Treasury of the Machine

Legendary Games

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What you will find inside Treasury of the Machine:

This supplement brings you an awesome array of over 70 technological and technomagical tools to enhance your *Starfinder* campaign, from devastating weapons like the *rapture ray, beam saber, gravity cannon, kinesis grappler,* or *singularity grenade,* to awesome accessories like the *adrenal enhancement, ectosight, slipskin,* and *ghoster unit.* This book contains items as helpful as the *neutralizing safety blanket* and *solar array* and items as sinister as the *memory transfer probe* and *amnesia tick,* and range in power from simple disposable items to the artifact *robot control harness.* You'll find entirely new medicines and pharmaceuticals like the chemosols, more grenades, new weapon fusions, variant androids, and even a new robotic pet, the walking eye! If it's majestic mechanical and magical treasures that delight and excite, your PCs will love what they find in the *Treasury of the Machine.*

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!
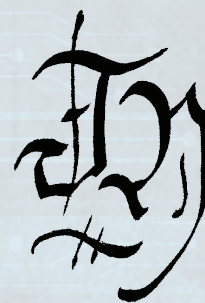
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This product is a part of our line of sword-and-planet adventure products blending science fiction and traditional fantasy in an interplanetary epic that will take your characters to whole new worlds of adventure. Drawing from the pulp sci-fi tradition of Edgar Rice Burroughs, Jack Vance, and their contemporaries, this adventure saga spans exotic worlds filled with alien races and ancient secrets, as the heroes must confront interstellar conspiracies and unravel long-lost mysteries if they are to save the galaxy from annihilation, or even just find a way home. Whether you favor the *Starfinder Roleplaying Game, Pathfinder Roleplaying Game,* or the 5th edition of the world's most famous RPG, when you see the Legendary Planet logo you'll know you are getting an adventure that is quite literally out of this world.

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Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with references to the official rules. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

About Legendary Games

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and headed up by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the RPG fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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TREASURY OF THE MACHINE

The *Treasury of the Machine* is full of items designed to fit right into a campaign where magical fantasy and superscience collide. These items make use of the rules in the *Starfinder Core Rulebook*. This book contains over 70 technological and hybrid items, ranging from cybernetics and pharmaceuticals to technological weapons, armor, and an array of gadgets and gizmos to outfit your technomagical terrors—or reward your heroes in their battles against them!

Advanced Melee Weapons

The majority of technological weapons are ranged weapons, although some high-tech melee weapons can be found on the market as well.

Beam Saber
(Faint, Glowing, Bright, Brilliant, Stellar)

A beam saber is comprised of a foot-long hilt that, when active, creates a vibrating energy field that superheats matter it interacts with. This causes the activated sword to glow brightly in any atmosphere, but substantially less so in the vacuum of space. As the blade heats materials from within, most substances crumble quickly under its assault.

Small Arms

Many civilizations expect their citizens and visitors to carry small arms—the most common of technological weapons—at all times. However, this pervasiveness has resulted in weapons designed to win battles in ways that barely resemble normal gunplay.

Discipline Rod (Light, Harsh, Merciless)

These black metal rods use electrical impulses designed to cause the most pain possible without underlying nerve damage.

Discipline: If a creature is implanted with a **discipline chip** (see page 8) set to the weapon's signal, the wielder of the weapon gains a +20 circumstance bonus to hit that creature and ignores any concealment it has. The wielder of a discipline weapon gains +2 to Intimidate checks against an individual with an associated chip so long as the weapon is clearly displayed.

Rapture Ray

These burnished metal rods use electrical signals and patterns of light to stimulate intense and distracting pleasure in the target.

Addiction: The target must succeed at a Fortitude save or become addicted to its effects (see the *Starfinder Core Rulebook*). The addiction follows the mental track and the save DC to resist the effects is equal to 10 + half the weapon's item level.

Fascinate: A creature struck by this weapon gains the fascinated condition for one round and takes a –4 penalty to all skill checks attempted as reactions.

Weapon	Level	Price	Damage	Critical	Bulk	Special
Beam saber, faint	3	750	1d4 F	Wound	L	Penetrating, powered (capacity 20, usage 1)
Beam saber, glowing	6	4,100	1d8 F	Wound	L	Penetrating, powered (capacity 20, usage 1)
Beam saber, bright	11	25,000	2d12 F	Wound	L	Penetrating, powered (capacity 20, usage 1)
Beam saber, brilliant	16	81,000	3d12 P	Wound	L	Penetrating, powered (capacity 20, usage 1)
Beam saber, stellar	20	750,000	7d12 S	Wound	L	Penetrating, powered (capacity 20, usage 1)

