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.

Gittata 18m

MAX CREATURES = 3 + ... (Abilità Chiave)

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

Livello		
5	Functions as an advanced medkit.	
9	Functions as a medical lab.	**Gittata** 90ft
17		**Gittata** 40m

SCIENTIFIC METHOD

◼ STUDIOUS

Will Bonus / Livello			
1	**3**	**8**	**16**
+1	+2	+3	+4

Gain a bonus to Life Science, Medicine and Physical Science checks:

Abilità Bonus / Livello					
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
Once a day, spend two uses of biohack to combine two basic or minor biohacks into a single effect.

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Livello		
3		
	Livello 9 Twice a day.	**Livello 15** Three times a day.

◼ INSTINCTIVE

Abilità

1 _____

2 _____

Gain 1 rank in each of these skills at every level.

Abilità Bonus / Livello					
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
Once a day when using a booster biohack, also remove one of: dazzled, fascinated, or shaken.

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Livello	
3	
Livello 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 inhibior biohacks.
Livello 15	Three times a day.

RESOLVE ANALYSIS

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

INJECTION EXPERT

Bonus Attacchi / Livello		
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

TIRO SALVEZZA CD = 10 + [........ ÷ 2] + ...
(Biohacker Level) (Abilità Chiave)

TIRO CONTRAPPOSTO CD = 10 + [........ × 1½] + ...
(Biohacker Level) (Abilità Chiave)

Saving throw DC is also used for Superserum.

Livello 2 _____

Livello 4 _____

Livello 6 _____

Livello 8 _____

Livello 10 _____

Livello 12 _____

Livello 14 _____

Livello 16 _____

Livello 18 _____

Livello 20 _____