

GRAVITY AGE™ CYBERNETICS EMPORIUM



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GRAVITY AGE™

CYBERNETICS EMPORIUM

TABLE OF CONTENTENTS

SECTION 1: CYBERNETICS OVERVIEW	2
SECTION 2: ARCHETYPE: CYBORG	5
SECTION 3: ARCHETYPE: CYBER INCARNATE	6
SECTION 4: AUGMENTATIONS	7
SECTION 5: AVATARS	32
SECTION 6: MALWARE	36
SECTION 7: FEATS	38
SECTION 8: AUGMENTATION TRACKER	39

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STROH HAMMER





CYBERNETICS OVERVIEW

What follows is not a complete compendium of cybernetic augmentation, but it is an extension of the existing options presented in The Starfinder Roleplaying Game for players and game masters.

The cybernetic organism (“Cyborg”) is a staple of science fiction literature, movies, TV series, and comics. Our heroes are augmented with fantastic technological enhancements. Sometimes these enhancements are simple replacements allowing a hero to survive fatal wounds, amputations, age, sickness, or disease, but in many cases these biological systems are not just replaced but improved. Why just replace an arm when you can replace an arm with super strength, a retractable claw, and a hidden internal weapon mount?

On Earth the term cybernetics was coined by Norbert Wiener in the 1940’s. He pioneered the concept that both biological and mechanical systems operate under the same basic set of controls. Later university professor Kevin Warwick develops methods of linking computer microchips to the human nervous system. His “cyborg chip” becomes the foundation for all future cybernetic components

Although cybernetic augmentation is available to all races it seems to be more favored by humans and a few other mammalian humanoids. Views on cybernetic augmentation are as varied as views on religion and while some cultures embrace cybernetic augmentation other shun or persecute those who have undergone any form of augmentation. In some backwoods star systems, the practice has been banned and made illegal with penalties ranging from force removal to death.

BIOTECH (BIONICS)

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

The technology required to produce biotech is rarer and more expensive than cybernetics. Biotech items cost 10% more than their cybernetic equivalents. Biotech occupies the same body systems as cybernetics and each body system is limited to a single augmentation without a plexus. However, biotech and cybernetic augmentations are

compatible and may be combined through use of an augmentation plexus. For additional information on Cybernetics, Biotech, and Adaptive Biochains, see the “Augmentations” section in Chapter 7 of the Starfinder Core Rulebook..

BODY SYSTEM - TORSO

The torso is now included as a body system, in addition to the common systems listed in The Starfinder Roleplaying Game. For purposes of cybernetic augmentation, the torso includes the areas normally associated with the thorax and abdomen.

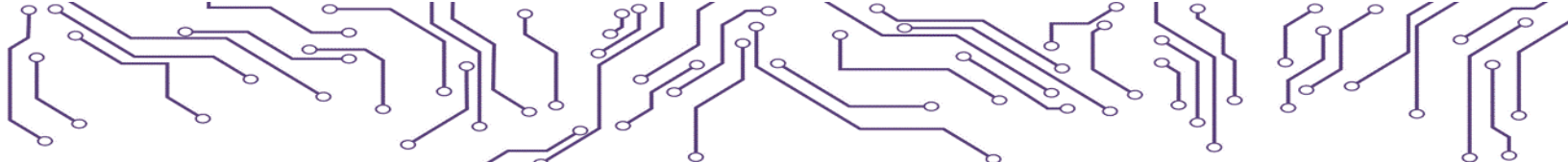
O.S.C.A.R.

One of the difficulties of cybernetic augmentation has always been finding a qualified cybernetic surgeon with the Medicine and Engineering skills necessary to implant the cyberware. Other issues faced by recipients of cybernetic augmentation is the time necessary for the cyber surgeon to perform the implantation or the availability of an adequate medical lab. Finally, due to the complex integration of biological and mechanical systems an upgrade has always meant complete replacement of the older cybernetic augmentation rendering it useless. This was all true and still is in many remote locations until the Open Source Cyber Augmentation Resolution (“OSCAR”) was adopted by many of the cybernetic augmentation manufacturers.

OSCAR is essentially a standardized socket which takes complex biological and mechanical controls and simplifies them into a small set of basic connections and controls. With OSCAR if you want to upgrade your arm prosthetic to an enhanced arm prosthetic you simply unplug the old arm and plug in your new one.

An OSCAR socket does not count as an augmentation by itself and can be installed on any of the following systems; arm (or all arms), eyes (or all eyes), foot (or all feet), hand (or all hands), and leg (or all legs). An Oscar socket must be purchased separately for each hand, limb, or foot. More details on the OSCAR socket can be found in Section: Augmentations.

Cybernetics which are OSCAR ready out of the box will include the text “OSCAR compliant” in its description. Almost all other cybernetic augmentations can be purchased with OSCAR compatibility by adding 10% to the purchase price. OSCAR compatibility cannot be added to



cybernetic augmentations which have already been implanted.

C.O.R.E

Occasionally augmenting just one or two body systems isn't enough and a more extreme approach to cybernetic augmentation is necessary. Due to medical necessity or a personal obsession with cybernetic augmentation those that can afford it may turn to Complete Organ Removal and Encasement ("CORE").

CORE started out as a process to save patients who were suffering from critical injury, reduced mobility, paralysis, or terminal illnesses and continues to be an option for patients who would run out of time waiting on a bioware solution. CORE has also been adopted as a sort of super soldier

program by governments, mega-corporations, and various other organizations.

CORE is a process by which the subject's brain, nervous system, spine, and vital organs, including the heart, liver, kidneys, and small portions of the digestive tract, are extracted then integrated within an embryonic pod. There are extreme cases where only the brain, nervous system, and spine retained and while everything else is replaced with synthetic organs.

Once a subject has undergone CORE their embryonic pod is integrated with an Avatar. An avatar is a complete cybernetic replacement body for the subject. Because an avatar operates under a cybernetic biological and mechanical system it is still incompatible with traditional robotics. Embryonic pods are essentially compatible with

CYBERNETICS IN YOUR CAMPAIGN

Opinions about cybernetics will vary wildly across different star systems, space stations, and worlds. Due to their utility, cybernetic enhancements are likely common and well accepted in most places. However, there will be societies that ban cybernetic augmentation due to security concerns, societal taboo, or religious dogma. As with most things, any type of prohibition often encourages certain individuals to rebel against the establishment. Any society which is openly hostile to cybernetic augmentation is more likely to also host cybernetic sympathizers who are friendly or even helpful to the augmented.

The five categories of initial attitude towards cybernetic augmentation are described below, along with the effects of negatively changing each attitude.

Hostile

Cybernetic augmentations are banned or against local laws. Anyone caught with cybernetic augmentations may be subject to incarceration, forceful removal of their augmentations, or even execution. Societies which are hostile towards cybernetic augmentation will often have security check points where everyone is scanned for augmentations or a special security force which actively patrols public places for augmented individuals.

Unfriendly

Cybernetic augmentations are legal but every cyborg or "person of cybernetic augmentation" must register with the local authorities. Anyone with visible augmentations will likely face some form of prejudice, whether it's being denied access to certain businesses or verbal abuse. Anyone caught not registering their augmentations may provoke a hostile response as above.

Indifferent

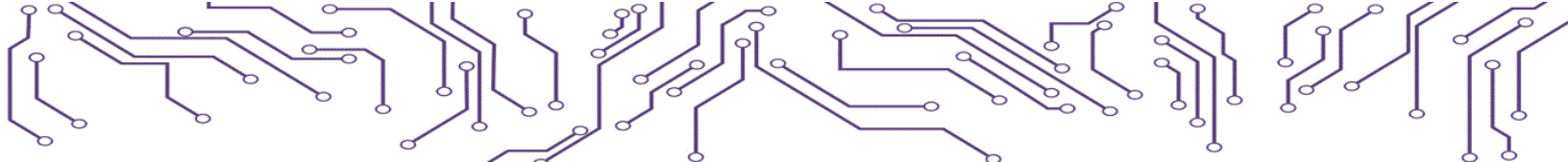
Cybernetic augmentations are legal. These societies respond to cybernetic augmentation almost like we treat tattoos today. There will be a large number of people with one or two augmentations and then there will be the occasional individual with too many augmentations according to the older generations.

Friendly

Cybernetics are legal and almost everyone has one or more augmentations to help with their daily life. Getting your first augmentation is often a rite of passage like getting your ears pierced or your first tattoo.

Helpful

It's rare to find a society which is generally helpful to anyone, but in this case cybernetic augmentations are not only legal but required. Everyone is augmented and expected to continually improve themselves. A non-augmented person might find a society which is generally helpful to those with cybernetic augmentations is unfriendly or hostile towards them.



all types of avatars and may be moved from one avatar to another. If the subject undergoes CORE and an avatar is unavailable it's not uncommon for their embryotic pod to get shelved in a special storage facility while they wait.

Performing the CORE procedure is incredible complicated and not all CORE procedures are successful. Performing the CORE procedure requires a DC 20 Medicine skill check and requires 20 hours. If successful the subject survives the transfer to the embryonic pod, but must make a one time Will saving throw (DC 12) to avoid Cyber Psychosis. If the surgeon's Medicine skill check fails by 5 or less the subject still survives the transfer but must make a Will saving throw (DC 17) to avoid Cyber Psychosis. If the surgeon's Medicine skill check fails by 6 or more the subject must make a Fortitude saving throw (DC 15) or die. If the subject is successful on the Fortitude saving throw, then the subject survives but gains Cyber Psychosis. The price of the CORE procedure is included in the price of their Avatar or choice, 500 credits to be shelved if an Avatar is unavailable.

Getting an embryonic pod installed to an avatar requires the services of a professional cybernetic surgeon or someone with ranks in Medicine equal to the level of the avatar. A session with a cybernetic surgeon usually takes 1 hour per level of the avatar. The price of such implantation procedures is included in the prices listed for each avatar.

CYBERNETICS AND DISGUISE

There will be places in the verse where characters will wish to hide their cybernetic augmentations. Most internal augmentations are relatively easy to disguise or hide to all but the most perceptive persons. Other external cybernetic augmentations are nearly impossible to disguise or hide. Despite being fully integrated with a character's DNA and being a fully compatible with biological systems cybernetics are still composed of ceramic, metals, plastics, and advanced composites which make them relatively easy to recognize. Characters who have spent the extra credits on biotech or bionics possess augmentations which are easier to disguise because of their biological makeup.

All cybernetic augmentations have been assigned a Disguise DC modifier to help determine how difficult they are to hide from casual observation or intense search.

Occasionally an augment is far less subtle when it's in use. Items like 3D scanning optics and retractable claws will have a second number listed after a / indicating the in-use modifier. Characters who pay extra for the bionic version of the augmentation reduce their Disguise DC modifier by 2 to a minimum of 1. If a character has multiple cybernetic or bionic devices, they must roll their Disguise skill check against the augmentation with the highest modifier.

CYBER PSYCHOSIS

Each time a you undergo cybernetic augmentation there is a small potential something in the biological mechanical system integration fails and causes the mental condition cyber psychosis. Cyber psychosis is a permanent condition and cannot be "cured", however, there are some means of mitigating its effects.

Under normal conditions your behavior is no different from anyone else. However, when you roll a 1 on any d20 ability check, skill check, saving throw, or attack roll you gain the cyber psychosis condition in addition to any penalties for a normal critical failure.

Each time you fail a saving throw against gaining the cyber psychosis condition the number you can roll to induce its effects increases by one (e.g. if you installed 4 Orion augmentations but failed your Will save 3 on three of those augmentations you will suffer the effects of cyber psychosis on a roll of 1, 2, or, 3).

Table 1-1 Cyber Psychosis Effects

% ROLL	EFFECT
01-10	Dazed condition, 1 round
11-20	Sickened condition, 1d6 rounds
21-30	Shaken condition, 1d6 rounds
31-70	Confused condition, 1d6 rounds
71-80	Cowering condition, 1d6 rounds
81-90	Panicked condition, 1d6 rounds
91-00	Stunned condition, 1d6 rounds

ARCHTYPE: CYBORG

While many individuals of many different races have at least one cybernetic implant due to health problems or to compensate for a severe injury, there are also a few who choose to upgrade their bodies. Cyborgs are characters that love their cybernetic augmentations like other characters love their tattoos. Cyborgs are able to handle a greater number of cybernetic augmentations than most characters.

For the most part, cyborgs come from races with internal skeletons and humanoid anatomy, though there are examples of races with exoskeletons or no skeleton augmenting themselves. Not all characters with cybernetic enhancements are Cyborgs. This archetype represents someone who views cybernetic augmentation as an art form.

Cyborgs are well suited for the soldier, operative, or mechanic character classes.

ALTERNATE CLASS FEATURES

The Cyborg grants alternate class features at 2nd and 6th level. In addition, the cyborg can choose to take the Deus Ex Machina class feature at 6th, 12th, or 18th level.

WELL CONNECTED, LEVEL 2

You have network of dealers and contacts and a knack for finding new cybernetic augmentations. Items not normally available may be available for you. Item availability is increased by 1 level. In typical settlements, you can find and purchase anything with an item level no greater than your character level + 2, and at major settlements items up to your character level + 3. As always, the GM can restrict access to some items. You also gain a 10% discount on the purchase price of cybernetic augmentations.

BORN TO AUGMENT, LEVEL 4

Normally your body can only support one augmentation per body system. One of your body systems can support two augmentations without purchasing an augmentation plexus. Select a single body system which can be augmented with two cybernetic augmentations.

CYBERPHILE, LEVEL 12

Your love of cybernetic augmentations gives you greater insight on combining multiple augmentations into single body systems without using an augmentation plexus. You gain two additional body systems which can support up to two cybernetic augmentations, or one body system which

can support a third augmentation if you combine this with *Born to Augment*.

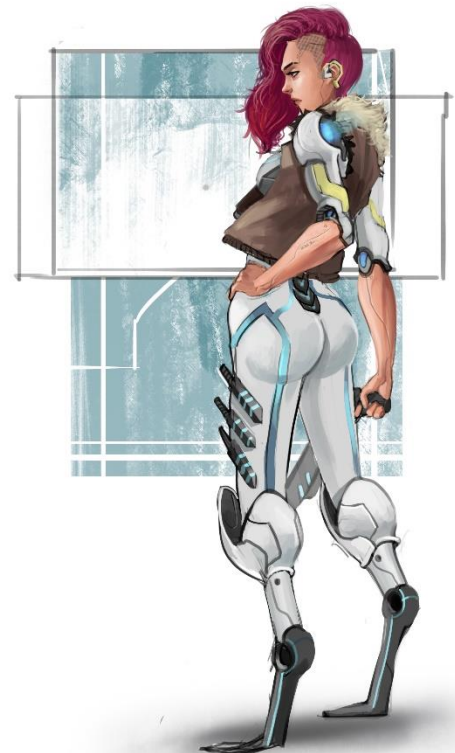
DEUS EX MACHINA, VARIES

You have become so in tune with one of your cybernetic augmentations that it provides double the normal bonus. Any cybernetic augmentation that provides you a bonus to an ability check, to hit roll, damage roll, skill check, or saving throw can be selected for this bonus.

To gain the benefit of this class feature the cybernetic augmentation must have been installed at least 1 level prior to you selecting this class feature. Deus Ex Machina can only be selected once, but at a variable level. You do not have to select Deus Ex Machina class feature it is optional.

If by misfortune or intention you lose the cybernetic augmentation to which Deus Ex Machina was applied, you lose the benefit of this class feature. The class feature can only be regained by replacing the lost cybernetic augmentation with one identical to the original cybernetic augmentation.