Weapon	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Special
Screamer pistol, cursed	1	400	1d4 So	40 ft.	Hex	20 charges	2	L	—
Rapture ray	3	1,200	—	60 ft.	Addiction	20 charges	2	L	Fascinate, rapture
Discipline rod, light	4	3,000	1d8 E	60 ft.	Staggered	20 charges	1	L	Discipline, nonlethal
Screamer pistol, damned	6	5,200	1d10 So	40 ft.	Hex	20 charges	2	L	—
Discipline rod, harsh	8	10,000	2d8 E	60 ft.	Staggered	20 charges	1	L	Discipline, nonlethal
Screamer pistol, soul	13	50,000	2d10 So	40 ft.	Hex	40 charges	2	L	—
Discipline rod, merciless	15	95,000	3d8 E	60 ft.	Staggered	20 charges	1	L	Discipline, nonlethal
Screamer pistol, banshee	17	255,000	3d10 So	40 ft.	Hex	40 charges	2	L	—

Rapture: If a creature is implanted with a **rapture chip** (see page 8) set to the weapon's signal, the wielder of the weapon gains a +20 circumstance bonus to hit that creature and ignores any concealment it has. The wielder of a rapture weapon gains +2 on Bluff and Diplomacy checks against an individual with an associated chip so long as the weapon is clearly displayed.

SCREAMER PISTOL
(CURSED, DAMNED, SOUL, BANSHEE)

These hybrid weapons were first created by covens of mystics who added their own eldritch touches to technology. Those subject to the screamer pistol compare its horrible shrieks to those of damned souls.

Hex: For 1 round, whenever the target rolls for an attack, ability check, saving throw, or skill check, they must roll twice and use the lower result.

LONGARMS

More closely regulated than small arms, longarms are undeniably more powerful. Although some certainly find use in dealing with wildlife, the majority of longarms on the market are intended for deadlier prey.

CAGE RIFLE (CRAWLING, LIVING, CONSUMING)

This piece of arcane technology surrounds the target with an electrical field that, if it takes hold, arcs over them and into their allies.

Caged Arc: The target is surrounded by a cage of energy. At the beginning of its turn each round, the target takes the listed electricity damage. If one or more creatures comes within 10 feet of a caged target, each creature takes the listed electricity damage and the cage is broken. The cage can also be broken with *dispel magic.*

KINESIS GRAPPLER
(ZERO, LUNAR, PLANETARY, STELLAR, BLACK)

These heavy black rifles allow the wielder to affect the local gravity of a target.

Kinesis: The wielder can use a kinesis weapon to attempt a bull rush or trip combat maneuver against a target within its first range increment instead of a normal attack. This consumes charges as normal for firing the weapon.

HEAVY WEAPONS

These weapons run the gamut from bulky upgrades of traditional weapons to wild experiments that haven't yet been sufficiently miniaturized for commercial production.

CHAIN SCATTERGUN
(STREET, TACTICAL, IMPACT, VORTEX)

These scatterguns feature expanded capacity and improved rate of fire at the cost of a great deal of added weight and kick. As such, they are usually only brought out when someone absolutely needs to massacre a crowd or remind a crowd of their potential fate.

GRAVITY CANNON (EXPERIMENTAL, MILITARY, RIFT)

Gravity cannons generate a beam of exotic matter that, on contact with a target, draw its matter inward under tremendous pressure. Originally as much a science project as a weapon, most extant gravity cannons are snapped up by planetary and interstellar governments.

Weapon	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Special
Kinesis grappler, zero	3	1,200	1d6 B	30 ft.	Knockdown	20 charges	2	2	Kinesis
Cage rifle, crawling	4	2,500	1d8 E	90 ft.	Caged arc 1d4	20 charges	1	1	Analog
Kinesis grappler, lunar	6	4,500	2d6 B	30 ft.	Knockdown	20 charges	2	2	Kinesis
Kinesis grappler, planetary	11	24,000	4d6 B	60 ft.	Knockdown	20 charges	4	2	Kinesis
Cage rifle, living	13	52,000	3d8 E	90 ft.	Caged arc 3d4	40 charges	4	1	Analog
Kinesis grappler, stellar	16	193,000	8d6 B	60 ft.	Knockdown	40 charges	4	2	Kinesis
Kinesis grappler, black	19	620,000	10d6 B	60 ft.	Knockdown	40 charges	4	2	Kinesis
Cage rifle, consuming	20	1,125,000	10d8 E	90 ft.	Caged arc 10d4	100 charges	10	1	Analog

Weapon	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Special
Chain scattergun, street	2	750	1d8 P	15 ft.	—	12 shells	3	2	Analog, blast
Chain scattergun, tactical	5	3,500	1d10 P	15 ft.	Knockdown	24 shells	4	2	Analog, blast
Chain scattergun, impact	12	34,000	3d10 P	30 ft.	Knockdown	24 shells	6	2	Analog, blast
Gravity cannon, experimental	13	54,000	8d6 B	120 ft.	Singularity (medium)	80 charges	16	3	—
Gravity cannon, military	16	103,000	11d6 B	120 ft.	Singularity (high)	100 charges	10	3	—
Chain scattergun, vortex	19	520,000	10d10 P	30 ft.	Knockdown	24 shells	8	2	Analog, blast
Gravity cannon, rift	20	930,000	19d6 B	120 ft.	Singularity (severe)	100 charges	10	3	—

