

BIOHACKER  
BIOHACKS

BIOHACKS

BIOHACKS  
PER DAY

= 1 +

Key  
Ability

Uses  
Today

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

DURATION

rds

=

Key  
Ability

BASIC INHIBITOR

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

Level

9

-10 DR or -10 resist

17

-15 DR or -15 resist

DURATION

rds

= 3 +

Key  
Ability

MINOR BOOSTER

Attempt a free medicine check against a target:

Level

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

DURATION

rds

= 3 +

Key  
Ability

SUPERSERUM

Prepare 2 superserums per day.

Level

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

Level

5

SECONDARY

BOOSTER

Level

7

INHIBITOR

BREAKTHROUGH

Level

11

TERTIARY

BOOSTER

Level

13

INHIBITOR

BREAKTHROUGH

Level

17