You cannot combine the Deus Ex Machina class feature with the Cybernetic Savant feat. However, if you choose to use the Deus Ex Machina class feature on an augmentation already selected by the Cybernetic Savant feat you can immediately apply the feat to a different augmentation.



ARCHETYPE: CYBER INCARNATE

Sometimes one or two cybernetic augmentations aren't enough to save a life or satisfy the need to improve oneself through technological means. Each cyber incarnate goes through the CORE process and gains a MK I avatar. It an expensive endeavor to undergo the CORE process, obtain and maintain an avatar. A cyber incarnate mitigates these expenses by dedicating their life to an organization willing to pick up the costs of the CORE process and the Avatar in exchange for services rendered. Some organizations require some form of cybernetic malware as an insurance policy.

Any species with a brain and spine or spine-like nervous system can become a cyber incarnate. Most cyber incarnates start out as humans, but individual cases from other races are not uncommon. There are even cases where members of one race choose an avatar resembling an alternate race. Not everyone that undergoes the CORE process becomes a cyber incarnate but many do.

Cyber incarnates come from all walks of life and can be from any class.

ALTERNATE CLASS FEATURES

The Cyber Incarnate grants alternate class features at 2nd, 4th, 6th, 12th, and 18th level.

AVATAR MK 1, LEVEL 2

You dedicate yourself to an organization willing to sponsor the CORE process in exchange for your services. You may choose any MK 1 avatar.

AVATAR MK 2, LEVEL 4

You have spent enough time in the service of your sponsor organization to earn a mk 2 upgrade to your avatar.

AVATAR MK 3, LEVEL 6

You have spent enough time in the service of your sponsor organization to earn a mk 3 upgrade to your avatar.

If your embryotic pod is implanted in an AE avatar you gain a free cybernetic augmentation. The augmentation must be 7th level or lower.

AVATAR MK 4, LEVEL 12

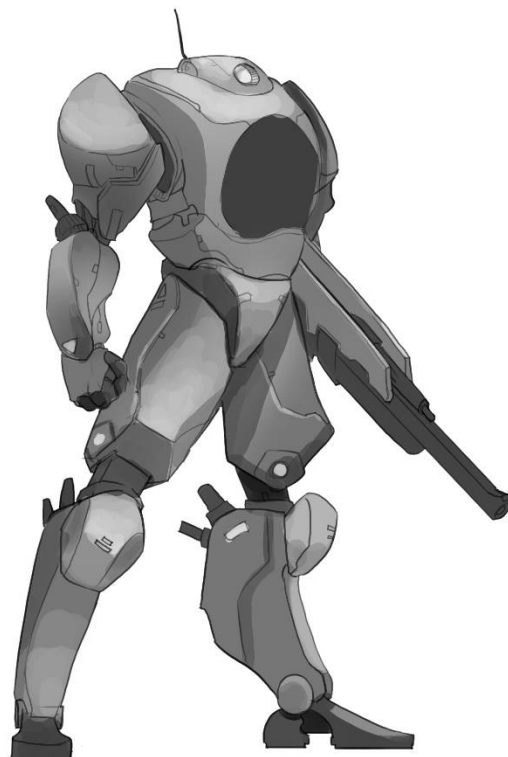
You have spent enough time in the service of your sponsor organization to earn a mk 4 upgrade to your avatar.

If your embryotic pod is implanted in an AE avatar you gain a free cybernetic augmentation. The augmentation must be 14th level or lower.

AVATAR MK 5, LEVEL 18

You have spent enough time in the service of your sponsor organization to earn a mk 5 upgrade to your avatar.

If your embryotic pod is implanted in an AE avatar you gain a free cybernetic augmentation. The augmentation must be 19th level or lower.



AUGMENTATIONS

3D SCANNER OPTICS

SYSTEM
Eyes

MODEL	LEVEL	PRICE	DISGUISE
Standard	8	9,000	1/4

Your eyes have been replaced with ultra-resolution 3D scanners capable of recording and analyzing microscopic details in addition to providing normal vision.

You can scan an object as big as your space in a single round. Your optic 3D scanner has several uses.

- You can scan an object, structure, or opponent with a hardness score to identify weaknesses as a swift action and bypass 5 points of hardness on your next attack if it occurs in the same round as the scan.
- You can scan an object, structure, or opponent with hardness to identify weaknesses as a move action and bypass 15 points of hardness on your next attack if it occurs in the same round as the scan.
- You gain a +1 circumstance bonus on Perception (Search) checks for concealed doors or hidden treasures if you scan each round as a swift action.
- If you have a neural computer or datajack connected to the Cortex you can scan a 3D image any object or creature and store it for later study or duplication on a 3D printer as a full action.
- If you have x-ray optics in addition to your 3D scanning optic and you have a neural computer, you can scan a complete schematic of an item and store it for later study or fabrication as a full action.

You can't scan objects through any barrier with the force descriptor. Your optic 3D scanner is HUD compatible.

AMBROSIA POD

SYSTEM
Torso

MODEL	LEVEL	PRICE	DISGUISE
Standard	1	295	1

The ambrosia pod is a combination of nutrient storage and a miniaturized bio-waste recycling center. Your ambrosia pod is named after the nutrient gel packs of the same name. The ambrosia pod stores five ambrosia gel packs allowing you to go twenty days without food and water. This augmentation can also run on R2Es and water

but is far less efficient and only allows you to go ten days without food and water.

AMPLIFIED AUDIO

SYSTEM
Ears

MODEL	LEVEL	PRICE	DISGUISE
Standard	1	350	1
Advanced	11	24,500	1
Superior	17	269,250	1

Originally designed as a cure for deafness, the amplified audio augmentation improves and enhances your inner ear resulting in increased auditory sensitivity.

Increased ability to pick up on faint sounds that might not otherwise be noticed, grants you a +1 enhancement bonus to Perception checks. Advanced amplified audio increases the enhancement bonus to +2 and the superior amplified audio increases the enhancement bonus to +3.

ANGEL FLIGHT SYSTEM

SYSTEM
Spine

MODEL	LEVEL	PRICE	DISGUISE
Standard	5	2,785	6/10

The angel flight system is a cybernetic augmentation that literally gives your character wings. The wings are made of ultra-light polymers and are attached to your spine near the shoulders. Unlike other powered flight systems, the angel flight system uses the same flight mechanic as birds rather than any sort of thrusters.

This cybernetic augmentation gives you a flight speed of 60 feet (average). However, while the wings are extended you gain the disadvantages of being one size category larger, but none of the advantages. You can extend or retract your wings as a move action.

NEW ITEM: AMBROSIA

Ambrosia is a nutrient gel packet sold anywhere R2Es are available for 5 credits each. If you take ambrosia orally each packet provides enough nutrition and water for two days.

Table 4-1 Augmentations

NAME	LEVEL	PRICE	SYSTEM
Ambrosia pod	1	295	Torso
Amplified audio, standard	1	350	Ears
Artificial organ	1	200	Heart, lungs, eyes, or ears
Buoyancy bladders	1	100	Torso
Detoxifier, standard	1	100	Torso
Equipment mount, external	1	125	Any limb, hands, feet, or spine
Exoskeleton, medical	1	800	All limbs and spine
Hideaway limb*	1	150	Arm or leg
Identity Chip	1	25	Arm or hand
Injection unit	1	100	Any limb
Internal compass, standard	1	75	Brain
Knuckledusters	1	145	All hands
Luminous skin	1	250	Skin
Prosthetic limb, standard*	1	100	Arm and hand, or leg and foot
Respiration compounder*	1	250	Lungs
Stabilizer, standard	1	100	Heart
Utility hand, standard	1	125	Hand
Vocal modulator, standard*	1	125	Throat
Weapon link, standard	1	175	Brain
Zero-g propulsion, standard	1	165	All limbs
Anti-stun implant, standard	2	505	Spine
Audio baffles	2	615	Ears
Body repair weave	2	650	Skin
Cyberware socket	2	500	Any limb, hand, or foot
Datajack, standard*	2	625	Brain
Digital recorder, standard	2	425	Brain
Hibernation matrix, standard	2	625	Brain and heart
Integrated Armor	2	800	Spine
Laser optics, azimuth	2	750	Eyes
Neural computer, tier 1	2	450	Brain
Ocular shades	2	425	Eyes
Pilot-jack, standard	2	625	Spine
Stealth foot, standard	2	625	All feet
Wrist computer, tier 1	2	325	Arm
Anti-shock implant, standard	3	1,600	Spine
Darkvision capacitors, standard*	3	1,750	Eyes
Exoskeleton, mk 1	3	2,900	All limbs and spine
Exttreme-G mod, standard	3	2,495	Heart, Torso, and Spine
Jump jets, standard	3	1,600	All legs
Microscopic optics, standard	3	1,450	Eyes
Personal upgrade, minor	3	1,400	NA
Prosthetic limb, storage*	3	1,450	Arm and hand, or leg and foot
Psi-implant, standard	3	1,500	Brain
Retinal reflectors*	3	1,350	Eyes
Retractable claws	3	1,550	All hands
Retractable fins	3	1,200	All hands, all feet, and spine
Retractable syringe	3	1,200	Arm or hand
Retractable wheels	3	1,350	All feet
Stabilizer, advanced	3	1,350	Heart

NAME	LEVEL	PRICE	SYSTEM
Utility hand, advanced	3	1,995	Hand
Weapon link, wireless	3	995	Brain
Dermal mesh, standard	4	1,950	Skin
Digital recorder, advanced	4	1,550	Brain
Gills	4	1,850	Throat or torso
H.U.D., standard	4	1,200	Brain and eyes
Internal communicator	4	1,450	Ears and throat
Neural computer, tier 2	4	995	Brain
Sleep regulator	4	1,750	Spine
SMART chip, standard	4	1,750	Brain
Speed suspension, minimal*	4	1,900	All legs
Wrist computer, tier 2	4	750	Arm
Angel flight system	5	2,785	Spine
Augmentation plexus, standard	5	2,495	Any, except brain
Biofunction matrix, standard	5	2,450	Brain
Culture matrix, standard	5	2,800	Brain
Datajack, high-density*	5	2,600	Brain
Dermal plating, mk 1*	5	3,025	Skin
Hideaway limb, quickdraw*	5	2,825	Arm or leg
Internal compass, advanced	5	2,550	Brain
Internal rebreather, standard	5	2,650	Lungs
Mindscreen matrix, standard	5	2,850	Brain
Pilot-jack, high-density	5	2,600	Spine
Privacy field generator, standard	5	3,000	Spine
Prosthetic limb, advanced	5	2,995	Arm and hand or leg and foot
Skill implant, standard	5	3,000	Brain
Telescopic optics	5	2,825	Eyes
Vocal modulator, advanced	5	3,025	Throat
Wide-spectrum ocular implant*	5	3,850	Eyes
Zero-g propulsion, advanced	5	2,800	All limbs
Anti-stun implant, advanced	6	3,850	Spine
Cardiac accelerator*	6	6,950	Heart
Contortion actuators, standard	6	6,900	All limbs
Dermal camouflage, standard	6	3,650	Skin
Dermal capacitors, mk 1	6	3,850	Skin
Emotion inhibitor, standard	6	4,250	Brain
Extending arms	6	4,250	All arms
Lockdown actuators, standard	6	3,995	Limbs and hands
Neural computer, tier 3	6	2,950	Brain
Optic-360	6	4,250	Eyes
Pheromone emitter, standard	6	5,500	Skin
Sensory boost	6	3,650	Brain
Trauma controller, standard	6	3,825	Spine
Voice stress analyzer, standard	6	4,225	Brain
Weapon-savant matrix, standard	6	3,950	Brain
Wrist computer, tier 3	6	2,250	Arm
Anti-grav plates	7	6,725	Hands or feet
Biped motus	7	6,850	All legs
Centipede plexus, standard	7	6,950	Spine
Class skill implant	7	7,000	Brain
Dermal energy resistance weave, standard	7	6,800	Skin

NAME	LEVEL	PRICE	SYSTEM
Dermal plating, mk 2*	7	6,950	Skin
Enhanced vital organs	7	7,200	Heart and lungs
Equipment mount, internal	7	6,850	Any limb or torso
Extreme-G mod, advanced	7	6,950	Heart, torso, and spine
Gyroscope, standard	7	6,950	Brain
Laser optics, corona	7	5,500	Eyes
Memory matrix, standard	7	7,000	Brain
Personal upgrade, standard	7	6,500	NA
Prosthetic enhancer	7	6,995	Arm and hand or leg and foot
Psi-implant, advanced	7	7,250	Brain
Rage implant, standard	7	7,150	Brain
Subvocalizer, standard	7	7,100	Throat
X-ray obfuscation mesh, standard	7	6,950	Skin
3-D scanner optics	8	9,000	Eyes
Darkvision capacitors, advanced*	8	9,000	Eyes
Datajack, accelerated*	8	8,525	Brain
Dermal capacitors, mk 2	8	9,000	Skin
Doppelganger weave, standard	8	8,800	Skin
Echo location implant, standard	8	8,950	Brain
Enhanced optics, standard	8	8,125	Eyes
Hidden compartment, standard	8	8,850	Torso
H.U.D., advanced	8	8,850	Brain and eyes
Initiative Implant, standard	8	9,550	Spine
Neural computer, tier 4	8	7,950	Brain
Pedexterous feet	8	8,900	All feet
Pilot-jack, hyper	8	8,525	Spine
Speed suspension, standard*	8	8,800	All legs
Tactical analysis CPU, standard	8	9,625	Spine
Void-reactive implants, standard	8	11,725	Eyes, lungs, skin, and throat
Wrist computer, tier 4	8	6,750	Arm
Arachnid motus	9	18,000	All legs
Dermal mesh, advanced	9	17,950	Skin
Dermal plating, mk 3*	9	17,975	Skin
Exoskeleton, mk 2	9	32,400	All limbs and spine
Feat implant	9	18,000	Brain
Internal rebreather, advanced	9	16,660	Lungs
Microscopic optics, advanced	9	15,000	Eyes
Mermaid motus	9	35,050	All legs
Quadruped motus	9	35,050	All Legs
Retractable tentacle	9	18,250	Arm
Zero-g propulsion, superior	9	18,000	All limbs
Biofunction matrix, advanced	10	19,000	Brain
Culture matrix, advanced	10	22,000	Brain
Dermal camouflage, advanced	10	21,950	Skin
Dermal capacitors, mk 3	10	22,000	Skin
Detoxifier, advanced	10	18,850	Torso
Jump jets, advanced	10	20,025	Legs
Laser optics, aphelion	10	18,200	Eyes
Neural computer, tier 5	10	20,000	Brain
Privacy field generator, advanced	10	20,000	Spine
Skill implant, advanced	10	21,350	Brain