Singularity: Under the increased gravitational strain, a tiny fraction of the target's mass collapses into a microsingularity that then decomposes into a rain of high-energy radiation. The target is affected by a severe wound critical hit effect, and all creatures within 20 feet, including the target, are exposed to the level of radiation indicated in parenthesis on the weapon table.

A target killed by this attack is utterly destroyed by the singularity and radiation, rendering *raise dead* and similar effects insufficient to return them to life.

Sniper Weapons

When stealth and sheer distance are the deciding factors, sniper weapons come into their own.

Sniper Laser
(Hunting, Variable, Expert, Focused, Horizon)
At extremely long distances, firing along the line of sight and ignoring wind becomes extremely useful. However, as laser weapons, sniper lasers are even more vulnerable to fog and other poor weather conditions. Experienced assassins and hunters often bring along a projectile weapon along with their sniper laser to handle any climate.

Grenades

If there's one constant between civilizations, it's finding interesting new explosives to throw at each other.

Chemosol Grenade

These grenades are sold empty but can be loaded with a chemosol of your choice (see **Chemosols** pg. 9). When the grenade explodes, the chemosol is dispersed in a 10-foot radius burst rather than in its usual spray. Otherwise, its effects remain the same. At the GM's discretion, certain inhaled poisons can also be dispersed in this way.

Oxidizer Grenade (I–III)

When detonated, this grenade creates a fine mist that weakens most nonliving materials. All materials in the area have their hardness reduced by the listed amount for 1 minute. A creature within the affected area can attempt a Reflex save to protect their worn objects from this effect. Materials immune to acid are also immune to this effect.

Weapon	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Special
Sniper laser, hunting	1	250	1d6 F	80 ft.	Burn 1d6	20 charges	4	1	Sniper (250 ft.), unwieldy
Sniper laser, variable	4	2,000	1d12 F	80 ft.	Burn 1d6	20 charges	5	1	Sniper (500 ft.), unwieldy
Sniper laser, expert	10	16,000	2d12 F	80 ft.	Burn 1d6	40 charges	8	1	Sniper (1000 ft.), unwieldy
Sniper laser, focused	14	71,000	3d12 F	100 ft.	Burn 2d6	40 charges	10	1	Sniper (1000 ft.), unwieldy
Sniper laser, horizon	18	325,000	5d12 F	100 ft.	Burn 4d6	80 charges	16	1	Sniper (1500 ft.), unwieldy

explosion, plus and an additional 5 feet for every 5 by which they failed the save. Unattended objects completely within the affected area are also drawn to the center.

Witchthorn Grenade (I–IV)

Spewing forth ropes of resin with shrapnel strung throughout, these grenades work as stickybomb grenades. Additionally, each entangled creature takes the listed damage each time they take a move action.

Zero-G Grenade

These grenades temporarily negate gravity in their radius. Each creature that fails its save is rendered off-kilter until the duration expires or it moves outside of the zero-gravity area.

Weapon Fusions

Although weapons depending on magic for their effectiveness are rare among the stars, most weapons can be improved with mystical weapon fusions.

Singularity Grenade (I–II)

Despite the name, these grenades do not actually create a singularity. However, they do gravitationally attract all creatures within the explosion's radius. Each creature that fails its save is moved 5 feet toward the center of the

Caged Level 5

The *caged* fusion imbues the electricity flowing through the weapon with an arcane will. The weapon gains the **caged arc** critical hit effect (see pg. 4). The amount of electricity damage dealt each round by this effect is 1d6 for every 5

Weapon	Level	Price	Range	Capacity	Bulk	Special
Chemosol grenade	1	150	20 ft.	Drawn	L	Explode (chemosol, 10 ft.)
Oxidizer grenade I	2	300	20 ft.	Drawn	L	Explode (5 hardness, 1 minute, 5 ft.)
Witchthorn grenade I	2	400	20 ft.	Drawn	L	Explode (entangled 2d4 rounds [1d4 P], 10 ft.)
Zero-G grenade	4	700	20 ft.	Drawn	L	Explode (zero-G 2d4 rounds, 15 ft.)
Singularity grenade I	6	1,300	20 ft.	Drawn	L	Explode (pull, 20 ft.)
Witchthorn Grenade II	6	1,150	20 ft.	Drawn	L	Explode (entangled 2d4 rounds [2d4 P], 10 ft.)
Oxidizer grenade II	8	2,800	20 ft.	Drawn	L	Explode (10 hardness, 1 minute, 5 ft.)
Witchthorn grenade III	12	11,500	20 ft.	Drawn	L	Explode (entangled 2d4 rounds [3d4 P], 10 ft.)
Oxidizer grenade III	14	19,500	20 ft.	Drawn	L	Explode (15 hardness, 1 minute, 5 ft.)
Singularity grenade II	16	45,000	20 ft.	Drawn	L	Explode (pull, 30 ft.)
Oxidizer grenade IV	18	98,000	20 ft.	Drawn	L	Explode (20 hardness, 1 minute, 5 ft.)
Witchthorn grenade IV	18	105,500	20 ft.	Drawn	L	Explode (entangled 2d4 rounds [5d4 P], 10 ft.)

