

BIOHACKER

CUSTOM MICROLAB

- A kit of medical supplies etc.
- Functions as a basic medkit and chemalyzer
 - Use Physical Science or Life Science to create non-magical serums.
 - As a move action, make a 20-equivalent Life Science (if living) or Physical Science (if non-living) check to identify a creature.
 - Take 10 minutes to attune your lab to a number of willing creatures; apply boosters to these characters at range without an attack roll.

Portée
18m

MAX CREATURES
3 +

If your microlab is lost, take 1 hour to make one out of any medkit or chemalyzer.

Niveau
5 Functions as an advanced medkit.

Niveau
9 Functions as a medical lab. Portée
90ft

Niveau
17 Portée
36m

SCIENTIFIC METHOD

■ STUDIOUS

Will Bonus
Niveau
1 3 8 16
+1 +2 +3 +4

Gain a bonus to Life Science, Medicine and Physical Science checks:
Niveau
1 3 7 11 15 19
+1 +2 +3 +4 +5 +6

Add **INT** instead of **WIS** to Perception and Sense Motive checks.

SPARK OF INGENUITY Utilisation
Once a day, spend two uses of biohack to combine two basic or minor biohacks into a single effect. Aujourd'hui
Niveau
3 Niveau
9 Twice a day. Niveau
15 Three times a day.

■ INSTINCTIVE

Skills
1
2

Gain 1 rank in each of these skills at every level.
Niveau
1 3 7 11 15 19
+1 +2 +3 +4 +5 +6

Add **WIS** instead of **INT** to Life Science, Medicine and Physical Science checks.

SPARK OF INGENUITY Utilisation
Once a day when using a booster biohack, also remove one of: dazzled, fascinated, or shaken. Aujourd'hui
Niveau
3 Niveau
9 Use spark of ingenuity twice a day.
Remove one of: dazzled, deafened, fascinated, fatigued, off-target, shaken, or sickened.
Or add the dazzled or off-target condition as an effect to your inhibitor biohacks.
Niveau
15 Three times a day.

RESOLVE ANALYSIS

Niveau
19 When you use your spark of ingenuity, regain 1 resolve point.

INJECTION EXPERT

Attack Bonus
Niveau
2 9 18
+1 +2 +3

When you hit an ally with an injection weapon, do no damage but still apply the booster or inhibitor effect.
If you have multiple ammo types loaded, choose which to fire.

THEOREM

JET DE SAUVEGARDE Biohacker Level Carac. Essen. **COMPÉTENCE OPPOSÉE** Biohacker Level Carac. Essen.
DD = 10 + [**DD**] = 10 + [**DD**]
Saving throw DC is also used for Superserum.

Niveau
2

Niveau
4

Niveau
6

Niveau
8

Niveau
10

Niveau
12

Niveau
14

Niveau
16

Niveau
18

Niveau
20