Racial (Android)

* +2 to saving throws against disease, mind-affecting effects, poison, and sleep.
* Don't breathe (ie fine in space/water)
* low-light and dark vision
* -2 to Sense Motive
* +2 to her DC if Sense Motive used against them
* 1 armor upgrade slot

Theme (Scholar)

* Expert in life science; specialized in bioengineering. DC of skill checks to recall knowledge about this is -5 and +1 to skill checks in this subject.

Class (Biohacker)

* Custom Microlab (Ex) - You have created a small, customized kit consisting of medical supplies, testing materials, and pharmaceutical compounds, which you can use to evaluate medical conditions and perform several additional tasks described below. (Android so built in)
  + Counts as a basic medkit, advanced medkit (lvl 5), and a chemalyzer
    - advanced medkit, once per 24 hours
  + As a move action you can target a creature within your line of sight and within the microlab’s range (60 feet at 1st level) and attempt a special skill check to identify it
  + You can also attune your custom microlab to a number of individual creatures equal to 3 + your key ability modifier
* Biohacks (Ex) - As part of your custom microlab, you keep a specialized micropharmacy of catalysts, nanites, and specialized chemicals, plus a small mixing apparatus and syringes.
  + You can deliver any biohack you create with any attack from an injection weapon
  + You can also deliver a biohack using a physical syringe (from your custom microlab) that you can wield in one hand.
  + A biohack can be injected into a willing or unconscious creature (or yourself) as a standard action without requiring an attack roll, as long as the target is within your reach
    - You can also use a ranged injection weapon to deliver a biohack to a willing ally you have attuned your custom microlab to as a standard action without making an attack roll, as long as they’re within your custom microlab’s range.
  + Each day after you have rested for 8 hours, you can spend 10 minutes to activate the ingredients to create the max number of biohacks; equal to 1 + your key ability score modifier
  + This preparation activates only the ingredients; you don’t need to decide which specific biohacks you’re creating until the actual actions or attacks used to deliver them
  + Basic Booster, A basic booster biohack aids a creature in one manner or another. The effect of an inhibitor lasts for a number of rounds equal to your key ability score modifier (minimum 1 round) unless it states otherwise. Select one of the following…
    - The target gains a +1 enhancement bonus to AC.
    - The target gains a +2 enhancement bonus to skill checks.
    - The target gains a +10-foot enhancement bonus to their speed. If the creature has more than one movement type, choose one to receive this bonus.
  + Basic Inhibitor, A basic inhibitor biohack hinders a creature’s physiology or material function. The effect of an inhibitor lasts for a number of rounds equal to 3+ your key ability score modifier (minimum 1 round) unless it states otherwise. Select one of the following…
    - The target takes a –2 penalty to AC.
    - You reduce the target’s DR by 5.
    - You reduce the target’s resistance to one type of energy (your choice) by 5.
  + Minor Biohacks, You can create minor biohacks from less powerful (and more stable) pharmaceuticals, nanites, and catalysts, and you can add them to any attack. You don’t need to activate the materials for minor biohacks in advance, and using them does not count against the maximum number of biohacks you can have ready at one time.
    - Minor Booster, Using a minor booster biohack allows you to attempt some Medicine checks on targets you affect so long as the target is within range of your custom microlab. You can attempt a Medicine check to administer first aid, attempt a Medicine check to treat drugs or poison, though on a successful check, the target gains a +4 bonus only on the next saving throw it attempts against the drug or poison, and that saving throw must occur within the next hour
    - Minor Inhibitor, A minor inhibitor biohack imposes a slight hindrance on a target: the target takes a –1 penalty to attack rolls for a number of rounds equal to 3 + your key ability score.
* Injection Expert (Ex) - You are proficient with weapons with the injection weapon special property, as long as the weapon has not gained that weapon special property through a weapon fusion, spell, class feature, or similar ability or effect.
* Primary Field of Study (Ex) - Your primary field of study represents your scientific specialty. You can use each breakthrough’s ability once, and you regain the ability to use it after you take a 10-minute rest to recover Stamina Points or take an 8-hour rest to regain Resolve Points.
  + Genetics
    - Booster: You temporarily boost a living creature (one that does not have the unliving universal creature rule) to improve the acuity of its hearing, granting the subject the benefits of blindsense (sound) with a range of 60 feet. If the creature already has blindsense, it instead gains the benefit of the Blind-Fight feat. This benefit lasts for 60 minutes.
    - Inhibitor: You deliver a DNA-twisting or material-altering chemical nanite compound into a creature’s body, imparting vulnerability to one type of energy (your choice). If the creature is immune to that energy type, this inhibitor temporarily removes that immunity and gives the creature resistance 20 to that type of energy. If the creature has resistance to that energy type, this effect instead reduces its resistance by 10 (minimum 0). This biohack does not remove a creature’s resistance or immunity to natural hazards or environments, only to damage from energy attacks, spells, and other abilities.
    - Breakthrough…Gene Therapy (Ex):As a standard action, you can create and deliver a medicinal formula to a living creature that suspends the effects of damage to their mind and body. When injected, the formula allows the target to ignore the effects of all ability score damage and drain for 10 minutes.
* Scientific Method (Ex)
  + Studious, Your mind is a fortress of information that can rarely be breached. You gain a +2 bonus to Will saving throws. You also gain a +2 insight bonus to Life Science, Medicine, and Physical Science checks. Additionally, you can add your Intelligence modifier instead of your Wisdom modifier to Perception and Sense Motive checks.
* Theorem (ex), You learn your first theorem at 2nd level, and you gain an additional theorem every 2 levels thereafter.
  + Speedy Serums (Ex),When you use your custom microlab to craft a serum, you can do so in half the normal time.
  + Hampering Inhibitor (Ex), Any biohack inhibitor you successfully use against a foe decreases that foe’s speed by 50%, to a minimum of 5 feet, in addition to the normal inhibitor effect you choose.
  + Strange Anatomy (Ex) – I have altered my physiology. When an enemy scores a crit hit, reduce the amount of damage by my INT mod. At 6th level, reduce damage by twice INT mod.
* Weapon Specialization (Ex), Weapon specialization feat
* Spark of Ingenuity (Ex)
  + Once per day, you can alter one of your biohacks to work in a different way, determined by your scientific method.
  + If you are a studious biohacker, you can expend two uses of your biohack ability to combine the effect of two basic or minor biohacks (or one of each) into a single effect. This is once per day.