levels of the weapon, rounded down. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the caged arc effect. Only weapons that deal electricity damage can benefit from this fusion.

ECTOSIGHT   LEVEL 3

The *ectosight* fusion constructs a temporary sight for the weapon out of ghostly ectoplasm. The weapon gains the sniper weapon special property with a range equal to five times its normal range. You must be proficient in both the weapon's type and sniper weapons to gain the benefits of this fusion. This fusion can be added only to ranged weapons without the blast or line special quality.

HEXING   LEVEL 5

The *hexing* fusion wraps a layer of curses around the weapon, infecting its targets with bad luck. The weapon gains the **hex** critical hit effect (see pg. 4). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the hexing effect.

ARMOR UPGRADES

Armor must frequently adapt to different environments, leading to modular upgrades being both common and popular.

GHOSTER UNIT   LEVEL 13
PRICE 55,000

Armor Upgrade (Light, 1 Slot)   Bulk —
Capacity 10; Usage see below

When activated, a ghoster unit can cause the wearer's body to vibrate at specific frequencies, allowing her to move through solid, nonliving matter. Moving through a square blocked by matter uses a number of charges equal to 1 for every 5 points of hardness of the material moved through, regardless of thickness (minimum 1 charge per 5 foot move).

Activating the ghoster unit is a standard action, and it automatically deactivates itself once the wearer moves into an area without obstructing materials. If the ghoster unit runs out of charges while the wearer is still moving through material or the wearer does not move during a round in which she is within material, she is shunted out toward the nearest open space, taking 1d6 points of damage for every 5 feet of distance traveled. This burns out the ghoster unit, giving it the broken condition until repaired.

GRAVITY NORMALIZER LEVEL 4   PRICE 2,000

Armor Upgrade (Light, Heavy, 1 Slot)   Bulk —
Capacity 20; Usage 1/minute

When created, this upgrade is set to a specific gravity level, typically that of the creator's home world. When activated, the normalizer creates a localized field of the specified gravity for the wearer and all gear carried. Any items released by the wearer of a gravity normalizer become immediately affected by local gravity. When used in an area of zero gravity, the wearer of the gravity normalizer can choose which direction is "down" as a move action on their turn. Should the wearer fall while the gravity normalizer is functional, she falls at the normal rate for the set gravity.

SLIPSKIN   LEVEL 7   PRICE 7,200

Armor Upgrade (Light, Heavy, 1 Slot)   Bulk —
Capacity 20; Usage 1/minute

This upgrade consists of a layer of carbon nanofibers that form a slick membrane on the surface of a suit of armor, except for dedicated gripping surfaces. The slipskin grants a +5 competence bonus to use the escape task of the Acrobatics skill and the wearer can attempt to escape from a grapple or pin as a move action.

Cybernetic Augmentations

Cybernetic augmentations are a form of technology that must be implanted in a body before it can function. Cybernetics typically augment a character's abilities and statistics, following the rules in the *Starfinder Core Rulebook*.

DISCIPLINE CHIP   SYSTEM BRAIN

Price 150   **Level** 1

A discipline chip is installed in the pain center of a creature's brain. Successful implantation leaves no trace of the operation. As it is put in place, the chip can be attuned to the frequencies of any number of **discipline rods** (see pg. 2). Changing the attuned frequencies requires 1 minute and a successful DC 21 Computers check (with a +5 circumstance bonus if the creature attempting the check is holding one of the attuned **discipline rods**).

RAPTURE CHIP   SYSTEM BRAIN

Price 1,500   **Level** 3

A rapture chip is installed in the pleasure center of a creature's brain. Successful implantation leaves no trace of the operation. As it is put in place, the chip can be attuned to the frequencies of any number of **discipline rods** (see pg. 2). Changing the attuned frequencies requires 1 minute and a successful DC 24 Computers check (with a +5 circumstance bonus if the creature attempting the check is holding one of the attuned rapture rays).

