

BIOHACKER

BIOHACKS

BIOHACKS

BIOHACKS
PER DAY

= 1 +

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Carac.
Essen.

Utilisation
Aujourd'hui

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

DUREE

trs

=

.....

Carac.
Essen.

BASIC INHIBITOR

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

Niveau

9

-10 DR or -10 resist

17

-15 DR or -15 resist

DUREE

trs

= 3 +

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Carac.
Essen.

MINOR BOOSTER

Attempt a free medicine check against a target:

Niveau

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

DUREE

trs

= 3 +

.....

Carac.
Essen.

SUPERSERUM

Prepare 2 superserums per day.

Niveau

20

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

• 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

Niveau

5

SECONDARY

BOOSTER

Niveau

7

INHIBITOR

BREAKTHROUGH

Niveau

11

TERTIARY

BOOSTER

Niveau

13

INHIBITOR

BREAKTHROUGH

Niveau

17