NAME	LEVEL	PRICE	SYSTEM
SMART chip, advanced	10	21,985	Brain
X-ray vision optics	10	21,000	Eyes
Amplified audio, advanced	11	24,500	Ears
Anti-grav System	11	23,500	Torso
Anti-shock implant, advanced	11	24,550	Spine
Augmentation plexus, advanced	11	24,950	Any except brain
Cybernetic arm, single*	11	24,750	Spine
Memory matrix, advanced	11	25,000	Brain
Techno-savant, standard	11	25,000	Brain
Trauma controller, advanced	11	23,850	Spine
Weapon-savant matrix, advanced	11	24,550	Brain
Anti-stun implant, superior	12	36,000	Spine
Dermal energy resistance weave, advanced	12	46,800	Skin
Dermal plating, mk 4*	12	48,850	Skin
Emotion inhibitor, advanced	12	46,000	Brain
Hibernation matrix, advanced	12	49,950	Brain and heart
Neural computer, tier 6	12	40,000	Brain
Speed suspension, complete*	12	32,900	All legs
Stealth feet, advanced	12	47,950	All feet
Voice stress analyzer, advanced	12	38,750	Brain
Backup matrix, standard	13	45,850	Brain
Darkvision capacitors, long-range*	13	48,950	Eyes
Dermal capacitors, mk 4	13	49,500	Skin
Doppelganger weave, advanced	13	48,950	Skin
Echo location implant, advanced	13	48,750	Brain
Extreme-G mod, superior	13	48,250	Heart, Torso, and Spine
Gyroscope, advanced	13	48,250	Brain
Initiative implant, advanced	13	49,250	Spine
Laser optics, perihelion	13	45,700	Eyes
Mindscreen matrix, advanced	13	48,350	Brain
Pheromone emitter, advanced	13	55,000	Skin
Rage implant, advanced	13	51,150	Brain
Skill plexus, standard	13	48,500	Brain
Cybernetic arm, dual*	14	70,150	Spine
Dermal mesh, superior	14	74,950	Skin
Dermal plating, mk 5*	14	105,000	Skin
Enhanced optics, advanced	14	85,000	Eyes
Feat Plexus, standard	14	105,550	Brain
Neural computer, tier 7	14	80,000	Brain
Overclock matrix	14	85,000	Brain
Pain inhibitor, standard	14	101,050	Spine
Personal upgrade, major	14	75,000	NA
Polyhand*	14	71,000	Hand
Subvocalizer, advanced	14	70,350	Throat
Tactical analysis CPU, advanced	14	73,000	Spine
Void-reactive implants, advanced	14	100,725	Eyes, lungs, skin, and throat
X-ray obfuscation mesh, advanced	14	69,500	Skin
Centipede plexus, advanced	15	119,225	Spine
Data archive, standard	15	120,000	Brain
Dermal capacitors, mk 5	15	125,500	Skin
Exoskeleton, mk 3	15	225,000	All limbs and spine

NAME	LEVEL	PRICE	SYSTEM
Laser optics, Parallax	15	91,500	Eyes
Memory matrix, superior	15	120,000	Brain
Privacy field generator, superior	15	100,000	Spine
Contortion actuators, advanced	16	159,950	All limbs and spine
Dermal camouflage, superior	16	162,000	Skin
Dermal plating, mk 6*	16	163,000	Skin
Hidden compartment, advanced	16	164,950	Torso
H.U.D., superior	16	164,950	Brain and eyes
Lockdown actuators, advanced	16	179,650	Limbs and hands
Neural computer, tier 8	16	160,000	Brain
SMART chip, superior	16	164,500	Brain
Techno-savant, advanced	16	165,000	Brain
Amplified audio, superior	17	269,250	Ears
Data archive, advanced	17	250,000	Brain
Dermal energy resistance weave, superior	17	268,000	Skin
Laser optics, zenith	17	212,700	Eyes
Voice stress analyzer, superior	17	292,050	Brain
Doppelganger weave, superior	18	300,250	Skin
Echo location implant, superior	18	299,950	Brain
Initiative implant, superior	18	385,000	Spine
Neural computer, tier 9	18	320,000	Brain
Skill plexus, advanced	18	354,750	Brain
Anti-shock implant, superior	19	512,350	Spine
Backup matrix, advanced	19	548,000	Brain
Data archive, superior	19	600,000	Brain
Dermal capacitors, mk 6	19	548,000	Skin
Dermal plating, mk 7*	19	542,000	Skin
Extreme G mod, ultra	19	550,000	Heart, Torso, and Spine
Feat plexus, advanced	19	555,550	Brain
Pain inhibitor, advanced	19	750,000	Spine
Dermal energy resistance weave, ultra	20	999,950	Skin
Initiative implant, ultra	20	1,100,500	Spine
Neural computer, tier 10	20	640,000	Brain
Overclock matrix, ultra	20	1,000,000	Brain
Tactical analysis CPU, superior	20	9,00,000	Spine
* See the "Augmentations" section in Chapter 7 of the Starfinder Core Rulebook for details on these augmentations.			

ANTI-GRAV PLATES			SYSTEM Hands or Feet
MODEL	LEVEL	PRICE	DISGUISE
Standard	7	6,725	1/4

Anti-grav plates are typically implanted in the recipient's feet, but may be placed in their hands. This cyberware operates by repulsing graviton particles to negate the effects of gravity and produce a weak lift or thrust. This allows you to levitate, or even to fly at low speeds. Anti-grav plates cannot lift you if you are encumbered. You gain a flight speed of 30 ft. (good). Anti-grav plates only work in environments with gravity greater than .1G. This implant can be activated or deactivated as a swift action.

ANTI-GRAV SYSTEM			SYSTEM Torso
MODEL	LEVEL	PRICE	DISGUISE
Standard	11	23,500	2/5

A small quantum cyclotron implanted in the chest allows the recipient to produce their own gravitons greatly increasing the effectiveness of their anti-grav plates. An anti-grav system requires the recipient to already have anti-grav plates implanted to gain any benefit. An anti-grav system improves your flight speed to 60 ft. (perfect), or 30 ft. (good) in zero-G environments removing the gravity requirement.

ANTI-SHOCK IMPLANT			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	3	1,600	1
Advanced	11	24,550	1
Superior	19	512,350	1

This tiny implant, embedded in the spine near your brain stem, protects itself and other cybernetic augmentations against electricity damage. You gain energy resistance 5 (electricity) with the standard anti-shock implant, energy resistance 10 (electricity) with the advanced anti-shock implant, and energy resistance 15 with the superior anti-shock implant.

ARACHNID MOTUS			SYSTEM All Legs
MODEL	LEVEL	PRICE	DISGUISE
Standard	9	18,000	10

This augmentation fully replaces your hips, legs and feet with a cybernetic set of 6 legs ending in quantum filaments granting you a natural climb speed. You gain a climb speed of 20 feet (and a +8 racial bonus to Athletics checks to climb granted by that climb speed); furthermore, you do not need to attempt Athletics checks to climb to traverse a vertical or horizontal surface (even upside down). You are not flat-footed while climbing, and opponents get no special bonus to their attacks against you. You can't use the run action while climbing.

The arachnid motus is OSCAR compatible. Most recipients donning this augmentation do so using a cyberware socket located at the waist. You can only equip a single type of motus augmentation at a time.

ARTIFICIAL ORGAN			SYSTEM Varies
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	200	1

An artificial organ fully replaces a defective or destroyed biological organ, such as a heart, lung, eye, or ear. The artificial organ duplicates the function of its biological counterpart. It provides no special game benefits.

AUDIO BAFFLES			SYSTEM Ears
MODEL	LEVEL	PRICE	DISGUISE
Standard	2	615	4

This cyberware recipient's eardrums are replaced with artificial devices equipped with sound baffles. The artificial devices protect the recipient's ears from dangerous levels of sound and eliminate background noise.

You gain a +4 bonus on their saves against deafening effects produced by loud noises and sonic attacks which normally allow a saving throw.

You may choose to shut down your hearing all together and make yourself immune to many sonic attacks which don not cause stamina or hit point damage, but suffer the deafened condition.

AUGMENTATION PLEXUS			SYSTEM Varies
MODEL	LEVEL	PRICE	DISGUISE
Standard	5	2,495	1
Advanced	11	24,950	1

An augmentation plexus requires installation into one of the following body systems: arm (or all arms), ears, eyes, foot (or all feet), hand (or all hands), heart, leg (or all legs), lungs, spine, skin, torso, or throat. This augmentation allows multiple cybernetic augmentations to occupy a single body system and function as a single cybernetic augmentation.

You may have up to two cybernetic augmentations attached to an augmentation plexus, and together they are treated as a single cybernetic attachment. All augmentations must belong to the same body system. If the plexus is destroyed or removed, all the attached augmentations are destroyed as well.

The augmentation plexus does not include the price of the cybernetic augmentations which will be integrated into the augmentation plexus. Cybernetic augmentations do not have to be purchased and installed into the augmentation plexus during the its implantation.

The advanced augmentation plexus allows you to attach up to three cybernetic augmentations to the plexus located in a single body system.

An augment plexus cannot be placed in the brain system. However, multiple brain system augmentations may be added using a neural computer augmentation.

BACKUP MATRIX			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	13	49,850	1
Advanced	19	548,000	1

The backup matrix activates when you are mentally impaired, allowing you to function at almost full efficiency even in the most mentally trying circumstances.

When you are under the influence of any compulsion effect, this implant activates. For the duration of the mind influencing effect, the backup matrix activates, allowing you to function almost normally. When the backup brain is

active you function as if you had an Intelligence, Wisdom, and Charisma scores of 9, and cannot take any action or use any skill requiring concentration. You are prohibited from casting spells or using spell-like abilities. However, you may act as you choose, and are not subject to any external compulsions. While the backup matrix is active, you receive a +4 enhancement bonus on Will saves to resist further mind altering effects.

The advanced backup matrix allows you to reboot your brain. By spending 1 Resolve point you can automatically end a compulsion effect early as a full action. You have the dazed condition while performing the reboot until the beginning of your next turn.

BIPED MOTUS			SYSTEM All Legs
MODEL	LEVEL	PRICE	DISGUISE
Standard	7	6,850	4

This augmentation fully replaces your pelvis, legs and feet with a cybernetic set of 2 legs, 2 feet, and a pelvis. The biped motus is a popular choice for occasions where other motus options would be a detriment or draw too much attention. You gain the movement speed associated with your race. You may enhance your biped motus legs and feet as you would other prosthetic legs and feet.

The biped motus is OSCAR compatible. Most recipients donning this augmentation do so using a cyberware socket located at the waist. You can only equip a single type of motus augmentation at a time.

BIOFUNCTION MATRIX			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	5	2,450	1
Advanced	10	19,000	1

A biofunction matrix is a series of processors and programs that allow a subject to better control the autonomous nervous system including but not limited to breathing, heart rate, hunger, etc. You gain a +4 enhancement bonus to saving throws resulting in the dazed or nauseated condition.

The advanced biofunction matrix allows you to spend 1 Resolve Point to avoid the dazed or nauseated condition after a failed saving throw.

BODY REPAIR WEAVE			SYSTEM Skin
MODEL	LEVEL	PRICE	DISGUISE
Standard	2	650	2

A delicate weave of sub-dermal bio-wires stimulates and repairs the body's damaged tissue. You can heal Stamina and Hit Points in half the time.

BUOYANCY BLADDERS			SYSTEM Torso
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	100	1/10

To compensate for heavy cybernetic augmentations or a profound fear of drowning you have been equipped with small round inflatable pods built into your torso. The pods open to release inflatable air bladders when you hit the water. These inflatable bladders retract back into the storage pods when not in use. You receive a +10 enhancement bonus to Athletics checks to swim. Buoyancy bladders provides a -10 penalty to Athletics checks when attempting to swim or dive beneath the surface of the water.

CENTIPEDE PLEXUS			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	7	6,950	5
Advanced	15	119,225	5

The centipede plexus is a series of linked tier 1 computers and chemical transmitters which run down the length on your spine. The computers run special AI programs enhancing your musculature control, allowing you to react to the changing conditions of combat with incredible speed and resilience.

You act as if under the effects of the *haste* spell when engaged in combat. This ability can be initiated as a swift action on your first turn in combat. Despite duplicating the effects of a spell this is considered an extraordinary ability. The haste effect has a limited duration of 1 round per level of the augmentation. You can use all your haste in consecutive rounds or use it a few rounds at a time but once it's been expended it cannot be reactivated until the system is recharged. The system is automatically recharged when the conditions to regain Stamina Points are met.

A more advanced version of this augmentation allows you to spend 1 Resolve Point as a standard action and chemically induce one of the following spells effects as an extraordinary ability; *Remove Condition*, *Lesser Restoration*, or *Mystic Cure*.

CLASS SKILL IMPLANT			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	7	7,000	1

You have a skill implant used to change a non-class skill into a class skill. Skill implants used to create class skills gain the +3 class skill bonus to the skill. The class skill implant can be used in a skill plexus.

CONTORTION ACTUATORS

SYSTEM
Varies

MODEL	LEVEL	PRICE	DISGUISE
Standard	6	6,900	3
Advanced	16	159,950	5

You have replaced each of your limb joints with contortion actuators. This augmentation allows to bend your joints in unnatural directions providing amazing flexibility. Contortion actuators grant a +3 circumstance bonus on Acrobatics checks. You can also make an Acrobatics check to escape restraints or a grapple as a move action (as opposed to a standard action). You can squeeze through a tight space that is half as wide as your normal space without being considered entangled. Advanced contortion actuators increase the circumstance bonus to +6. This advanced augmentation replaces several vertebrae in the spine with contortion actuators.

This cybernetic augmentation can be combined with lockdown actuators without an augmentation plexus.

CULTURE MATRIX

SYSTEM
Brain

MODEL	LEVEL	PRICE	DISGUISE
Standard	5	2,800	1
Advanced	10	22,000	1

A culture matrix is a series of processors and programs that allow a subject to take on the personality, mannerisms, and language of a specific culture. You gain a +2 insight bonus to Bluff, Culture, and Disguise checks when posing as a member of a selected culture or race. Only one culture matrix can run at any one time. The culture or race must be selected at the time of purchase. The advanced culture matrix improves your insight bonus to +4 when using Bluff, Culture, and Disguise checks to pose as a member of a selected culture or race.

CYBERWARE SOCKET

SYSTEM
Varies

MODEL	LEVEL	PRICE	DISGUISE
Standard	2	500	5

The cyberware recipient has been implanted with a cyberware socket. The cyberware socket is manufactured in accordance with OSCAR standards allowing the recipient to quickly substitute different cyber limbs for different needs.

You can connect OSCAR cybernetic devices into your cyberware socket as a full action. Connecting OSCAR cyberware does not require any type of skill check. Any OSCAR cyberware can be ejected by the recipient as a swift action. The purchase price is increased by 10% for all cybernetic augmentations compatible with a cyberware

socket due to compliance requirements with OSCAR standards. This price increase does not apply to augmentations already list as OSCAR compatible.

The location of the cyberware socket must be declared at the time of implantation. This cybernetic augmentation does not count against the recipient's allowable number of attachments. Cyberware sockets are typically installed in the shoulder(s), hips(s), or waist and in some bazaar cases the neck.

DATA ARCHIVE

SYSTEM
Brain

MODEL	LEVEL	PRICE	DISGUISE
Standard	15	120,000	1
Advanced	17	250,000	1
Superior	19	600,000	1

A data archive is a specialized neural computer implanted in your skull. It contains skill-related information stored on a series of biological data chips, or biochips. You treat all knowledge skills as class skills. The advanced data archive grants you a +2 circumstance bonus on all Knowledge skill checks, and the superior data archive improves your circumstance bonus to +4 on all Knowledge skill checks.

The data archive augmentation requires a tier slot like other augmentations when combined with a neural computer.

DERMAL CAMOUFLAGE

SYSTEM
Skin

MODEL	LEVEL	PRICE	DISGUISE
Standard	6	3,650	3
Advanced	10	21,950	3
Superior	16	162,000	3

Dermal camouflage replaces the melanin in your skin with nano-augmented cells. This allows you to change your skin color to match your surroundings providing camouflage in any environment. The alteration of the recipient's natural skin color means that his neutral skin tone is off-white, almost as if he had been bleached.