ROBOT CONTROL HARNESS
(TECHNOLOGICAL ARTIFACT)
SYSTEM SPINAL COLUMN

Price Priceless   **Level** 20

Built by a forgotten civilization to remotely operate robots in areas hostile to organic life, robot control harnesses eventually became co-opted for combat application. This articulated spine includes spurs of metallic exoskeleton over the augmented creature's back and, less noticeably, swarms of nanites in their bloodstream.

Once implanted, the robot control harness can be used to assume control of any construct with the robot subtype within line of sight as a standard action. If the robot is not willing, it must succeed at a DC 25 Will save to resist control. You can control only one robot at a time with a robot control harness, and control can be dismissed on your turn without requiring an action.

A robot under the influence of a robot control harness will follow simple verbal commands (come, attack, halt, retrieve) provided it remains within your line of sight. The robot remains under your control until the harness is removed or you dismiss control.

In order to perform more complex commands, you can spend a full action to enter remote control mode. In remote control mode, your physical body has the helpless condition and you are unaware of your surroundings and can't attempt Perception checks regarding your physical surroundings. When in remote control mode, you effectively possesses the robot, placing your own awareness within the robot's body. The robot retains its base attack bonus and physical ability scores, but gains your mental ability scores, skills, and feats. You can disengage from remote control mode on their turn without spending an action.

A robot control harness uses your Resolve Points as charges. It consumes 1 Resolve Point when you attempt to take control of a new robot, and 1 Resolve Point per minute while in remote control mode.

Biotech Augmentations

Biotech represents the creation of synthetic organs for the purposes of enhancing or repairing living creatures. Biotech follows the same rules as cybernetics for the number of augmentations a character may possess; see *Starfinder Core Rulebook* for more information.

ADRENAL ENHANCEMENT   SYSTEM ENDOCRINE

Model	Level	Price
Mk 1	2	800
Mk 2	6	3,200
Mk 3	10	18,000
Mk 4	14	74,000
Mk 5	18	362,000

An adrenal enhancement boosts the subject's adrenal gland, granting the capacity for supernatural feats of strength. The subject gains an enhancement bonus equal to the augmentation's mark to Strength checks and Athletics checks.

DERMAL PHOTOSYNTHESIS   SYSTEM SKIN

Price 125   **Level 1**

A character with dermal photosynthesis has tens of thousands of tiny photoreceptive cells implanted in their skin. These cells and associated nanites in the character's bloodstream convert solar energy into biological energy. So long as a character with dermal photosynthesis is exposed to direct sunlight for 3 hours a day, they do not need to eat.

MEDICAL GEAR

As weapons ceaselessly advance, so too must the techniques to heal the wounds they leave behind.

NANITE TISSUE GAUZE

Price 40 Level 1   Bulk L

Nanite tissue gauze comes in small spools of a material similar in appearance to surgical gauze, individually vacusealed in clear plastic. Closer inspection reveals the gauze to be woven from strands of a pliable and fleshy-feeling compound. Using a spool of nanite tissue gauze allows a character to attempt a Medicine check to Treat Deadly Wounds as a standard action.

NEUTRALIZING SAFETY BLANKET (NSB)

Price 350   **Level 3   Bulk L**

This fibercarbon capsule about the size of a flashlight with a circular graphite pull-tab at one end. Aiming opposite end of the tube and pulling the tab fires out a 5-ft by 5-ft blanket woven from some sort of artificial cloth. The blanket is saturated with neutralizing compounds that quickly negate the effects of acid and fire. An individual can pull the tab to shoot the blanket at any individual within a 30-foot range. If the target is prone (or falls prone), the blanket ends the burning condition, the corrode critical hit effect, and similar sources of ongoing damage at the GM's discretion.

CHEMOSOLS

"Chemosol" is a term loosely used to refer to any number of different types of chemicals that come in small, highly pressurized canisters. Activated by depressing a button on its top, a chemosol canister unleashes a 15-foot cone of contact chemicals or inhalants. Common chemicals include artificial hormones or pheromones, neurological disruptors, and irritants. The effects and costs of assorted chemicals are listed below. Each canister contains a single dose or application of the desired chemical.

If a chemosol's effects include a saving throw, the DC is equal to 10 + half the item's level + your Intelligence modifier. Chemosols are considered poisons for the purposes of immunities and bonuses to saving throws.

CS1: ARTIFICIAL HORMONE

Price 450   **Level 3**   **Bulk L**

Inhaling these chemicals creates a causes a sudden spike blood pressure and a rapid elevation of the individual's stress level. Each creature coming into contact with the chemical must attempt a Fortitude save. On a failure, the individual becomes lightheaded and unable to concentrate, gaining the flat-footed condition and taking a –2 penalty to Will saves for 1d4 rounds.

