BIOHACKER	THEOREM
	Biohacker Класс. Biohacker Класс ИСПЫТАНИЕ Level Характ. ВСТРЕЧНАЯ ПРОВЕРКА Level Характ
CUSTOM MICROLAB  A kit of medical supplies etc.	СЛ = 10 + [ ÷ 2] +
• Functions as a basic medkit and chemalyzer Диста	нция
Use Physical Science or Life Science to create non-magical serums.	Saving throw DC is also used for Superserum.
As a move action, make a 20-equivalent Life Science (if living)	r -
Physical Science (if non-living) check to identify a creature.  • Take 10 minutes to attune your lab to a number of willing creature.	res;
apply boosters to these characters at range without an attack re	<u>II.</u> Уровень
Класс. <b>MAX CREATURES</b> Характ.	2
= 3+	
If your microlab is lost, take 1 hour to make one out of any medki	
or chemalyzer. Уровень	
5 Functions as an advanced medkit.	Уровень <b>4</b>
Уровень Диста 9 Functions as a medical lab.	
Уровень Диста	
17 120	
SCIENTIFIC METHOD	Уровень <b>6</b>
■ STUDIOUS	<u> </u>
m 1 3 8 16	
1 3 8 16	
Gain abonus to Life Science, Medicine and Physical Science ch	сks: Уровень
	8
1 3 7 11 15 19 OKEN 1 +1 +2 +3 +4 +5 +6	
<u> </u>	
Add INT instead of WIS to Perception and Sense Motive checks.  SPARK OF INGENUITY	<u> </u>
Once a day, spend two uses of biohack to combine	<sub>цня</sub> Уровень
Уровень two basic or minor biohacks into a single effect.	<u> </u>
<b>9</b> Twice a day. 15 Three times a day.	
■ INSTINCTIVE	
Skills	
1	Уровень — <b>12</b>
2	
Gain Larank in each of these skills at every level.	
e 1 3 7 11 15 19	
1 3 7 11 15 19	Уровень
스 모 Add <b>WIS</b> instead of <b>INT</b> to Life Science, Medicine and	<u> </u>
Physical Science checks.	
SPARK OF INGENUITY  Once a day when using a booster biohack, also  Cero	
remove one of: dazzled, fascinated, or shaken.	
Use spark of ingenuity twice a day.  Ypobeybobeh Remove one of: dazzled, deafened, fascinated, fat	Уровень qued,
9 off-target, shaken, or sickened. Or add the dazzled or off-target condition as an e	
to your inhibior biohacks.	
Уровень 15 Three times a day.	
RESOLVE ANALYSIS	Уровень
УровеньWhen you use your spark of ingenuity,	<b>18</b>
19 regain 1 resolve point.	
INJECTION EXPERT	
Регория <b>2 9 18</b> 2 <b>9 18</b> 2 <b>+1 +2 +3</b>	
od Are <b>+1 +2 +3</b>	Уровень
When you hit an ally with an injection weapon, do no damage but	20
still apply the booster or inhibitor effect.  If you have multiple ammo types loaded, choose which to fire.	