Dermal camouflage provides a +3 circumstance bonus to Stealth checks, so long as the user is naked. If used in conjunction with light armor or clothing of any sort, this equipment bonus is reduced to +1. It takes a swift action for the implant's recipient to activate or alter his dermal camouflage. Advanced dermal camouflage provides a +6 circumstance bonus to Stealth checks or a +2 circumstance bonus while wearing light armor or clothes. Superior dermal camouflage provides a +10 circumstance bonus to Stealth checks or a +3 circumstance bonus while wearing light armor or clothes.

DERMAL CAPACITORS				SYSTEM Skin
MODEL	LEVEL	PRICE	DR	DISGUISE
Mk 1	6	3,850	1	1/8
Mk 2	8	9,000	2	1/8
Mk 3	10	22,000	3	1/8
Mk 4	13	49,500	4	1/8
Mk 5	15	125,500	5	1/8
Mk 6	19	548,000	6	1/8

A network of nano-capacitors are implanted in your skin. This provides damage reduction from energy weapons by allowing you to burn off some of the energy from energy weapons before the damage is applied. The energy is released from the augmentation as light energy. You glow with 5' radius dim light after being struck by an energy weapon and suffer a -4 penalty to Stealth checks until the end of your next turn.

DERMAL ENERGY RESISTANCE WEAVE				SYSTEM Skin
MODEL	LEVEL	PRICE	DISGUISE	
Standard	7	6,800	2	
Advanced	12	46,800	3	
Superior	17	288,000	4	
Ultra	20	999,950	6	

Your cybernetic skin offers you protection from your choice of energy damage (acid, cold, electricity, fire, or sonic). You determine which type of energy when the augmentation is purchased. You gain energy resistance 5 that protects against your chosen type of energy. This energy resistance doesn't stack with any energy resistance you already have. The advanced dermal energy resistance weave augmentation provides energy resistance 10, and the superior dermal energy resistance weave augmentation provides energy resistance 15. Ultra energy resistance weave grants complete immunity to a specific energy type.

You can choose this augmentation multiple times selecting a different energy type each time.

DERMAL MESH				SYSTEM Skin
MODEL	LEVEL	PRICE	DISGUISE	
Standard	4	1,950	2	
Advanced	9	17,950	3	
Superior	14	74,950	4	

Dermal mesh consists of carbon fiber nanofibers that strengthen and reinforce your skin, providing a tougher dermal layer against kinetic weapons. Your dermal weave grants a +1 enhancement bonus to your KAC. Advanced dermal mesh grants a +2 enhancement bonus to your KAC.

Superior dermal mesh grants a +4 enhancement bonus to your KAC.

DETOXIFIER				SYSTEM Torso
MODEL	LEVEL	PRICE	DISGUISE	
Standard	1	100	--	
Advanced	10	18,850	--	

A series of filters and enzyme factories are implanted in the recipient's liver and small intestine, allowing the recipient to quickly and harmlessly metabolize drugs, poisons and toxins. The sobriety filter is one of the most commonly available civilian cybernetics, ranking up there with implanted cell phones and contraceptive implants, and has all but eliminated the need for 'designated drivers'.

This implant grants you a +2 bonus on Fort saves made to resist the effects of drugs and poisons. The implant can be deactivated, allowing the recipient to fail an initial save to benefit from the effects of a drug, and then reactivated to allow the cyborg to instantly sober up and fight off the drug's unpleasant secondary effects. By default, this implant is always on. The advanced detoxifier allows you to spend 1 Resolve point to automatically pass a failed saving throw against the effects of a drug or poison.

DIGITAL RECORDER				SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE	
Standard	2	425	--/2	
Advanced	4	1,550	--/2	

To take advantage of this cyberware you must already have an audio or optical augmentation. You have a tiny digital recorder installed in your brain allowing you to record up to two hours of anything you see and/or hear depending on what cybernetic augmentations you already possess. Recordings can be accessed by datajack or a digital storage chip. Advanced digital recorders store up to two weeks or 336 hours of audio and/or video.

DISGUISE-MORPH				SYSTEM Skin
MODEL	LEVEL	PRICE	DISGUISE	
Standard	8	8,800	--	
Advanced	13	48,950	--	
Superior	18	300,250	--	

Disguise-morph cybernetic augmentation consists of a series of actuators and servos implanted beneath the skin, it allows you to change your appearance or even to take on the appearance of a specific individual.

You gain a +4 enhancement bonus Disguise checks when posing as a specific individual the same race or attempting to hide your identity. Activating the disguise-morph to

change appearance or imitate an individual's appearance is a full action. Advanced disguise-morph allows you to alter your race, facial features, and gender. By changing the proportions of your spine and pelvis, you can gain or lose up to 6 inches in height. As a result of these modifications, you receive a +6 enhancement bonus on Disguise checks. Superior disguise-morph weave increases the bonus to +10.

You must study an individual's appearance before you can gain the benefits of this cybernetic augmentation.

ECHO LOCATION IMPLANT			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	8	8,950	2
Advanced	13	48,750	2
Superior	18	299,950	2

This cybernetic augmentation includes specialized sensors embedded in the forehead and a microprocessor which coordinates the signals between the hearing and visual areas of the cerebellum. This augmentation allows you to see through echo location, like a bat or dolphin.

You have blindsense 30' and this range doubles to 60' under water, but doesn't work at all in a vacuum. The advanced augmentation doubles the ranges of blindsense to 60' and 120' underwater. In addition, the advanced augmentation grants 30' blindsight. Superior echo location doubles the blindsight to 60' and increases the blindsense to 120'. Blindsight and blindsense offer a 360 degree field of vision granting you a +1 enhancement bonus on Perception checks.

EMOTION INHIBITOR			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	6	4,250	1
Advanced	12	46,000	1

The emotion inhibitor implant that shuts down the neural activity causing fear, preventing the recipient from experiencing the emotion. You gain a +4 enhancement bonus to saving throws resulting in the cowering, panicked, or shaken condition. As a side effect, other emotions are less intense and the recipient gains only half the benefit of any morale bonus. The advanced emotion inhibitor allows you to spend 1 Resolve Point to avoid the cowering, panicked, or shaken condition after a failed saving throw.

ENHANCED OPTICS			SYSTEM Eyes
MODEL	LEVEL	PRICE	DISGUISE
Standard	8	8,125	2
Advanced	14	75,000	2

Characters augmented by enhanced optics can have their eyes modified by cyberart at no additional cost, giving them an unusual color or pattern. You gain a +1 circumstance bonus on Perception checks and a +2 circumstance bonus on saving throws against blindness or visual effects. The bonus on Perception checks may stack with circumstance bonuses resulting from cybernetic augmentations implanted in other body systems like the ears. The advanced enhanced optics increases the bonus to Perception checks to +3 and the bonus to saves against blindness or visual effects to +5.

ENHANCED VITAL ORGANS			SYSTEM Vital Organs
MODEL	LEVEL	PRICE	DISGUISE
Standard	7	7,200	1

The recipient of this cybernetic augmentation has all their internal vital organs (heart and lungs) supplemented with defensive and self-repair systems making it more like the recipient survives after taking massive damage.

Your massive damage threshold is increased by 1 per character level. If you take damage from a single attack that reduces you to 0 HP and there is damage remaining, you die instantly if the remaining damage is equal to or greater than your maximum Hit Points plus your character level. If you take damage from a single attack equal to or greater than your maximum Hit Points plus your character level while you have 0 current HP, you die.

EQUIPMENT MOUNT			SYSTEM Varies
MODEL	LEVEL	PRICE	DISGUISE
External	1	125	10
Internal	7	6,850	3

External mounts are often used to permanently mount standard equipment to your arm(s), feet, hand(s), leg(s), or spine. The body slot is determined by how you would normally use the equipment. A weapon would be installed on the arm near a hand, jump boots installed to the feet, a jetpack installed to the spine, etc. Equipment mounts grant the following bonus for mounted equipment; +1 circumstance bonus to attack rolls, +1 circumstance bonus to AC, or +2 circumstance bonus to any skill check related to mounted equipment. You gain a +4 bonus to your KAC verses disarm attempts with mounted equipment.

Internal equipment mounts operate like a hideaway limb with the circumstance advantages of an external mount when the equipment is brought to bear.

Installing equipment to a mount takes 10 minutes per level of the equipment but still requires someone with the Engineering skill to complete the installation.

The purchase price does not include the equipment to be mounted.

EXOSKELETON		SYSTEM Limbs and Spine	
MODEL	LEVEL	PRICE	DISGUISE
MK 1	3	2,900	8
MK 2	9	32,400	9
MK 3	15	225,000	10
Medical	1	800	8

You have a complete set of external titanium bones mimicking your skeletal structure. This system of bones is bolted to your spin and limb bones and powered by a system of servos, actuators, pneumatics, levers, and hydraulics. This cybernetic augmentation allows you to move with greater strength and endurance. This technology was originally designed for persons with spinal injuries but was quickly adapted for other military and civilian purposes.

There are three service models MK1, MK2, and MK3. The MK1 provides you with a Strength score of 18. The MK2 provides you with a Strength score of 22. The MK3 provides you with a Strength score of 26. All service models provide a +2 armor bonus to EAC and KAC.

There are a few drawbacks to this augmentation. Your Strength score for all models is considered static and cannot be modified by any other means. However, this also means you can't be Strength drained. Your exoskeleton can be rather unwieldy and permanently reduces your Dexterity score by 2. This is one of the few cybernetic augmentations that increases your weight. You are twice as heavy as an average person of your race. You suffer a -10 penalty on Athletics checks to swim.

Cybernetic exoskeletons are extremely draining on the biological host. All service models require an uninterrupted 8-hour shutdown period to recharge. Each day you go without shutting down you lose 4 Strength. Multiple days of Strength loss can be regained in a single 8-hour shutdown session. If you are reduced to 0 Strength you cannot move until the system is fully recharged by a shutdown session. You can decrease the shutdown time to one half by plugging into a power source. If your power source is a battery your exoskeleton requires 20 charges an hour. In general, your

shutdown period is reduced by an hour for every hour you are plugged in.

A medical exoskeleton provides you with a Strength score of 9 and no armor bonus. All the drawbacks apply to a medical exoskeleton. The energy requirements of a medical exoskeleton are much lower than service models so you do not require a shutdown period with this augmentation to avoid strength loss.

EXTENDING ARMS			SYSTEM Arms
MODEL	LEVEL	PRICE	DISGUISE
Standard	6	4,250	2/7

Your arms can telescope out to double their normal length without impairing their function.

You can extend or retract one or two arms during the same swift action to gain an additional 5 feet of reach. While your arms are extended you no longer threaten spaces adjacent to your space.

EXTREME G MOD			SYSTEM Heart, Torso, Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	3	2,750	1
Advanced	7	6,950	3
Superior	13	48,250	5
Ultra	19	550,000	7

During implantation, one way valves are installed in your major arteries, miles of artificial vascular tissue are implanted, and a stronger artificial heart replaces your biological heart. In conjunction with lung and skeletal system modification, you can now withstand extreme gravity that would kill ordinary members of your race. You do not become fatigued during prolonged exposure to high gravity. You gain a damage reduction of 2 against the effects of extreme gravity or crushing damage. Advanced extreme G mod increases your damage reduction to 4, superior further increases the damage reduction to 6, and with ultra extreme-G mod the damage reduction tops out at 10.

FEAT IMPLANT			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	9	18,000	1

Thanks to a chip implanted in your brain, you gain special knowledge or some extraordinary ability. The feat implant gives you a feat. You must meet all the feat's prerequisites to gain its benefits. If the feat implant is destroyed, the granted feat is lost as well.

FEAT PLEXUS			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	14	105,550	2
Advanced	19	555,550	2

You have a small computer implanted in your brain. You may have up to three feat implants attached to a feat plexus, and together they are treated as a single cybernetic augmentation. However, if the feat plexus is destroyed, all the attached feat implants are destroyed as well. The advanced feat plexus increases the number of feat implants to five.

FORTIFIED SKELETON			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	12	37,000	2
Advanced	14	75,000	4
Hyper	16	155,000	6

Your skeleton is fortified with high-impact polymers, increasing your ability to shrug off critical damage. You have a 20% chance of not taking additional damage from critical hits. The advanced fortified skeleton increases the percentage to avoid taking additional critical damage to 40% and the hyper fortified skeleton increases your chance of not taking damage from critical hits to 60%.

GILLS			SYSTEM Throat or Torso
MODEL	LEVEL	PRICE	DISGUISE
Standard	4	1,850	4

A set of mechanical gills and transmission membranes are built into the sides and back of your neck or chest, allowing you to extract oxygen from the water. You can breathe underwater indefinitely.

GYROSCOPE			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	7	6,950	1
Advanced	13	48,250	1

A tiny gyroscope is installed near your inner ear, granting you an increased sense of balance and equilibrium. A gyroscopic augmentation provides a +1 enhancement bonus to Acrobatics skill checks and reduces Off-Kilter penalty to -1 on attack rolls. The advanced gyroscope increases the enhancement bonus to +3 and you can no longer be affected by the Off-Kilter condition.

HIBERNATION MATRIX			SYSTEM Brain and Heart
MODEL	LEVEL	PRICE	DISGUISE
Standard	2	625	3
Advanced	12	49,950	3

Your brain and heart have cybernetic augmentations which allow the temporary cessation of most your vital functions without death.

You can enter a form of suspended animation. Your body functions slow to a level which is almost non-detectable by medical equipment, sensors, or other means of detecting life. It requires a DC 30 Medicine skill check to determine if you are in a state of suspended animation and not dead. You are partially aware of your surroundings while in a suspended state and suffer a -4 penalty to Perception skill checks. You can safely stay in suspended animation without oxygen a number of hours equal to one-half your constitution score before you begin suffocating. Under normal conditions, you can go a number of days equal to your constitution score before thirst and starvation begin to deteriorate your condition. You can remain in suspended animation while taking stamina damage, but cannot regain stamina while in this state. Taking Hit Point damage forces you to come out your suspended state. It requires a DC 20 Medicine skill check by someone that knows your condition to “wake” you from your suspended state. It takes you 2d4 rounds to shut down the hibernation matrix and come out of your suspended state, whether it’s your choice or you are being forced. You must meet the conditions normally required to regain Stamina Points before you can activate the hibernation matrix again.

HIDDEN COMPARTMENT			SYSTEM Torso
MODEL	LEVEL	PRICE	DISGUISE
Standard	8	8,850	--
Advanced	16	164,950	--

A hidden compartment is a storage area in your torso which allows you to conceal weapons and equipment. Up to one small or two tiny objects may be concealed in a hidden compartment. Detecting this compartment requires a Perception check DC 25. The advanced hidden compartment uses more advanced materials further obscuring the contents and increases the Perception check to DC 35.

H.U.D.			SYSTEM Brain and Eyes
MODEL	LEVEL	PRICE	DIGUISE
Standard	4	1,200	4
Advanced	8	8,850	4
Superior	16	164,950	4

Your heads-up display presents data across your field of view without requiring you to look away or refocus from your current viewpoints. In addition, you can integrate your cybernetic augmentation with any vehicle, starship, or computer which provides similar HUD function. HUD requires a series of implants; a projector unit near the back of the eyes, a combiner replaces the lens in each eye, and a video generation computer in the brain. These implants can persist in biological organs or their cybernetic counterparts.