CS2: ARTIFICIAL PHEROMONES

Price 50   **Level 1**   **Bulk L**

Artificial pheromones can be used to impair the judgment of creatures that inhale them. Humanoids exposed to CS2 must succeed at a Fortitude save or take a –4 penalty to Sense Motive checks for 1 hour.

CS3: Irritant

Price 100   **Level** 2   **Bulk** L

These pressurized chemical irritants can be sprayed into an area, causing the victims' flesh to break out into a painful, blistering rash. On a failed Fortitude save, an affected creature takes 1d6 nonlethal acid damage and is staggered for 1 round.

CS4: Stimsensitizer

Price 1,200   **Level** 6   **Bulk** L

This canister sprays a cloud of chemicals that greatly increase sensitivity to sensory stimulus. On a failed Fortitude save, an exposed creature is hypersensitive for 1 hour. During that time, the target takes a –4 penalty to saving throws against effects that cause the blinded, dazzled, deafened, nauseated, or sickened conditions. Each time an affected creature must attempt a save against one of these conditions, it takes 3d6 nonlethal damage from sensory overload. However, an affected creature also gains a +4 enhancement bonus to Perception checks for the same duration.

CS5: Neurological Disruptor

Price 1,500   **Level** 7   **Bulk** L

A humanoid exposed to these neurotoxic chemicals must attempt a Fortitude save or be staggered by pain. After their action each round, they can attempt a new Fortitude save to end this condition.

CS6: Neurological Exciter

Price 15,500   **Level** 13   **Bulk** L

Functioning similarly to the Neurological Disruptor, this neurotoxin causes agonizing convulsions in affected humanoids who fail their Fortitude saves. Victims are both flat-footed and staggered during the convulsions. After their action each round, an affected creature moves 5 feet in a random direction and can attempt a new Fortitude save to end this condition.

Other Technological Items

This catchall category includes a wide range of devices, from relatively minor gizmos like a vacusealer to technological horrors like amnesia ticks.

Amnesia Tick

Price 3,300   **Level** 8   **Bulk** —

This tiny nanoprobe appears to be fashioned into general appearance of a robotic tick, and for good reason. Designed to be used for covert operations, it its tiny pincers cling to flesh, allowing it to avoid detection when affixed to a host.

When activated and tossed onto a target creature as a ranged attack targeting KAC, the tick affixes itself into exposed flesh near the head—typically behind the victim's ear. Once attached, it begins emitting a disruptive frequency directly into the central nervous system that temporarily alters the victim's memory and perception. The host must succeed at a DC 18 Will save or become stricken with an electronically generated form of global transient amnesia that lasts for as long as the probe remains active or until the tick is removed. In this state, the individual remains fully cognizant of their own identity and readily recognizes friends; however, they cannot recall basic information, recent history, or conversations, and they remain utterly confused about where they are and what they are doing. While they retain memories of past years, they cannot recall any event of significance that occurred in the last 24 hours. Furthermore, the victim doesn't recognize any individuals or places to whom they have been introduced within the previous 24 hours.

The tick can be found and removed with a DC 18 Medicine check using the treat drugs or poison task.

A typical amnesia tick possesses enough energy to maintain its signal for 1d3 hours, after which it runs out of power and detaches from the victim. As soon as it detaches, the effect wears off and the individual's memory returns to normal, though they can recall only murky recollection of major occurrences within the last 24 hours.

CIRCUIT TRACER-CLONER

Price 4,250   **Level 6**   **Bulk L**

This handheld orb has two depressions near its base from which a pair of extractable clips protrude. When these clips are attached to any two points along the path of an electronic circuit, the user can activate the device to send out a burst of electrons that run a tracer signal, quickly determining the precise schematic of the circuit and identifying any breaks or malfunctions in the circuit path.

Creating the map requires uninterrupted access to the electronic device in question for a full minute. This information gleaned is helpful to anyone capable of building or repairing circuits, providing them a +4 insight bonus on checks to repair or recreate the mapped device. Mapping a new device replaces the last device in memory. For starships and other large systems, the circuit tracer-cloner can map only one particular subsystem (for example, the forward weapons or life support).

NANOWEAVE ROPE

Price 25/10 ft.   **Level 3**   **Bulk L/50 ft.**

Nanoweave is a light, durable material constructed of interwoven carbon nanofibers. This versatile material can be crafted into a number of useful forms and tools, but by far the most common is thin, black rope. Nanoweave has a hardness of 10.

Other items primarily made out of cloth, leather, or wood can be built from nanoweave as well. Their bulk is reduced to half but the cost is 20 times normal.

POLYTOOL

Price 8,750   **Level 8**   **Bulk 2**

A polytool is a miniature fabrication laboratory condensed into a single wearable piece of technology. By consuming a number of UPBs equal to a technological item's purchase price, the polytool can reproduce that item. This process requires 1 minute per bulk of the completed item (or a full action for items with less than 1 bulk). A character can use a polytool to produce items with a level up to their number of ranks in Engineering.

