

BIOHACKER  
BIOHACKS

BIOHACKS

BIOHACKS  
PER DAY

= 1 +

Abilità  
Chiave

Usi  
Oggi

Replenish biohacks with a 10 minute rest.

MINOR BIOHACKS

Minor biohacks don't count against your biohacks per day.

BASIC BOOSTER

One of: +1 AC, +2 skill checks, or +10ft base speed

DURATA

r =

Abilità  
Chiave

BASIC INHIBITOR

One of: -2 AC, -5 DR, or -5 energy resist (one type)

Livello

9

-10 DR or -10 resist

17

-15 DR or -15 resist

DURATA

r = 3 +

Abilità  
Chiave

MINOR BOOSTER

Attempt a free medicine check against a target:

Livello

1

Administer first aid to stop bleeding or stop a target dying.

3

Treat drugs or poison; target gets +4 to one save within the next hour.

6

Treat disease; target gets +4 to one save within the next hour.

MINOR INHIBITOR

-1 attack roles

DURATA

r = 3 +

Abilità  
Chiave

SUPERSERUM

Prepare 2 superserums per day.

• Grant major healing or bring back the dead as *raise dead* or *regenerate*.

Livello

20

• Deal 17d10 damage; target is exhausted and stunned for 1 round. Fort save to halve damage and negate effects.

• Remove all physical or all mental conditions. Also remove confusion, fear, insanity and any false memories.

FIELD OF STUDY  
PRIMARY

BOOSTER

INHIBITOR

BREAKTHROUGH

Livello

5

SECONDARY

BOOSTER

Livello

7

INHIBITOR

BREAKTHROUGH

Livello

11

TERTIARY

BOOSTER

Livello

13

INHIBITOR

BREAKTHROUGH

Livello

17