Unlike other cybernetic augmentations HUD can be upgraded and each time you upgrade your HUD you can deduct the cost of your current implant from the cost of the upgrade. The model of HUD determines the number of systems it can be integrated with; standard integrates with 2 systems, advanced 4 systems, and superior 8 systems. Some integrations provide additional benefits with better HUD models. Your cybernetic HUD augmentation can provide any of the following benefits up to its maximum number of integrations;

- HUD provides a target designation (TD) indicator. You can paint a target as a swift action. Painting a target outlines the subject and places a tracking cue on them. As long as your target is in visual or sensor range you gain a +2 circumstance bonus on all Perception checks to track or locate your target. In addition, the subject of your TD does not benefit from Concealment. The sensor arrays built into your HUD allow the TD to work in conditions that would normally provide Concealment. The advanced HUD augmentation allows you to use TD on up to 3 targets.
- A synthetic vision system (SVS), tightly integrated sensors, and 3D imaging software allows the HUB to create a realistic and intuitive views of your surrounds. While operating in SVS mode you are immune to optical illusions, and Illusion spells, spell-like, or extraordinary abilities which rely on vision.
- Weapon link integration. HUD improves the weapon link TD indicator. You receive a +2 circumstance bonus on To Hit rolls.
- Internal communicator integration. You can pull real time data from external sources and display it on your field of vision. Common uses include building maps, machine schematics, combat simulations, data retrieval on specific subjects, and operation manuals.

- Internal compass integration. In addition, to always knowing which way is north, the advanced internal compass displays your location in longitude, latitude and elevation. This integration also allows you to track yourself on building or terrain maps.
- Neural computer integration. HUD can take advantage of the data stored or retrieved by a neural computer. Common uses include uploading building maps, and data about a specific subject.
- Identity chip integration. All public data stored on an identity chip within sensor range can be displayed in the HUD. You may pull any other available information about the subject as a swift action by connecting to data already stored on a neural computer or pulling it from an external source over an internal communicator as a swift action, or as a response to a hand shaking introduction.
- Optic 3D scanner integration. All weakness identified by scanning an object, structure, or subject with hardness while under a TD indicator have their weak spots displayed in your HUD view. This persists until the subject is destroyed, repaired, or you remove the TD indicator, allowing you to bypass the appropriate amount of hardness each round based on the type of scan taken.

Most HUD compatible augmentations are listed as such. All sensors are considered HUD compatible. Other augmentations can be purchased as HUD compatible by adding 10% to the purchase price.

IDENTITY CHIP			SYSTEM Arm or Hand
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	25	--

An identity chip is a tiny microchip, typically implanted in your wrist for ease of use. Identity chips are high-tech ID cards that function even when the wearer is unrecognizable. On many worlds, the typical protocol for introductions are hands shakes where the identity chips exchange information to confirm each person's identity. An identity chip functions as both legal ID and a credit card. You can make purchases even when separated from your funds.

Identity chips can be activated and deactivated as swift actions. Some governments and mega-corporations use identity chips to track the movements of their citizens and employees. Identity theft is not unheard of, but almost impossible with an identity chip since it requires the recipient's DNA to function properly. The identity chip doesn't count against your total number of cybernetic augmentations.

Identity chip is HUD compatible.

INITIATIVE IMPLANT			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	8	9,550	2
Advanced	13	49,250	2
Superior	18	385,000	2
Ultra	20	1,100,500	2

The initiative implant consists of a series of fiber optics and signal emitters wrapped around your spinal cord. You gain a +1 enhancement bonus on initiative checks. The advanced initiative implant increases the enhancement bonus to +2 and the hyper initiative implant increases the enhancement bonus to +3. The ultra-initiative implant allows you to spend 1 Resolve point and take 20 on an initiative roll.

INJECTOR UNIT			SYSTEM Limb
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	100	4

This unit attached to your forearm or thigh and incorporates three medical hypo-syringes. Upon command, the unit can inject one the substances into your bloodstream.

The injector unit has three built-in hypos, and each hypo holds a single dose of a hypo drug, nanites, serum, or toxin. As a swift action during your turn, you can contract your muscles to inject yourself with any or all the hypos, gaining the benefits immediately. A drained hypo can be removed and replaced as a full action.

INTEGRATED ARMOR			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	2	800	6

You are protected by permanent armor. Integrated armor offers better protection and lowers the armor check penalty. You gain an additional +1 to the KAC bonus, +1 to the max Dex bonus, and -2 to the armor check penalty.

When you purchase the integrated armor augmentation you must also purchase the armor a cybernetic surgeon will be implanting. The amount of time it takes to implant the armor is based on the armor's level. The armor is attached to hardpoints along the recipient's skeleton and follows regular cybernetic rules once implanted. Once armor has been integrated it can only be removed properly by cybernetic surgery.

INTERNAL COMMUNICATOR			SYSTEM Ear and Throat
MODEL	LEVEL	PRICE	DISGUISE
Standard	4	1,450	2

You have an internal communicator augmentation consisting of an internal ear piece, and an internal micro communicator located in your throat. You may carry on conversations using the internal communicator without raising your voice above a whisper. The internal communicator can be tuned as a full action to use any wireless technology available.

The internal communicator is HUD compatible. You may use your internal communicator in place of a datajack for encrypted wireless data transmissions.

INTERNAL COMPASS			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	75	1
Advanced	5	2,550	3

A micro-navigation computer sometimes linked to a sophisticated GPS system grants you an uncanny knowledge of your location. You always know which way is north. The advanced internal compass allows you patch into a GPS network (if one is available) to get your exact global coordinates.

Internal compass is HUD compatible.

INTERNAL REBREATHER			SYSTEM Lungs
MODEL	LEVEL	PRICE	DISGUISE
Standard	5	2,650	2
Advanced	9	16,660	4

Your lungs have been augmented with chemical oxygen scrubbers and a source of emergency oxygen. You are immune to airborne toxins and drugs. Your respiration can become a closed system as a swift action or reaction. You can survive without an oxygen atmosphere for 30 minutes, before you would have to begin holding your breath. The advanced augmentation increases the time you can survive without an oxygen atmosphere to 2 hours. Normal breathing allows the system to recharge in 1 minute.

JUMP JETS			SYSTEM Legs
MODEL	LEVEL	PRICE	DISGUISE
Standard	3	1,600	4
Advanced	10	20,025	4

You have powerful ion jets built into your calves. These jets only burn for a few seconds and although they don't grant you true flight they allow you to make amazing jumps.

You can activate jump jets as part of a move action to fly during your movement. You can fly up to 30 feet (average maneuverability) with a maximum height of 10 feet, or you can fly up to 20 feet straight up. You must land at the end of your move action. Jump jets can't lift you if you're encumbered. Advanced jump jets allow flight up to 60 feet (average maneuverability) with a maximum height of 20 feet, or you can fly up to 40 feet straight up.

If you have more than two legs you must purchase this augmentation for each set of legs you possess.

KNUCKLEDUSTERS			SYSTEM Hands
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	145	3

The bones of your hands have been reinforced with medical grade titanium. Your unarmed strikes do +1 base damage per dice. Your damage with unarmed strikes is considered lethal.

LASER OPTICS			SYSTEM Eyes
LASER PISTOL CLASS	LEVEL	PRICE	DISGUISE
Azimuth	2	750	4
Corona	7	5,500	4
Aphelion	10	18,200	4
Perihelion	13	45,700	4
Parallax	15	91,500	4
Zenith	17	212,700	4

Your eyes are replaced with ocular implants capable of firing thin laser beams like a laser pistol. Damage, Range, and Criticals are determined by the equivalent laser pistol class. Using laser optics is an attack action that does not provoke attacks of opportunity. Laser optics store enough charge capacity to be fired twice before recharging. Recharging any class of laser optics requires the same conditions as regaining Stamina Points.

LOCKDOWN ACTUATORS			SYSTEM Limbs and Hands
MODEL	LEVEL	PRICE	DISGUISE
Standard	6	3,995	3
Advanced	16	179,650	5

Lockdown actuators replace the joints in your arms, hands, and legs. You can lockdown the actuators in your body and hold a position indefinitely without exerting any effort or gaining the fatigue condition. You gain a +2 circumstance bonus on attack rolls to grapple and +2 circumstance bonus to your KAC to prevent an opponent from using Acrobatics to escape your grapple. You can use your actuator lockdown to hold your ground as a move

action on your turn. While in actuator lockdown mode you receive a +2 circumstance bonus to your KAC against the reposition and bull rush combat maneuvers. However, while in lockdown mode you can take no further move actions. You can remove the lockdown as a swift action on your turn in any round following the lockdown. Advanced lockdown actuators improves the circumstance bonuses to +4.

This cybernetic augmentation can be combined with contortion actuators without an augmentation plexus.

LUMINOUS SKIN			SYSTEM Skin
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	250	8

Special skin grafts create luminous displays similar to tattoos on your flesh. Most recipients use it purely for decoration, but the same technology can provide a built-in chronometer. The recipient can control the brightness of the luminescence as a swift action, negating it entirely if desired. As its most intense, luminous skin can illuminate squares occupied by or adjacent to you. The chronometer serves the same function as a wristwatch, including date, time, and alarm functions.

Luminous skin can be added to any other skin augmentation and does not require using the skin system slot.

MEMORY MATRIX			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	7	7,000	1
Advanced	11	25,000	1
Superior	15	120,000	1

You have a matrix of memory chips integrated with the parts of your brain responsible for memory.

You gain a +1 insight bonus on any class skill check to Recall Knowledge. The advanced memory matrix increases your insight bonus to +3. The Superior memory matrix allows you to spend 1 Resolve Point to automatically succeed on a class skill check to Recall Knowledge as though you rolled a 20 in addition to the insight bonus granted by the advanced augmentation.

MERMAID MOTUS			SYSTEM Legs
MODEL	LEVEL	PRICE	DISGUISE
Standard	9	35,050	8

This augmentation fully replaces your hips, legs and feet with a cybernetic tail like that of a dolphin or whale. You gain a natural swim speed of 60 ft. and all other benefits associated with having a swim speed. You receive a +8

bonus to all Athletics checks to swim, and you can always take 10 while swimming, even if you are distracted or threatened. You can move your full swim speed while swimming, and you can use the run action while swimming, provided that you swim in a straight line. You are limited to a crawl speed outside of a liquid medium.

This augmentation does not give you any benefit against water pressure, extreme water temperature, or the ability to breath under water. The mermaid motus is very invasive and counts against your total cybernetic enhancements as three augmentations. You can only be equipped with a single type of motus augmentation at a time.

The mermaid motus is OSCAR compatible most recipients donning this augmentation do so using a cyberware socket located at the waist. You can only equip a single type of motus augmentation at a time.

MICROSCOPIC OPTICS			SYSTEM Eyes
MODEL	LEVEL	PRICE	DISGUISE
Standard	3	1,450	2/4
Advanced	9	15,000	2/4

Your eyes have been replaced with cybernetic implants capable of microscopic inspection of small objects in addition to providing normal vision. When working with tiny or finely detailed objects you gain a +1 circumstance bonus on Perception checks to search, Engineering skill checks to repair or disable devices, and Medicine checks to identify pathogens (poisons, nanites, and diseases). The advanced optic microscopic increases the circumstance bonus to +3.

MINDSCREEN MATRIX			SYSTEM Eyes
MODEL	LEVEL	PRICE	DISGUISE
Standard	5	2,850	1
Advanced	13	48,350	1

A small implant in your brain protects you against mental attacks. You gain a +2 enhancement bonus on saving throws against mind-affecting attacks. The advanced mindscreen matrix allows you to spend 1 Resolve Point to automatically succeed on a saving throw verses a mind-affecting attack.

NEURAL COMPUTER			SYSTEM Brain
TIER	LEVEL	PRICE	DISGUISE
1	2	450	1
2	4	995	1
3	6	2,950	1
4	8	7,950	2
5	10	20,000	2
6	12	40,000	3
7	14	80,000	4
8	16	160,000	5
9	18	320,000	6
10	20	640,000	8

You have a compact computer attached to your nervous system. This augmentation is usually implanted near the base of the skull. See the "Computers" section in Chapter 7 of the Starfinder Core Rulebook for additional details on computers.

You gain a +2 insight bonus on all Computers skill checks. Your neural computer allows you to install a number of brain system augmentations equal to the computer's tier +1 while only counting as a single cybernetic augmentation. Additional brain system augmentations are not included in the neural computer purchase price. The neural computer augmentation has already been fully miniaturized and this has been calculated into the price.

Neural computers are HUD compatible.

OCULAR SHADES			SYSTEM Eyes
MODEL	LEVEL	PRICE	DISGUISE
Standard	2	425	1/6

Artificial cornea implants automatically adjust in bright light conditions and are equipped with flare suppressors that react instantly to bright flashes of light. Ocular shades allow creatures normally affected by light blindness to function normally in bright light and normal light conditions. Blinding effects produced by abrupt exposure to bright lights have no harmful or debilitating effect on the recipient.

OPTIC-360			SYSTEM Eyes
MODEL	LEVEL	PRICE	DISGUISE
Standard	6	4,250	7

You have two additional cyberware eyes. The eyes are large and stand out as cyberware augmentations. They allow you to look in all directions at once. They qualify as two additional eyes and any other cybernetic eye augmentations must be purchased for these additional eyes

as well. You gain a 360-degree sphere of vision. A flanking opponent's bonus is reduced to +1 on their attack rolls. You gain a +2 bonus to Perception checks. You receive a -2 penalty on saves against all gaze attacks.

OVERCLOCK MATRIX			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	14	85,000	2
Ultra	20	1,000,000	2

An overclock matrix is a timing computer tied to all recipient's body functions. The overclock matrix can temporarily improve the speed of all the body's functions, including muscle speed and reaction time by increasing and over producing adrenaline, endorphins, and other naturally bodily compounds. The strain placed on the recipient's system prevents it from working continuously.

You can spend 1 Resolve point to activate the overclock matrix as a swift action, gaining an additional move action or standard action in the current round. You cannot activate this implant as a reaction.

The ultra-overclock matrix allows you to activate the augmentation as a reaction at the expense of 1 resolve point.

PAIN INHIBITOR			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	14	101,050	4
Advanced	19	750,000	4

You have a pain inhibitor augmentation implanted in your spine near the base of your skull. This allows you to "turn off" and ignore pain and avoid shock for a brief period. When your Hit Points are reduced to 0 you do not immediately fall unconscious, but gain the staggered condition until the end of your next turn. If you are still at 0 Hit Points at the end of your next turn you will fall unconscious. You are still subject to massive damage rules and dying while staggered.

The advanced pain inhibitor extends the staggered condition to three rounds before falling unconscious.

PEDEXTEROUS FEET			SYSTEM Feet
MODEL	LEVEL	PRICE	DISGUISE
Standard	8	8,900	6

Pedexterous feet consists of two broad, mechanical feet, like those of a primate. This augmentation replaces your both feet. They can be attached to either cybernetic prosthetics, or can instead be used to replace organic feet. You can use your feet to aid in physical maneuvers, such as climbing, you gain a +3 enhancement bonus to Athletics

GRAVITY AGE: MEGA-CORPS

STARMETAL LABS & SOLARIS BIONICS

Starmetal labs is the largest producer of cybernetics and bionic augmentations in known space. They are known for producing high quality products and eliminated many of the negative side effects often associated with early cybernetics. The contents of the Gravity Age: Cybernetics Emporium are all products manufactured by Starmetal Labs.

Bionics (biotech) was until recently an emerging field of augmentation. Even though Starmetal Labs pioneered safe cybernetics by coding their augmentations with the recipient's DNA they were still essentially coding a mechanical device to sync with a biological system. This all changed during one of many corporate skunk wars.

Solaris Biotech successfully developed adaptive biochains, but struggled to create anything larger than a few hundred cells because they lacked the technology to efficiently deliver instruction to the growing cells. Solaris Biotech turned to corporate espionage and stole the DNA coding technology and a few cybernetic prosthetic plans developed by Starmetal Labs. Shortly thereafter Solaris Biotech was able to duplicated almost any cybernetic device with their adaptive biochains. Unbeknownst to the executives at Solaris Biotech, the DNA coding technology and cybernetic augmentation plans were intentionally leaked to them by corporate double agent and the Chief Development Officer of Starmetal Labs.