SOLAR ARRAY

Price 1,000   **Level 3**   **Bulk 10**

This sharp-cornered metal box can be unfolded into a 10-foot square of paneling that is metal on the underside but a glassy black on the top, with intricate traceries of metal filaments visible just beneath the surface. The array has a port for plugging in batteries. In full sunlight, the attached battery will gain 1 charge every 4 hours. In indirect sunlight or overcast conditions, the solar array provides 1 charge every 12 hours instead.

THERMAL BAG

Price 25   **Level 1**   **Bulk —**

A thermal bag is a piece of emergency survival equipment used to protect an individual from subzero temperatures.

The bag comes in a tiny canister about the size of a human's thumb. When the seal is popped, the thermal bag rapidly expands forming a full sized sleeping bag large enough to fit one Medium creature. Chemicals within the bag's lining react to the expansion, producing heat and warming the inside temperature to a comfortable 85°F.

Once opened, the bag remains hot for 24 hours, after which point it becomes an ordinary insulated sleeping bag safe to use in any temperature above 0°. Unfortunately, once released from the carrying canister, the expanded bag remains at full size and cannot be returned to the canister.

THERMAL SALTS

Price 300   **Level 2**   **Bulk L**

Thermal salts are small, salt-like crystals packed into a 4-inch-long rectangular soft mesh pouch. When crushed as a standard action, the salts cause a chemical reaction that releases a substantial amount of thermal energy, rapidly heating a 5-foot-diameter area of any material the pouch touches. Objects in that area take 1d6 fire damage each round for the next 10 rounds. Characters beginning their turn in the area or passing through that area also take this damage.

VACUSEALER

Price 40   **Level 1**   **Bulk 1**

This strange device looks somewhat like a gun with an oversized grip and trigger. The wide barrel holds foot a pair of clear tubular glass cartridges that look like twin syringe chambers connected to a single nozzle. Each cartridge holds an identical amount of a different colored syrupy liquid: one pale yellow, and the other slightly milky.

When the vacusealer's trigger is compressed, it releases a rapid-hardening polymer that can be used to seal and protect electronics or other delicate objects. The foam requires 1 minute to fully set, but once it does it grants 20 temporary Hit Points to the object. An object covered in foam cannot be used normally and cannot move under its own power without first breaking the foam.

Although most humanoids find it necessary to breathe and move, neither of which possible without breaking the foam, androids will sometimes remain motionless within the foam for long periods.

Hybrid Items

Even with all the technology in the galaxy at your fingertips, certain tasks can only be accomplished with magical assistance.

Detector Globe

Price 4,800	Level 6	Bulk 1

This small globe is only 5 inches in diameter. It is an absorptive matte black but intricately worked with metal filaments around a battery port. A detector globe is activated by tracing the metal filaments in a certain pattern, discoverable with a successful DC 25 Engineering or Mysticism check. As soon as the pattern is complete, the filaments begin to glow and the globe ascends upward to a height of 20 feet, stopping gently if it hits something before it reaches its maximum height. Rays arc out from the filaments, running over and through every object in a 30-foot radius. Any effect or item that would be visible with *detect magic* glows blue in the light of the rays. Any afflicted creature or object (as *detect affliction*) glows green, and any intelligent creature glows silver. Detected objects and effects that leave the 30-foot radius cease glowing when they leave the radius. Detectable objects and effects that enter the radius immediately start glowing.

The detector globe stays aloft for 1 minute before gently descending to the floor, stopping if it reaches an intervening obstacle (such as its owner's hand). As soon as it begins to descend, the rays flicker out, the charge expended.

The rays of a detector globe can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks them.

A detector globe can hold up to 5 charges. While a battery is plugged into the port at the bottom of the detector globe, the metal filaments glow brightly as it drains the battery until the globe reaches 5 charges.

Memory Transfer Probe (MTP)

Price 49,500	Level 13	Bulk 1

This device has the appearance of a long surgical needle with a tiny glowing transmitter affixed to the top of the shaft. An MTP is designed to extract or install the image of a memory and transfer it to an external storage device such as a computer. The filled needle can be inserted into an individual through the spine, near the base of the skull, where it sends specific electromagnetic frequencies into the individual's brain that can then be interpreted as a stored memory or translate the brains pulses and record them as a new memory. A stored image may contain words or merely be an image or series of events. Individuals wishing to experience the memory can access it using a computer and applying the MTP to themselves.

Inserting the probe properly requires a successful DC 18 Medicine skill check; on a failure, the individual takes 1d3 Wisdom damage and must wait until the mental scaring is fully healed before the procedure can be attempted again.

The probe can transfer only one memory at a time, and a computer can store up to 10 minutes of memory per tier. After 50 uses, an MTP begins to break down and malfunction, altering memories or retaining only part of the information, which poses significant risk to the user.

