

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.

MAX CREATURES

Key Ability

= 3 +

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

Level

5

Functions as an advanced medkit.

Level

9

Functions as a medical lab.

Range

60ft

Level

17

Range

120ft

SCIENTIFIC METHOD

■ STUDIOUS

Will Bonus

Level

1

3

8

16

+1

+2

+3

+4

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

Skill Bonus

Level

1

3

7

11

15

19

+1

+2

+3

+4

+5

+6

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

Level

3

SPARK OF INGENUITY

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

Uses Today

□□□

Level

9

Twice a day.

Level

15

Three times a day.

■ INSTINCTIVE

Skills

1

2

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

Skill Bonus

Level

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.

Level

3

SPARK OF INGENUITY

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

Uses Today

□□□

Level

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.

Level

15

Three times a day.

RESOLVE ANALYSIS

Level

19

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

INJECTION EXPERT

Attack Bonus

Level

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

SAVING THROW

Biohacker Level

Key Ability

OPPOSED SKILL

Biohacker Level

Key Ability

DC

= 10 + [

÷ 2

]

+

DC

= 10 + [

× 1½

]

+

Saving throw DC is also used for Superserum.

Level

2

Level

4

Level

6

Level

8

Level

10

Level

12

Level

14

Level

16

Level

18

Level

20