Starmetal Labs hedged their bets against Solaris Biotech and many other small biotech companies years ago by slowly buying up majority shares under multiple shell corporations. They had leaked the same DNA coding and cybernetic plans to almost all of them. A few hours before the CEO of Solaris Biotech was scheduled to announce their big bionics breakthrough, Starmetal Labs announced their hostile takeover. Solaris Biotech became Solaris Bionics a sub-corporation of Starmetal Labs. The executives of Solaris Biotech and the other firms that willingly engaged in corporate espionage faced harsh punishments under Mega-Corp law.

checks to climb, as well as a +3 enhancement bonus to Acrobatics checks. You can manipulate objects with your feet as if they were hands, but you may not exceed the normal number of attacks per round while doing so.

PERSONAL UPGRADES				TYPE NA
THERAPY	LEVEL	PRICE	ABILITY	DISGUISE
Minor	3	1,400	+2	--
Standard	7	6,500	+4	--
Major	14	75,000	+6	--

Personal upgrade cybernetic augmentations include a wide range of specialized augmentation capable of influencing massive physical or mental changes in the character. For additional Personal upgrade rules, see the "Augmentations" section in Chapter 7 of the Starfinder Core Rulebook.

PHEROMONE EMITTER				SYSTEM Skin
MODEL	LEVEL	PRICE	DISGUISE	
Standard	6	5,500	2	
Advanced	13	55,000	2	

Your pheromones have been amplified by small nanite colonies. These colonies are often mistaken for skin imperfections. You receive a +1 enhancement bonus on Bluff, and Diplomacy checks made against anyone who would normally be sexually attracted to you. This bonus is doubled if you make skin to skin contact with the subject; this additional bonus lasts for 2 hours after the exposure ends. Advanced pheromone emitters increase the enhancement bonus to +3 and this bonus still doubles for skin to skin contact.

This augmentation is considered an airborne toxin. Creatures with scent ability gain a +2 circumstance bonus to Survival skill checks to track you. Increasing to a +4 circumstance bonus if you possess the advanced pheromone emitter.

PILOT-JACK				SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE	
Standard	2	625	4	
High-density	5	2,600	4	
Hyper	8	8,525	4	

This cybernetic augmentation offers a direct neural connection between the recipient and a single vehicle, starship, or mecha. Having the system connected directly to your nervous system through the upper the spine eliminates the need for a physical interface. Operating the vehicle requires you to use the Piloting skill as usual. Some closed systems don't allow data access or require you to do

some rewiring to connect with a pilot-jack (usually an Engineering check). You gain a +1 circumstance bonus on all Piloting skill checks. With a high-density pilot-jack, you gain a +2 circumstance bonus to Piloting checks when accessing a vehicle, starship, or mecha via your pilot-jack. A hyper piloting jack increases the circumstance bonus to +4.

PRIVACY FIELD GENERATOR				SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE	
Standard	5	3,000	2	
Advanced	10	20,000	2	
Superior	15	100,000	2	

You have a tiny implant near the base of your spine which emits low level EM interference field. This field nullifies all communication devices up to level 10 and extends out to a radius of 30ft.. You can activate or deactivate the EM interference field as a swift action. This augmentation also affects any personal communication devices or augmentations you possess while active. The advanced privacy field generator can nullify communication devices up to level 15 and the superior privacy field generator can nullify communication devices up to level 20.

PROSTHETIC ENHANCER				SYSTEM Arms or Legs
MODEL	LEVEL	PRICE	DISGUISE	
Standard	7	6,995	--	

This implant attaches to one set of your prosthetic limbs either your arms or legs, making them stronger. If attached to prosthetic legs, the prosthetic enhancer increases your base speed by +5 feet. In addition, any unarmed attack made with an enhanced prosthetic leg deals an additional 1 point of damage. If attached to prosthetic arms, the prosthetic enhancer grants a +2 bonus on Strength- and Dexterity-based ability checks and skill checks. In addition, any unarmed attack made with an enhanced prosthetic arm deals an additional 1 point of damage.

A prosthetic enhancer does not count toward the total number of cybernetic augmentations you can have in any body system.

PROSTHETIC LIMB				SYSTEM Multiple
MODEL	LEVEL	PRICE	DISGUISE	
Standard	1	100	4	
Advanced	5	2,995	4	
Storage	3	+1450	4	

This prosthesis replaces a missing limb. It restores functionality, but it is no more durable than and doesn't otherwise function differently than a normal limb for your species. A prosthetic limb can replace one you've lost, or

you can have an arm removed to replace it with a prosthetic.

The advanced prosthesis duplicates the function of its biological counterpart. In addition, this advanced prosthesis does not count toward the number of cybernetic attachments the recipient can have in a single body system. (i.e. You can add retractable claws to an advanced prosthetic arm without an augmentation plexus.)

A storage prosthetic limb has a built-in concealed storage compartment, which functions as a hideaway limb. Storage can be added to a standard or advanced limb by increasing the item level by two and paying the additional costs associated with the improvement.

PSI-IMPLANT			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	3	1,500	1
Advanced	7	7,250	1

This brain implant stimulates neuron activity in underdeveloped regions of your brain, unlocking latent

GRAVITY AGE: MEGA-CORPS

ORION CORPORATION

Orion Corporation ("Orion") is the second largest mega-corporation in known space, and they thrive off reverse engineering and corporate espionage. Most of its products are cheap, but often effective knock offs of a competitors design. The Orion Corporation has a well-known moto, "profit before honor" and cares little about their reputation.

Orion has successfully reverse engineered many of the Starmetal Labs and Solaris Bionic augmentations. Orion executives don't worry about repercussions due to their sheer size of their corporate military and seat on the Counsel of Galactic Traders. Cybernetic and bionic augmentations manufactured by Orion are rarely found in any market space competing with Starmetal Labs which limits their availability remote space stations, distant colonies, and non-core worlds.

DISCOUNT CYBERNETICS AND BIONICS

Orion cybernetic and bionic augmentations can be purchased for 10% less than the list price in the Gravity Age: Cybernetics Emporium and the Starfinder: Core Rulebook. However, in addition to meeting all standard implantation requirements the character must make a Will save (DC = 11 + augmentation's level) or gain cyber psychosis.

Phrenic abilities. You can mentally communicate with any creatures within 30 feet with whom you share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speaking. The advanced psi-implant increases the range of your telepathy to 60 feet.

Additionally, you no longer need to meet the minimum Charisma requirement of the feat Minor Psychic Power or of any feat that has Minor Psychic Power as a prerequisite.

QUADRUPED MOTUS			SYSTEM All Legs
MODEL	LEVEL	PRICE	DISGUISE
Standard	9	35,050	10

This augmentation fully replaces your hips, legs and feet with a cybernetic set of 4 legs designed for superior locomotion. You gain a movement speed of 50 ft. Your bulk limit increases to your Strength score before you gain the encumbered condition. Calculate your encumbrance normally for activities that would not benefit from four legs, like flying or swimming.

The quadruped motus is OSCAR compatible. Most recipients donning this augmentation do so using a cyberware socket located at the waist. You can only equip a single type of motus augmentation at a time.

RAGE IMPLANT			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	7	7,150	2
Advanced	13	51,150	2

This brain implant dramatically increases the amount of adrenaline and testosterone your body produces, temporarily boosting your strength and durability. You can activate the implant as a swift action once per day. Upon doing so, you temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but you takes a -2 penalty to EAC and KAC. You may take advantage of rage feats (if available).

The increase in Constitution increases your Stamina Points by 2 per level, but these Stamina Points go away at the end of the rage when your Constitution score drops back to normal. While raging, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Acrobatics, Intimidate, Piloting, or Ride), any abilities that require patience and/or concentration, or any items that must be activated to function. The rage lasts for a number of rounds equal to 3 + the your (newly acquired) Constitution modifier. You may prematurely end your rage. At the end of the rage, you lose the rage modifiers and restrictions and gain the fatigued condition. This fatigue

can be removed by meeting the requirements for regaining Stamina Points. The increased Constitution triggered by the rage implant in no way obviates the negative levels bestowed for having too many cybernetic attachments.

The advanced rage implant allows you to spend 1 Resolve Point to remove fatigue on your turn as a swift action. In addition, you can spend 1 Resolve Point to activate rage again after you have already used its daily activation. You cannot activate rage while fatigued.

RETRACTABLE CLAWS			SYSTEM Hands
MODEL	LEVEL	PRICE	DISGUISE
Standard	3	1,550	2/8

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

Attacks with your retractable claws are considered unarmed strikes. Any feat that modifies an unarmed strike modifies attacks with your retractable claws. Your retractable claws grant +1 damage per damage die and all damage is considered lethal. Your claws are not subject to disarm attempts but may be sundered while extended.

RETRACTABLE FINS			SYSTEM Multiple
MODEL	LEVEL	PRICE	DISGUISE
Standard	3	1,200	2/8

You have long thin polymer sheets which can be extended as a standard action from between your fingers, from between your toes, and from your spine, dramatically increasing her underwater speed and agility. You gain a Swim speed of 30 ft. You can use the charge action when swimming provided you swim in a straight line.

RETRACTABLE SYRINGE			SYSTEM Arm/Hand
MODEL	LEVEL	PRICE	DISGUISE
Standard	3	1,200	2/5

You implant a retractable syringe in your hand which can access an internal reservoir of toxin in your arm. You can extend this syringe as a swift action but only while you aren't holding anything in that hand. Attacks with your syringe deal 1d6 piercing damage and automatically inject toxin into your target. An affected creature can attempt a Fortitude saving throw against the type of toxin used. The reservoir holds up to 4 doses of any injectable toxin; injury-based poisons, drugs, viruses, nanite colonies are just a few

of the possibilities. See the "Afflictions" section in Chapter 11 of the Starfinder Core Rulebook. You are not required to inject toxin while using the syringe as a weapon.

There is no chance of you exposing yourself to the toxin stored in your reservoir unless the augmentation is destroyed. If the augmentation is destroyed you suffer all normal effects of the toxin, but are entitled to saving throws.

RETRACTABLE TENTACLE			SYSTEM Arm
MODEL	LEVEL	PRICE	DISGUISE
Standard	9	18,250	2/4

You have a retractable tentacle implanted in one of your arms. The tentacle is tiny, prehensile, equipped with a small camera and listening device, and ends in a small claw allowing the recipient to manipulate objects. The retractable tentacle can extend up to 10 ft. and has a 2 Strength. It has a diameter of ½ inch and can be used to manipulate items on the far side of any barrier through which it fits. A retractable tentacle grants the recipient a +2 enhancement bonus to Sleight of Hand skill checks and can be used to make Perception checks beyond barriers while the recipient maintains full concealment. Perception checks made with a retractable tentacle suffer double the normal penalties for distance.

RETRACTABLE WHEELS			SYSTEM All Feet
MODEL	LEVEL	PRICE	DISGUISE
Standard	3	1,350	2/6

You have retractable in-line wheels similar to roller blades built into concealed housings in each leg. These wheels allow the recipient to "skate" on any solid surface. You can extend or retract the wheels as a swift action. Built-in gyro scopes assist you in maintaining your balance. Retractable wheels increase your base movement speed by 10ft. This augmentation does not affect your ability to stop suddenly or turn. The recipient can skate up or down any incline or decline a person could normally walk up or down. Retractable wheels cannot be used in rough terrain.

SENSORY BOOST			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	6	3,650	1

You have neural enhancement implanted deep within your brain. This augmentation boosts your senses to unprecedented levels by limiting input from all other sources. The sensory boost augmentation will only affect a single sense (hearing, sight, smell, taste, or touch) at a time. This augmentation can be turned on or off or refocused to

a different sense as a swift action. While the sensory boost is active, all Perception checks that may reasonably be affected by the boosted sense receive a +2 insight bonus, while all Perception checks made using the other four senses suffer a -4 penalty. For example, if you are using your sense of touch to locate a hidden panel on a wall you can boost your tactile sensations to gain a +2 insight bonus to your Perception check, but you would suffer a -4 penalty to Perception on hearing a whisper while your sense of touch is boosted.

SKILL IMPLANT			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	5	3,000	1
Advanced	10	21,350	1

You have a small brain implant increasing your talent in the use of a specific skill. You gain a +1 insight bonus on checks made with one class skill of your choice. Different skills require different implants, and a skill implant cannot be modified to grant a bonus to another skill. A recipient may have multiple skill implants, but each is considered a separate cybernetic augmentation. The advanced skill implant increase the insight bonus to +3.

SKILL PLEXUS			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	13	48,500	2
Advanced	18	354,750	2

This unit, implanted in your brain, allows multiple skill implants or class skill implants to function as a single cybernetic augmentation. You may have up to three skill implants or class skill implants attached to the skill plexus, and together they are treated as a single cybernetic Augmentation. However, if the skill plexus is destroyed, all of the attached skill implants are destroyed as well. The advanced skill plexus allow you to attach up to five skill implants or class skill implants.

SLEEP REGULATOR			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	4	1,750	2

You have a sleep regulating augmentation implanted near the base of your skull. This allows you to regulate when you will sleep, how long you will sleep, and under what conditions you will awaken. Because this augmentation allows you to immediately go into REM sleep, you only require half as much rest or sleep as normal to resist the effects of fatigue or exhaustion.

SMART CHIP			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	4	1,750	2
Advanced	10	21,985	3
Superior	16	164,500	4

You have a Smooth Movement Across Rough Terrain ("SMART") chip implanted in your brain. This cybernetic augmentation allows you to anticipate how rough terrain will react to your movement. During any move action, or full move action you can ignore up to 10 feet (2 squares) of rough terrain. It also gives you a +2 circumstance bonus on Jump checks using the Athletics skill. The advanced SMART chip allows you to ignore up to 20 feet (4 squares) of rough terrain. The superior SMART chip allows you to completely ignore rough terrain during your movement actions.

STABILIZER			SYSTEM Heart
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	100	2
Advanced	3	1,350	2

You have an augmentation implanted near your heart which releases stimulants into your bloodstream when your vitals are failing. If you are reduced to 0 Hit Points you automatically stabilize on your next turn without losing a Resolve Point. You are still unconscious and susceptible to massive damage. The advanced stabilizer stabilizes you on your next turn and raises your Hit Points to 1 on the round after becoming stable.

Both stabilizer augmentations are one use augmentations and no longer function after use.

STEALTH FOOT			SYSTEM Feet
MODEL	LEVEL	PRICE	DISGUISE
Standard	2	625	4
Advanced	12	47,950	4

You have your feet modified to increase your stealth while moving. Installation requires the replacement of both feet, as well as significant modification of your lower legs. When barefoot and moving at half speed, the recipient of a stealth foot augmentation gains a +1 enhancement bonus to Stealth checks. Advanced stealth feet grant a +3 equipment bonus to Stealth checks.

SUBVOCALIZER			SYSTEM Throat
MODEL	LEVEL	PRICE	DISGUISE
Standard	7	7,100	1
Advanced	14	70,350	1

You have a second set of synthetic vocal cords implanted near your vocal cords. You can emit simple subliminal commands layered 'under' your normal speaking voice. You can issue a subliminal command as a standard action. Your subliminal commands mirror the effects of the *Command* spell. This command is considered an extraordinary ability and the subject of the command is entitled to a Will save (DC = 11 + your CHA modifier), but unlike the *Command* spell, commands from the subvocalizer are not subject to spell resistance.