Variant Androids

While most androids encountered in the land of superscience are human in appearance, newer androids created through use of technological artifacts or the machinations of alien intelligences can come in any number of shapes and sizes.

The below racial variants can be chosen by android characters and change their outward physical appearance (including height and weight) to match the respective race, in addition to granting different skill options. However, these variant designs do not have the simple modularity to allow for the traditional android upgrade slot.

Racial Presence

You were constructed to resemble a member of a race other than human. Your height and weight are within the range of your apparent type. You also gain a race-specific benefit in place of your upgrade slot.

Chlorvian[LPPG] **Design:** Construct and plant (rather than humanoid) types; tough skin as chlorvian.

Dwarf Design: +4 racial bonus to KAC against bull rush and trip combat maneuvers.

Elf Design: +2 racial bonus to Perception checks.

Gnome Design: Small size; you gain the following spell-like abilities: 1/day—*dancing lights, ghost sound, token spell.*

Half-Elf Design: +2 racial bonus to Perception checks.

Half-Orc Design: +2 racial bonus to Intimidate checks.

Halfling Design: Small size; +2 racial bonus to Stealth checks.

Kasatha Design: Four-armed as kasatha.

Lashunta Design: Limited telepathy as lashunta.

Shirren Design: Blindsense as shirren.

Tretharri[LPPG] **Design:** Multi-armed as tretharri.

Vesk Design: Natural weapons as vesk.

Ysoki Design: Small size; cheek pouches as ysoki.

Zvarr[LPPG] **Design:** Vestigial wings as zvarr.

[LPPG] this race is found in the *Legendary Planet Player's Guide (Starfinder).*

NEW ROBOT: WALKING EYE

This metallic sphere is held aloft by four spindly, insect-like legs, and sports a single eye of red glass.

Walking Eye	CR 1

XP 400
N Tiny construct (technological)
Init +2; **Senses** darkvision 120 ft., low-light vision; **Perception** +10

DEFENSE   HP 12

EAC 11; **KAC** 12
Fort −1; **Ref** −1; **Will** +2
Defensive Abilities force field; **Immunities** construct immunities
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft., climb 20 ft.
Ranged integrated laser +6 (1d6 F)

STATISTICS

Str +0; **Dex** +2; **Con** —; **Int** +1; **Wis** +4; **Cha** +0
Skills Athletics +10, Stealth +10
Languages Common (can't speak any language)
Other Abilities sure-footed, surveillance

ECOLOGY

Environment any
Organization solitary or security net (3–12)

SPECIAL ABILITIES

Force Field (Ex) A field of shimmering energy surrounds a walking eye, equivalent to the purple force field armor upgrade. Damage dealt to the robot is applied to the force field first. The force field has 5 temporary Hit Points and fast healing 2.

Sure-Footed (Ex) A walking eye's limbs were designed to keep it mobile in a variety of terrains. A walking eye's movement is unhampered when in difficult terrain, though it still cannot run or charge in such terrain.

Surveillance (Ex) A walking eye can record whatever it can detect with its senses, recording up to 8 hours of images and sounds before filling its data banks. These recordings can be played back on command, the walking eye projecting a three-dimensional image of the data, including recorded audio. The recording can skip forward or back as desired by whoever commands the walking eye.

Walking eyes were built as mobile spies and scouts. They are programmed to observe as unobtrusively as possible, fleeing from danger and attacking only in self-defense.

The storage in a destroyed or helpless walking eye can be hacked to access or modify its surveillance data. The default walking eye contains a tier 1 computer with the wipe countermeasure, but some owners purchase further upgrades.

A freshly initialized walking eye from a trusted source usually costs 4,000 credits. However, due to potential security issues and the difficulty in reinitializing the robot with a new owner, aftermarket models are generally worth less than their parts. Up to 400 credits worth of parts can be extracted from a walking eye with 10 minutes and a DC 20 Engineering check.

ALIEN BESTIARY

A full-color hardback bestiary featuring over 200 incredible aliens of every description, from tiny robot walking eyes to Lovecraftian Great Old Ones, from humanoid races both friendly and foul to inhuman abominations from the darkest nebulas. Including fiendish foes like the savage klaven footsoldiers, sinister jagladine genetic engineers, warmongering bil'djooli shock troopers. You'll find invading taur and aether-touched infused to the organic symbionts, living machine phalanx, and, of course, the magnificently malevolent kytons! Plus terrific space-dwelling monsters from across the fantasy/sci-fi legendarium, from insidious intellect devourers and aboleth to parasitic viper vines, brain-eating neh-thalggu, space-warping hounds of Tindalos, murderous gugs, lethal lunarmas, a plenthora of robots, and spectacular star-soaring solar dragons!

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