers to hide your mouth, and filter out many harmful, airborne effects. You gain a +4 enhancement bonus to saving throws against all inhaled effects, such as inhaled poisons, airborne diseases, and all airborne environmental effects, such as toxic atmospheric conditions and smoke (such as from a smoke bomb). This cybernetic augmentation doesn't provide you with oxygen, so it cannot protect you from thin atmospheric conditions or a vacuum, nor does it allow you to breathe underwater.

### Neurosynth Tail Enhancer — Tail

You enhance one of your tails with a cybernetic neuron interface system and synthetic muscle fibers that allow you to control your tail as effortlessly as you would an arm or a hand. Your tail is as effective as a hand at manipulating objects, which allows you to wield and hold one additional hand's worth of weapons and equipment. This does not increase the number of attacks you can make during combat.

If you install this augmentation into a tail that is already prehensile (you have the prehensile tail racial trait), you gain a +3 insight bonus to skill checks attempted with your tail and can use your tail to attempt combat maneuvers as if you were using an unarmed strike to do so.

### Ysoki Launch-Pouch — Cheek Pouches

You can duplicate the effects of any grenade launcher with cybernetics by using a ysoki launch-pouch—a miniaturized grenade-launching apparatus that fires grenades that you've stored in your cheek pouches. You can only install this augmentation if you are a ysoki. This augmentation replicates the effects of one grenade launcher of your choice, but it costs an additional 25%, counts as only half a cubic foot of items, and weighs only 4 light bulk thanks to miniaturization technology that uses your skeletal structure for support. A ysoki launch-pouch counts as a heavy weapon for the purpose of proficiency and can be affixed with weapon fusion seals that are typically installed directly into your mouth. Both the cybernetic augmentation and any grenades stored within your cheek pouches count against the total amount of bulk you can store within your mouth normally. You don't need any hands to wield a ysoki launch-pouch, but the weapon's range is reduced by half and has only 5 range increments instead of the usual 10.

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