The advanced subvocalizer mirrors the effects of the *Greater Command* spell. This command is considered an extraordinary ability and the subject of the command is entitled to a Will save (DC = 15 + your CHA modifier). Unlike the *Greater Command* spell, commands from the advanced subvocalizer are not subject to spell resistance. You can attempt to command up to 10 subjects with the advanced subvocalizer.

Subjects of the subvocalizer's subliminal commands must be able to understand the language you are broadcasting the command in. If the subject of a command or greater command makes their saving throw, they are entitled to a Sense Motive skill check (DC = to Will save DC) as a reaction to realize attempts are being made to influence their actions.

TACTICAL ANALYSIS CPU			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	8	9,625	2
Advanced	14	73,000	3
Superior	20	900,000	4

You have a small computer designed for tactical analysis implanted in your spine. The augmentation is patched into your central nervous system and allows you to react to combat situations with precognitive speed. You gain a +1 insight bonus to EAC and KAC. The advanced tactical analysis CPU increases the insight bonus to +2, and the superior tactical analysis CPU further enhances the insight bonus to +3.

TECHNO-SAVANT MATRIX			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	11	25,000	1
Advanced	16	165,000	1

You have a database containing the complete schematics for millions of machines implanted in your brain. Access to the techno-savant matrix grants you a +1 insight bonus to all Computer Use, Engineering, and Piloting skill checks. The advanced techno-savant matrix includes a more advanced AI increasing the insight bonus to +3.

TELESCOPIC OPTICS			SYSTEM Eyes
MODEL	LEVEL	PRICE	DISGUISE
Standard	5	2,825	2/5

Your eyes have been replaced with cybernetic implants enhancing your distance vision. Your eyes operate like binoculars. You can focus your vision on a distant target as a swift action. You can see triple your normal visual range. While focused on a specific subject you can double a ranged weapon's normal range increment. You are subject to a -1 penalty to EAC, KAC and Perception skill checks while focused in on a distant subject.

TRAUMA CONTROLLER			SYSTEM Spine
MODEL	LEVEL	PRICE	DISGUISE
Standard	6	3,825	3
Advanced	11	23,850	3

The trauma controller implant give you fine-tuned control over your circulatory and chemical response systems. You can remove bleed damage on your next turn as a move action without requiring First Aid. The advanced trauma controller allows you to stop bleed damage as a swift action.

UTILITY HAND			SYSTEM Hands
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	125	4
Advanced	3	1,995	5

Your otherwise ordinary-looking cybernetic hand contains multiple small tools and attachments that aid in Engineering skill checks. Your hand contains a basic engineering toolkit so you take no penalties when attempting an engineering skill check. The advanced utility hand can be used as a specialty engineering toolkit granting you a +2 circumstance bonus to Engineering skill checks.

The price of the toolkit is included in the price of the hand.

VOCAL MODULATOR			SYSTEM Throat
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	125	2
Advanced	5	3,025	3

Your throat has been equipped with a series of miniature actuators built specifically to reshape your voice box, along with miniature hyper-resonant chambers that dynamically close or open. This allows you to change the pitch, timbre, and tone of your voice. You can more easily imitate accents or pronounce alien languages. When using Disguise to change your appearance, you gain a +2 insight bonus if the change in your voice also helps your Bluff or Disguise check (at the GM's discretion). The advanced vocal modulator allows you to impersonate specific individuals and increases the insight bonus to +4 on Bluff and Disguise checks. You also gain a +2 insight bonus on Computer checks when attempting to by-pass voice related security.

VOICE STRESS ANALYZER			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	5	4,225	1
Advanced	12	38,750	1
Superior	17	292,050	1

Sensors attached to your optic nerves and inner ear analyze minute physical indicators from living beings. Thus, enabling you to better determine the emotional states of others. You gain a +1 enhancement bonus on all Sense Motive checks. The advance voice stress analyzer increases the enhancement bonus to +2 and the superior voice stress analyzer increases the enhancement bonus to +3.

VOID-REACTIVE IMPLANTS			SYSTEM Multiple
MODEL	LEVEL	PRICE	DISGUISE
Standard	8	11,725	4/9
Advanced	14	100,725	4/9

Void-reactive implants protect you from the vacuum of space. Cybernetic augmentations include eye covers, nasal ear, and throat valves, a dermal mesh which maintains enough pressure to protect vital organs, the rest of your body, and a standard internal rebreather. When exposed to vacuum your void-reactive implants are activated as a reaction. You do not begin to suffocate, but automatically begin holding your breath. You do not suffer from decompression or sudden loss of pressure. When void-reactive implants are active they provide some protection against radiation. Radiation is always treated as one level lower for you. Advanced void-reactive implants lower your radiation exposure by two levels and upgrades your lungs to an advanced internal rebreather.

WEAPON LINK			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	175	4
Wireless	3	995	1

Weapon link allows you to directly connect to a single ranged weapon via a cable to a port located in the palm or arm. There is a small CPU implanted near the optical center of the brain allowing the weapon link to super imposes a basic target designation cue in your field of vision increasing your accuracy with ranged weapons. You receive a +1 circumstance bonus to all attack rolls with weapon link compatible weapons. Wireless weapon link augmentations require a slightly larger brain implant but allow you to link with the weapon without plugging in.

Any ranged weapon can be purchased with weapon link compatibility by increasing the weapon's base price by 10%. Upgrading a ranged weapon to be compatible with weapon link cost 20% of the weapon's base price and requires someone with ranks in Engineering equal to the level of the weapon. It takes 1 hour per level of the weapon to complete the upgrade.

Weapon link is HUD compatible.

WEAPON-SAVANT MATRIX			SYSTEM Brain
MODEL	LEVEL	PRICE	DISGUISE
Standard	6	3,950	2
Advanced	11	24,550	2

You have a database containing the complete schematics for millions of weapons implanted in your brain. Access to the weapon-savant matrix allows you to become proficient with any weapon type as a full action. You may only gain proficiency to one weapon type at a time. This augmentation has no effect on weapon types you are already proficient with. The advanced weapon-savant matrix grants you weapon specialization on your selected weapon type.

WRIST COMPUTER			SYSTEM Arm
TIER	LEVEL	PRICE	DISGUISE
1	2	350	--/6
2	4	750	--/6
3	6	2,250	--/6
4	8	6,750	--/6

You have a compact computer implanted in your arm which does not have direct access to your nervous system. This augmentation is usually implanted in the lower arm near the wrist. The wrist computer operates almost identically to a standard computer with a few exceptions

listed below. See the "Computers" section in Chapter 7 of the Starfinder Core Rulebook.

Your wrist computer comes complete with a holographic display and wireless datajack. Unlike a neural computer which is tied into your nervous system the wrist computer is not. In order to retrieve information from a wrist computer you must bring up the audio-visual display either on the surface of your arm or as a holographic image.

Modules and upgrades are not included in the wrist computer purchase price. The wrist computer augmentation has already been fully miniaturized and this has been calculated into the price.

X-RAY OBFUSCATION MESH			SYSTEM Skin
MODEL	LEVEL	PRICE	DISGUISE
Standard	7	6,950	1
Advanced	14	69,500	1

Your skin is lined with a mesh that obfuscates x-ray signals. The standard x-ray obfuscation mesh will hide all internal cybernetic devices and anything hidden in hideaway limbs or similar augmentations. The x-ray obfuscation mesh produces a false image of your internals to an observer, Perception skill check (DC 20) followed by a Medicine skill check (DC 20) to notice something is wrong with the x-ray imaging. The advanced x-ray obfuscation mesh increases the Perception and Medicine skill check DCs to 30.

X-RAY VISION			SYSTEM Eyes
MODEL	LEVEL	PRICE	DISGUISE
Standard	10	21,000	1/4

You replace your eyes with cybernetic implants. Your augmentation sends out X-rays and interprets the information gathered as an image they superimpose over your normal vision. This grants sense through (vision), though it is blocked by materials one-fifth as dense as those that block normal sense through (2 feet of wood or plastic, 1 foot of stone, 2 inches of common metal, or 1 inch of lead or any type of starmetal) and limits you to black-and-white vision while in use. You don't gain the benefit of any other special visual senses (such as low-light vision) while your x-ray vision is active, and you can't attempt sight-based Perception checks beyond 60 feet.

ZERO-G PROPULSION			SYSTEM All Limbs
MODEL	LEVEL	PRICE	DISGUISE
Standard	1	165	4
Advanced	5	2,800	4
Superior	9	18,000	4

Zero-G propulsion augmentations have been implanted in your arms and legs. This cyberware operates by jetting naturally produced carbon dioxide and methane from small nozzles implanted in all your limbs.

You gain a flight speed of 20 ft. (poor). Zero-G propulsion only works in microgravity environments. This implant can be activated or deactivated as part of your move action(s). You hold enough gas for 2 hours of normal operation before recharging your gas reserves. Recharging the zero-g propulsion augmentation requires the same conditions as regaining Stamina Points. The advanced zero-g propulsion system increases your flight speed to 25 ft. (average), and include small gas reservoirs which increase operating time to 6 hours. The superior zero-g propulsion system increases your flight speed to 30 ft. (Good), and includes pressurized gas storage nodules increasing the operating duration to 12 hours. You must be wearing light armor or less to take advantage of this cybernetic augmentation.

Table 4-2 Core Rulebook Augmentation Disguise Modifiers

NAME	DISGUISE
Cardiac accelerator	1
Cybernetic arm, single	7
Cybernetic arm, dual	9
Darkvision capacitors, standard	6
Darkvision capacitors, advanced	6
Darkvision capacitors, long-range	6
Datajack, standard	4
Datajack, high-density	4
Datajack, accelerated	4
Dermal plating, mk 1	1
Dermal plating, mk 2	2
Dermal plating, mk 3	3
Dermal plating, mk 4	4
Dermal plating, mk 5	5
Dermal plating, mk 6	6
Dermal plating, mk 7	7
Hideaway limb, standard	--
Hideaway limb, quickdraw	--
Polyhand	5
Prosthetic limb, standard	6
Prosthetic limb, storage	6
Respiration compounder	3
Retinal reflectors	2
Speed suspension, minimal	2
Speed suspension, standard	4
Speed suspension, complete	6
Vocal Modulator	1
Wide-spectrum ocular implant	7

AVATARS

An avatar is more than a cybernetic augmentation, it is a package of augmentations for individuals who have undergone the CORE process. There are dozens of different avatars to choose from, but most seek out avatars that augment their role or are assigned by a sponsor. There are six “base” models listed here. Each base model has a standard set of attachments.

AVATAR SPECIAL QUALITIES

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

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

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

Incompatible Augmentations: Exoskeleton

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

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

A.E. (ADAM-EVE)

The AE avatar is the most common avatar available. You have your choice of male, female, or androgynous body types which includes shapes, sizes, colors, and textures. Personal preferences on appearance are chosen when you purchase the avatar. You can be recognized by casual observation as cybernetically augmented by anyone making a successful Perception skill check (DC 15).

It is most common for individuals who have suffered catastrophic injury or debilitating medical and physical conditions to select the AE avatar. The AE is also known as the retirement avatar since its appearance and bulk are less likely to draw attention or impede the ability to integrate back into society.

MK 1 Augmentations: Identity chip.

All body system cybernetic augmentations on the AE avatar are prosthetics or artificial organs equivalent to their biological counterparts.

MK 2 Augmentations: Body Repair Weave, Cybernetic Socket (1), Stabilizer

A.E.					SYSTEM Avatar
MODEL	LEVEL	HP	STR	DEX	PRICE
MK 1	1	4	10	10	1,000
MK 2	2	4	10	10	2,000

COMMANDO

Designed for military applications, the commando avatar resembles a macho and makes the player’s race almost indistinguishable. The commando avatar is characterized by its integrated armor and weapon hardpoints. Commando’s often accessorize themselves with “war paint”. These designs often include rank, unit, kills, and purely decorative art similar to old warplanes. What makes them more distinguished is a lack of a physical head. Where one would normally expect a head, is a holographic projection of one. The brain, ears, eyes, and throat are all located in the torso, but continue to count as separate systems.

You must be a member of a military, private security force, or special operations force to gain access to a commando avatar. It is possible for a character to obtain a commando avatar through affiliation with one of these types of groups and your GM’s permission. Most commandos are soldiers who have been gravely wounded prior to undergoing the CORE process.

A commando avatar is dedicated to martial activities. There are many planets, moons, and space stations where the character will not be welcomed. Reactions will range from fear to open hostility in many cases, but there will be situations where a commando is also welcomed if a town is facing off against pirates, roving bands of hostile alien life, or revolting from evil overlords.

MK 1 Augmentations: external equipment mount (ranged weapon), external equipment mount (melee)

weapon, integrated armor (any), neural computer tier 2, weapon link.

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

MK 2 Augmentations: Darkvision capacitors, internal communicator, HUD, minimal speed suspension.

MK 3 Augmentations: dermal plating mk 1, tactical analysis CPU, trauma controller.

MK 4 Augmentations: advanced HUD, advanced tactical analysis CPU, advanced trauma controller, augmentation plexus (eyes), dermal plating mk 4, neural computer tier 4

MK 5 Augmentations: dermal plating mk 7, superior tactical analysis CPU

COMMANDO					SYSTEM Avatar
MODEL	LEVEL	HP	STR	DEX	PRICE
MK 1	2	6	16	10	1,550
MK 2	4	6	16	12	6,140
MK 3	6	6	18	12	19,415
MK 4	12	6	20	14	150,000
MK 5	18	6	22	14	1,390,000

EXPLORER

The explorer is the most common non-military avatar available. Each exploration avatar comes in a variety shapes, and sizes common to playable races. Exploration avatars have a shiny white metallic sheen due to the ceramics, plastics, and metal alloys used for their environmental protection.

As the name suggests, you must be a member of an organization or megacorporation that sponsors exploration to gain access to an explorer avatar. Explorer avatars are often rewarded to explorers who have been severely injured or wounded in the service of their sponsor. There are financial gains to be made by sponsoring a limited number of volunteers to undergo the CORE process. The recipient of an explorer avatar is far more likely to survive and return from a hostile environment than someone relying on external equipment.

The explorer avatar is dedicated to the survivability of its embryotic pod. Explorers might draw some attention, but they are generally accepted in places where cybernetics are legal. While on a mission the expectation is usually to let the guy or girl in the explorer avatar go outside first to “test” the environment.

MK 1 Augmentations: Body repair weave, digital recorder, detoxifier, internal compass, neural computer tier 2, respiration compounder.

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

MK 2 Augmentations: Advanced internal compass, darkvision capacitors, dermal mesh, HUD, jump jets.

MK 3 Augmentations: Advanced digital recorder, augmentation plexus (skin), dermal capacitors mk 1, extreme G mod, internal communicator, internal rebreather, SMART chip.

MK 4 Augmentations: Advanced darkvision capacitors, advanced dermal mesh, advanced detoxifier, advanced HUD, advanced internal rebreather, advanced extreme G mod, advanced jump jets, advanced SMART chip, dermal capacitors mk 3, neural computer tier 4.

MK 5 Augmentations:, dermal capacitors mk 6, long-range darkvision capacitors, neural computer tier 6, superior dermal mesh, superior SMART chip.

EXPLORER					SYSTEM Avatar
MODEL	LEVEL	HP	STR	DEX	PRICE
MK 1	2	6	14	14	1,800
MK 2	4	6	14	16	8,795
MK 3	6	6	16	16	21,500
MK 4	12	6	16	18	166,325
MK 5	18	6	18	18	884,825

GHOST

Knowledge of a ghost is rare but it is the most common covert operations avatar available. There are many that even deny ghosts exist. Ghost sightings are rare because most people don’t realize the person standing in from of them is utilizing a ghost avatar. Like other avatars a ghost comes in a variety shapes, sizes common to playable races. Unlike other avatars the ghost can change its appearance as often as the character likes.

Ghost avatars are only available to governments, mega-corporations, and covert operations groups. Ghost avatars are only granted to the most dedicated and talented recruits. Those lucky enough to be chosen must dedicate themselves to protecting their identity and the identity of their sponsor. Death before dishonor, every ghost avatar is equipped with a cortex bomb.

MK 1 Augmentations: cortex bomb (grenade type determined by GM), disguise-morph, hideaway limb, neural computer tier 2, vocal modulator

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

MK 2 Augmentations: Advanced vocal modulator, culture matrix, HUD.

MK 3 Augmentations: Augmentation plexus (skin), pheromone emitter, quick draw hideaway limb, x-ray obfuscation mesh

MK 4 Augmentations: Advanced culture matrix, advanced disguise-morph, advanced HUD, advanced pheromone emitter, contortion actuators.

MK 5 Augmentations: Advanced contortion actuators, advanced x-ray obfuscation mesh, feat plexus, hidden compartment, superior disguise-morph, superior HUD.

GHOST						SYSTEM Avatar
MODEL	LEVEL	HP	STR	DEX	PRICE	
MK 1	2	5	10	14	8,480	
MK 2	4	5	12	16	13,610	
MK 3	6	5	12	18	21,175	
MK 4	12	5	14	20	143,575	
MK 5	18	5	14	22	810,945	

JAEGER

The jaeger is one of the most popular avatars for those who believe the best defense is a good offense. The predatory design of the Jaeger makes it attractive to organizations interested in hunting down their targets or sending a message before larger forces are engaged.

To be eligible for a jaeger avatar you must be affiliated with an organization that would utilize aggressive tactics. Many military occupations, exploration groups, and special operations task forces from smaller mega corporations are strong candidates for this avatar.

Unlike other military avatars jaegers are generally welcomed in most places. Despite their actual role there is a Robin Hood perception that lessens their perceived threat on most backwater planets and space stations.

MK 1 Augmentations: external equipment mount (ranged weapon), neural computer tier 2, retractable claws, weapon link.

All body system cybernetic augmentations on the commando avatar are prosthetics or artificial organs

equivalent to their biological counterparts unless otherwise noted.

MK 2 Augmentations: Darkvision capacitors, dermal plating mk 1, HUD, internal communicator, minimal speed suspension.

MK 3 Augmentations: centipede plexus, dermal plating mk 2, tactical analysis CPU.

MK 4 Augmentations: advanced HUD, dermal plating mk 4, internal equipment mount weapon any), initiative implant, long-range darkvision capacitors, neural computer tier 4, SMART chip, standard speed suspension.

MK 5 Augmentations: advanced centipede plexus, advanced SMART chip, advanced tactical analysis CPU, complete speed suspension, dermal plating mk 6, overclock matrix, superior HUD, superior initiative implant

JAEGER						SYSTEM Avatar
MODEL	LEVEL	HP	STR	DEX	PRICE	
MK 1	2	6	12	12	2,115	
MK 2	4	6	14	12	9,425	
MK 3	6	6	16	14	25,670	
MK 4	12	6	18	16	147,600	
MK 5	18	6	20	18	1,008,500	

ORACLE

The oracle is the avatar of choice for geeks and nerds. Guys and gals that have spent too much time in virtual reality or surfing the Cortex to maintain their physical health, and intellectual geniuses who are too smart or important often find themselves undergoing the CORE process and not always by choice.

There are many reasons corporations and governments sponsor the core process for oracle recipients. Scientist, engineers, inventors, political prisoners, mega-corp CEOs, and even some criminals are important enough to keep around.

Oracles pose little physical threat and are only unwelcomed in places where all technology is scorned. Oracles are often mistaken for anthropomorphic robots.

Oracles can be of any class but are not well suited for combat roles.

MK 1 Augmentations: datajack, digital recorder, hideaway limb, neural computer tier 2

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

MK 2 Augmentations: high density datajack, HUD, internal communicator, neural computer tier 3

MK 3 Augmentations: neural computer tier 4, skill implant, weapon-savant matrix

MK 4 Augmentations: advanced HUD, advanced memory matrix, feat implant, neural computer tier 7, techno-savant matrix

MK 5 Augmentations: advanced data archive, advanced mind-screen, advanced techno-savant, neural computer tier 10, polyhand, superior memory matrix.

ORACLE					SYSTEM Avatar
MODEL	LEVEL	HP	STR	DEX	PRICE
MK 1	2	4	9	9	1,550
MK 2	4	4	10	10	6,860
MK 3	6	4	11	11	24,615
MK 4	12	4	12	12	144,855
MK 5	18	4	13	13	1,195,965

WRAITH

Few avatars can operate effectively in zero-G or the vacuum of space, the wraith avatar is one of those exceptions. The wraith is designed as a workhorse for space exploration, asteroid mining, and starship maintenance.

Wraiths are favored by organizations who sponsor individuals to perform some of the most dangerous work in the void of space, or planet side on worlds with crushing gravity, noxious atmospheres, and high radiation.

Wraiths are welcomed in most outposts, mining town, space stations, and starship crews where cybernetics have not been outlawed.

MK 1 Augmentations: void reactive implants, zero-g propulsion

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

MK 2 Augmentations: Anti-grav plates, hideaway limb, HUD.

MK 3 Augmentations: advanced zero-g propulsion, dermal plating mk 2, extreme-g mod, gyroscope.

MK 4 Augmentations: advanced extreme g mod, advanced void reactive implants, anti-grav system, dermal plating mk 3, superior zero-g propulsion.

MK 5 Augmentations: advanced gyroscope, dermal plating mk 7, Polyhand, ultra extreme-G mod.

WRAITH					SYSTEM Avatar
MODEL	LEVEL	HP	STR	DEX	PRICE
MK 1	2	6	16	10	10,700
MK 2	4	6	16	12	16,885
MK 3	6	6	18	12	26,415
MK 4	12	6	20	14	170,660
MK 5	18	6	22	14	1,218,500

MALWARE

Science fiction is riddled with cybernetic implants that prove detrimental to the recipient. Cortex bombs and Compliance stems are used to exert control over persons often forcing them to act against their will. ID chips can be used to secretly track the movements of persons by both mega corporations and governments alike. Although use of these devices is usually restricted or illegal this doesn't prevent them from being used by criminal networks, immoral corporations, or despotic governments. Except for function, limiting cybernetic malware are the same as cybernetic augmentations, and follow the same rules regarding implantation, acquisition, and maximum number of augmentation slots and total implants.

CORTEX BOMB		SYSTEM Brain
MODEL	LEVEL	PRICE
Grenade	Varies	Varies

You have an explosive charge surgically implanted in your brain. This cybernetic malware is often used to ensure a subject's loyalty, a method of self-destruction to avoid capture, or a "suicide bomb" by those wishing martyrdom.

Cortex Bombs damage, level, and price is determined by the type of grenade used for the explosive charge. Adding the cyberware trigger and implanting the malware costs an addition 1000 credits. Example: using the explosive charge from a frag grenade V would be considered 14th level, have a price of 19,750 credits, and does 10d6 P damage in a 15' radius.

If the cortex bomb is triggered, the recipient gets no saving throw and the detonation is considered a Coup de Grace. If the recipient survives the damage they must make a Fortitude saving throw (DC = 10 + level of the grenade) or die. Others trapped within the blast radius get a saving throw based on the type of grenade used.

Types of triggers built into a cortex bomb are only as limited as the engineer's imagination. Common triggers for controlling a subject include; attempting to disarm the cortex bomb, a remote detonator, exceeding the time limits between check-ins with a controller, moving out of the range of a controller, or going against a directive set by a controller. The controller can be a device or person. When a cortex bomb is used in martyr mode it's considered a swift action for the recipient to activate the bomb. A recipient using a cortex bomb to self-destruct often includes a delay from time of death allowing the potential of a medic to revive the recipient. Other self-destruct cortex bombs rely

on proximity sensors so the malware detonates only in the presence of one or more bystanders.

Disarming a cortex bomb requires a successful Medicine skill check (DC = 15 + level of the grenade) followed by a successful Engineering skill check (DC 20 + level of the grenade). Failure of either roll results in the premature detonation of the cybernetic malware.

COMPLIANCE STEM		SYSTEM Spine
MODEL	LEVEL	PRICE
Standard	5	4,250
Advanced	10	20,250
Superior	15	98,250

Although this cybernetic malware allows you to maintain free will acting against your controller's directive results in debilitating pain and mental anguish. Compliance stems have both legal and illegal applications. Legal applications include controlling criminals rather than sending them to prison and as insurance policies on high risk loans. More nefarious uses include controlling slave populations, or coercing the recipient to perform a task they wouldn't normally agree to.

You can act normally while following your controller's directives. If you try to intentionally harm the controller or defy your controller's instructions, you must make a Will saving throw (DC 15) or gain the stunned condition for 1d6 rounds. If you make the saving throw you gain the staggered condition for 1d6 rounds. When the stunned or staggered condition ends, you may act normally if you obey your controller. If you continue to defy your controller you must make a new saving throw and repeat the penalties.

The advanced compliance stem requires a DC 20 Will save to avoid the stunned condition and the superior compliance stem increases the Will saving throw to DC 25.

All compliance stems are locked with a physical biometric key linked to the controller's DNA. The controller can remove any compliance stem linked to their key from the spine of any subject as a standard action. Removing a compliance stem without a key requires a successful Engineering skill check (DC = 20 + item level) followed by a successful Medicine skill check (DC 15 + item level). Failure on either roll results in the subject gaining the stunned condition until the compliance stem is repaired or properly removed.

REPRESSOR STEM		SYSTEM Spine
MODEL	LEVEL	PRICE
Standard	3	895
Advanced	8	11,895
Superior	13	51,895

Cybernetic augmentation is not accepted everywhere. There are even places where augmentation is illegal. The repressor stem originated as a tool to threaten or punish cyborgs for their augmentations. Repressor stems nullify your perceived threat to society.

A repressor stem can be placed on your spine as part of a grapple combat maneuver or standard action if you are willing to allow it. Once the gimp stem detects nerve impulses it harpoons hundreds of nanofilaments into your spine. You are entitled to a Fortitude saving throw (DC 10 + item level) or have all your cybernetic augmentation shut down and become non-functional. In addition, you take a permanent -2 penalty to Strength and Dexterity while the repressor stem is in place.

The penalty to Strength and Dexterity increase to -4 with the advanced repressor stem and -6 with the superior repression stem. Otherwise both the advanced and superior repressor stems function exactly like the standard.

There are three methods for removing a repressor stem. First every repressor stem comes with an encrypted paired key. Simply swiping the key across the surface of the repressor stem as a move action causes it to withdraw its nanofilaments and fall to the ground. Second, a Computers skill check can be used disable the repressor stem (DC = 10 + item level). When a repressor stem is disabled it withdraws its nanofibers from the spine and falls to the ground. Third, a skilled surgeon can remove an active repressor stem with a successful Medicine skill check (DC 20 + item level). Because the nanofilaments are interlaced with the spinal cord this is a difficult surgery and failing the skill check by more than 5 removes the repressor stem but makes the Strength and Dexterity damage permanent. Failing the roll by less than 5 simply means the attempt to remove the repressor stem failed.

TRACER CHIP		SYSTEM None
MODEL	LEVEL	PRICE
Standard	1	250

The tracer chip is simply a high-tech tracking device. Anywhere the recipient goes the tracer chip is constantly attempting to connect to any open communications frequencies to report the recipient's location. It is not uncommon for space stations, starships, and core worlds to have dedicated tracer networks.

Despite being defined as malware the tracer chip has many legitimate uses. Many non-violent criminals and parolees who are sentenced to house arrest or on a travel ban have been implanted with the tracer chip. Its not uncommon for parent to secretly get their kids "chipped" during other standard childhood medical procedures. If a character buys something on some form of credit it may be a requirement of the seller for them to get "chipped".

The tracer chip is small enough to be considered a nanoaugmentor, however, it's only a single chip and not a colony of self-replicating nanobots.



CYBERNETIC FEATS

CYBER ENGINEER

You have extensive knowledge of cybernetics and are more skilled at creating cybernetic augmentations than other engineers.

Prerequisites: Engineering 5 ranks

Benefit: You gain a +2 bonus on all skill checks dealing with cybernetics and you treat your class level as +1 higher for crafting cybernetic and bionic augmentations.

CYBERNETIC SAVANT

You get more benefit out of your cybernetic augmentations

Benefit: When you take this feat, select one cybernetic augmentation that provides a bonus to attack rolls, skill checks, or saves. Whenever you make use of that cybernetic augmentation, add +1 to the benefit it normally provides.

Special: You may select this feat multiple times. However, this feat cannot be applied to the same cybernetic augmentation more than once. Each time the feat is selected it must be applied to a different cybernetic augmentation.

CYBERNETIC SURGEON

You are gifted at implanting cybernetic augmentations.

Benefit: You gain a +2 bonus on all Medicine skill checks when implanting, repairing, or removing cybernetic augmentations. Your class level is treated as +1 higher when determining the level of cybernetic or bionic augmentation you are capable of implanting.

CYBEREVOLUTION

You are accustomed to cybernetic augmentation and are constantly seeking new upgrades and improvements.

Prerequisite: a standard cybernetic implant and character level equal to the desired advanced cybernetic augmentation level.

Benefit: You can select any single cybernetic augmentation and upgrade it from standard to advanced.

CYBERNETIC REBIRTH

You suffered an injury so dramatic you have lost much of your memory, and very little of your original body remains. An anonymous benefactor sponsored you for the CORE process and paid for your AE avatar.

Prerequisite: 1st level character only

Benefit: You begin play with an AE avatar.

Normal: You would have to pay to undergo the CORE process or take the cyber incarnate archetype.

CYBER-RECEPTOR

You are an exceptionally good candidate for cybernetic enhancement.

Prerequisite: 1st level character only

Benefit: You gain one free 1st level augmentation.

GREATER CYBEREVOLUTION

You are accustomed to cybernetic augmentation and are constantly seeking new upgrades and improvements.

Prerequisite: a superior cybernetic implant and character level equal to the desired superior cybernetic augmentation level.

Benefit: You can select any single superior cybernetic augmentation and upgrade it to ultra.

IMPROVED CYBEREVOLUTION

You are accustomed to cybernetic augmentation and are constantly seeking new upgrades and improvements.

Prerequisite: an advanced cybernetic implant and character level equal to the desired superior cybernetic augmentation level.

Benefit: You can select any single advanced cybernetic augmentation and upgrade it to superior.

AUGMENTATION TRACKER

BRAIN

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

EYES

- 1.
- 2.

EARS

- 1.
- 2.

THROAT

- 1.
- 2.

RIGHT HAND

- 1.
- 2.
- 3.

LEFT HAND

- 1.
- 2.
- 3.

RIGHT ARM

- 1.
- 2.
- 3.

LEFT ARM

- 1.
- 2.
- 3.

LUNGS

- 1.
- 2.

HEART

- 1.
- 2.

TORSO

- 1.
- 2.
- 3.

SPINE

- 1.
- 2.
- 3.

RIGHT FOOT

- 1.
- 2.
- 3.

RIGHT LEG

- 1.
- 2.
- 3.

SKIN

- 1.
- 2.
- 3.

LEFT LEG

- 1.
- 2.
- 3.

LEFT FOOT

- 1.
- 2.
- 3.



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